

# 2023

# OFFICIAL RULEBOOK

Presented by



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 **SECTION 1: OVERVIEW**

*The following rules shall govern all academic components of the John Molson Undergraduate Case Competition (JMUCC). It is expected that the representatives from each competing university will familiarize themselves with these rules and guidelines and that they will abide by them in the spirit of the competition.*

 **SECTION 2: ELIGIBILITY AND TEAMS**

The competition is open to universities that offer an undergraduate business program or equivalent program deemed acceptable by the Board of Directors. All participants must meet the following criteria:

1. Must be a current student enrolled in the university's undergraduate business program;
2. Must be taking at least one (1) course in said program in the semester immediately preceding the Competition OR at least one (1) course in the semester during which the competition takes place;
3. Must not have participated in any prior edition of the JMUCC except for JMUCC 2022. Schools are only allowed to re-send 1 delegate who has previously competed in JMUCC 2022. This rule is to accommodate the unforeseen negative impact that the pandemic has had on our competition and our delegates;
4. Must not have started a Graduate/Master's program in ANY field; and
5. Must be 26 years of age or under as of the first day of competition.

Participating schools must send a team of four (4) undergraduate students. Given our current situation, alternatives or substitutes would be allowed in extreme circumstances (see SECTION 2.1: Extraordinary Circumstances). However, the Organizing Committee must be informed of any changes in team structure prior to the competition. It is also required that students be accompanied by a faculty advisor due to the learning-based nature of the competition.

 **SECTION 2.1: EXTRAORDINARY CIRCUMSTANCES**

Should one (1) team member be unable to participate in the competition, the remaining members of the team will be allowed to compete without the missing member (i.e a team of 3 students will still be allowed to compete if one of the four team members is unable to participate). However, teams should be aware that participating while missing a member will not result in a more favourable scoring system and the rules will not be modified in such cases.

**As such, all sections of the rulebook apply to all participants of the competition, regardless of the number of team members.**

## ➤➤➤ SECTION 2.1: EXTRAORDINARY CIRCUMSTANCES CONT'D

In the event of a team having two (2) members or more unable to compete, and should the school be unable to provide at least one (1) replacement in time for the competition, regardless of the circumstances, the team will automatically be disqualified (they will not be allowed to participate in the competition). That is to say, teams with less than 3 members will not be allowed to participate in the competition. Should a team be removed from the competition, the remaining three teams (3) of the division will be allowed to compete under a new grading scheme (See [Section 5.3.2.1](#) and [Section 6.3.2.1](#) (Round Robin and 24 hrs)). Participants should be aware that the division of 3 teams participating in the new scheme will not be offered a more favourable pointing system.

## SECTION 3: DIVISION POOLS

The following rules shall govern all academic components of the John Molson Undergraduate Case Competition (JMUCC). It is expected that the representatives from each competing university will familiarize themselves with these rules and guidelines and that they will abide by them in the spirit of the competition.

## SECTION 4: COMPETITION FORMAT

The competition shall consist of three (3) stages;

1. 3-Day Round Robin (3 cases)
2. The 24-Hour Case (1 case)

The university with the highest cumulative score in each of the seven (7) divisions after the Preliminary Round and 24-Hour Case will be named the divisional winner and will advance to the finals.

For each of the four (4) cases, teams will be required to analyze the case, prepare their recommendations, and create a PowerPoint slide show presentation to support their solution. Once completed, the teams will be asked to present their recommendations which will be shown to a panel of judges who will evaluate them. No written analysis is required in any round.



## SECTION 5: 3-DAY ROUND ROBIN (PRELIMINARY ROUND)

In this stage, teams will be presenting “head-to-head” versus the other universities in their respective division. In other words, Team A will present against Team B, while Team C will present against Team D. The matchups will alternate over a three (3) day period such that each university will have presented three times – once against each of the other teams in their division.

All parts of section 5 apply to teams finding themselves in a division of three (3) teams. Should there be any special circumstances for said division, it will be specified in a separate section.

### ➤➤➤ SECTION 5.1: CASE PREPARATION

Teams will have three (3) hours for each round-robin case. Each team will be assigned a workroom at the John Molson School of Business (JMSB) for their preparation period.



#### SECTION 5.1.1: MATERIALS ALLOWED

For Case 1, 2 & 3, the following materials will be provided for each team.

	Four (4) copies of the case study (in English);
	Preparation room with chalkboards and/or whiteboards;
	Scrap paper, pencils, pens, highlighters, chalk, markers;
	Two (2) USB Keys: 1 marked as “FINAL” to save the final PowerPoint and 1 to transfer files between computers.
	Snacks and drinks; a meal is provided if the team is preparing during lunch.
	2 personal computers (NO TABLETS) with Internet access



## SECTION 5.1.1: MATERIALS ALLOWED CONT'D

The following materials are NOT PROVIDED; however, teams may bring their own:

	Up to four (4) non-programmable calculators.
	One (1) non-electronic translation dictionary – no single language dictionaries allowed.

**\*\*\*The Organizing Committee reserves the right to inspect all calculators and dictionaries**

All other materials are NOT ALLOWED into the preparation room. This includes but is not limited to:

	Cellular phones, smart watches, or any other devices that <u>can connect to the internet</u>
	Pre-marked papers, notes, books or any other devices or documentation.

Personal effects such as cosmetics need to be approved by a Team Ambassador (TA) or at coat check. When in doubt, participants are advised to consult with the Organizing Committee prior to the competition to approve of any special requests.



## SECTION 5.1.2: COMMUNICATION WITH EXTERNAL PARTIES & INTERNET ACCESS

No external party (including faculty advisors) can discuss the case with the team members until the case analysis has been presented to their respective panel of judges. During the case preparation, teams may not leave the preparation room unless accompanied by their Team Ambassador (TA). Additionally, once the case preparation time has elapsed (three hours for Round-Robin cases and twenty-four hours for the 24-Hour Case) team members must NOT speak to anyone other than their Team Ambassador (TA) from the moment their preparation time ends to the moment they enter the presentation room; including but not limited to other teammates and spectators. Faculty Advisors are strictly prohibited to be in contact (verbal or non-verbal) until the presentations are complete.

All teams will be provided with unlimited Internet access. All electronic devices with communication technologies (e.g. cell phones, tablets) excluding the 2 authorized laptops will be held by the Organizing Committee until the end of the round-robin period.



## **SECTION 5.1.2: COMMUNICATION WITH EXTERNAL PARTIES & INTERNET ACCESS CONT'D**

Students may access any website, including password-protected databases from their university. Should a team not have off-campus access to their school's databases, they must notify the Organizing Committee PRIOR TO THE COMPETITION START DATE.



## **SECTION 5.1.3: SLIDE COLLECTION**

Slides will be collected on the designated "FINAL" USB key by the team's Team Ambassador (TA) when 15 minutes are remaining (i.e. after 2 hours and 45 minutes have elapsed). If the slides are not ready for collection after the designated elapsed time, a two (2) point deduction will be imposed on the team's score. If technical issues occur during the slide collection process, the team must immediately notify their Team Ambassador (TA). These slides will be given for the judging panel's reference. Teams may continue to work on their slides until the full 3 hours have elapsed. The final slide deck must be saved on the designated "FINAL" USB key at the end of the prep time and will be the one projected during the presentation. Judges will be advised of the potential for minor discrepancies between their copy and the projected slides.



## **SECTION 5.2: CASE PRESENTATION**

All presentations must be made in English and be accompanied by slides. The presenting team must NOT divulge the school which they are representing at any point during the presentation. The participants may NOT watch their opposing team's presentation. That is, if Team 1-A is in a matchup against team 1-C on a given day, neither team can watch the other present. However, both Teams 1-A and 1-C can watch the presentation of Team 1-B or 1-D later in the day as well as presentations from any other division. Faculty advisors are exempt from this rule and may watch any presentation at any time. For divisions of three (3) teams, participants may NOT watch their two (2) opposing team's presentations.



## **SECTION 5.2.1: PRESENTATION ROOMS**

The presentation rooms may seat up to 50 spectators (this number may be subject to change based on capacity restrictions at the time of the competition). All rooms contain at least one projection screen. A limited number of spectators will be allowed to enter only prior to the team's presentation. However, no entry or exit will be permitted during the presentation.



## SECTION 5.2.2: PRESENTATION TIME

Upon entry of the presentation room, the teams will be given a maximum of one minute to set up before the Presentation Room Coordinator (PRC) reads the rules and gives permission to start. The Presentation Room Coordinator (PRC) will hold up a sign when there are ten (10) minutes, five (5) minutes, two (2) minutes, and thirty (30) seconds remaining in the presentation time. When the twenty (20) minutes have elapsed, the Presentation Room Coordinator (PRC) will end the presentation whether the team has finished or not.

- Each team will be required to present for a MINIMUM of fifteen (15) minutes and up to a MAXIMUM of twenty (20) minutes;
- Each member of the team must speak during the presentation; and
- A wireless presentation remote (clicker) will be provided to each team.



## SECTION 5.2.3: Q&A PERIOD

Once the formal presentation is completed, a maximum of ten (10) minutes will be allocated for the judges to ask questions. Teams may show appendix slides during the Q&A should they be relevant to the question asked. It is not necessary for all team members to participate in the Q&A, however, it is encouraged.

The Presentation Room Coordinator (PRC) will announce when there is time for one final question. Once the ten (10) minutes have elapsed, they will announce that the question period is over and will provide a fifteen (15) second grace period for the team to complete their current answer.



## SECTION 5.3: CASE EVALUATION

Each matchup will be evaluated by a panel of at least 3 judges, all of whom will be assigned an evaluation sheet to provide adequate guidance and consistency in their judging. The same judges will be judging all presentations for the respective pool on that day.



### SECTION 5.3.1: JUDGING PANEL COMPOSITION

Judges consist of members of the business community, government leaders, university faculty members (at the exception of Quebec-based universities such as Concordia University, HEC, or else), and alumni. The panel's decision is final and cannot be contested. The formation of the judging panels is the sole responsibility of the Organizing Committee. All judges must be approved by the Board of Directors.



### SECTION 5.3.2: SCORING

Each matchup will have the two opposing teams scored relative to one another. The judges will allocate 15 points between the two teams. The winning team may be allocated no more than 12 points, while the losing team can be allocated no fewer than 3 points.

Should a judge need to excuse him or herself from their duties due to emergency circumstances prior to having evaluated all teams, the weight of evaluation given by said judge will be eliminated for previously evaluated teams and be redistributed evenly to the remaining judges on the panel.

## JUDGING RUBRIC

The following rubric should be used as a guideline in evaluating individual presentations. Keep in mind that final scores are relative - you will thus need to come to a consensus as a panel to determine the order ranking of all four (4) teams in your division. Hence, these sheets are for your personal notes only and will not be counted in the official scoring.

<b>SOLUTION (70%)</b>	
<p><b>Structure and Development – 10%</b>            Effective flow, structure, and organization of ideas presented  <i>Note: Teams may structure their presentation as they see fit (i.e. there are no templates)</i></p>	<b>/10</b>
<p><b>Analysis, Logic, and Reasoning – 25%</b>            Understanding of the mandate, market, limitations, and boundaries, depth of analysis, ability to justify ideas and effective argumentation</p>	<b>/25</b>

<b>Ideas and Recommendations – 30%</b> Creativity of ideas presented, innovation, realism, clear implementation plan or strategy, respect for professional and ethical norms	<b>/30</b>
<b>Sustainability – 5%</b> Solution considers and incorporates responsible environmental, social, and governance factors	<b>/5</b>
<b>PRESENTATION (30%)</b>	
<b>Quality – 30%</b> Team cohesion, professionalism, effectiveness of visuals, ability to communicate ideas clearly, preparedness, engagement with audience	<b>/30</b>
<b>TOTAL</b>	<b>/100</b>



### SECTION 5.3.2.1: SCORING UNDER EXTRAORDINARY CIRCUMSTANCES

For divisions missing a team (extraordinary circumstance) and thus participating in a division of 3 teams, they will be judged relative to the other teams in their pool. As such, the teams will still be presenting “head-to-head”, except against the other 2 schools in their respectful division. In other words, instead of the original scheme (Team A will present against Team B, while Team C will present against Team D), Team A will present against both Team B and Team C. The matchups will remain the same over a three (3) day period such that each university will have presented three times alternating starting times as would be the case in four (4) team divisions.

To accommodate, the grading scheme will be modified as follows; Each matchup will have the three (3) opposing teams scored relative to one another. The judges will allocate 24 points between the three teams. The winning team may be allocated no more than 13 points, while the losing team can be allocated no fewer than 5 points. In this particular situation, judges will not be allowed to give the same amount of points to teams. In other words, there will be no possibility for teams to have a tie (i.e the same number of points)



### SECTION 5.3.3: FEEDBACK SESSION

Once a decision is made, the judges will provide feedback to the two competing teams (or to the three competing teams in extraordinary circumstances). Each team will have a total of ten (10) minutes with the panel where judges will reveal the winner of the case, but not the point spread.

Only the participants and the accompanying faculty advisor of a given team are invited to the feedback session for their university. The scores will be posted publicly at the end of each day.



## SECTION 6: THE 24-HOUR CASE

This component places an emphasis on research abilities and requires the preparation of a well-supported, detailed strategic solution. Teams will be ranked against the others in their Division.

All parts of section 6 apply to teams finding themselves in a division of three 3. Should there be any special circumstances for said division, it will be specified in a separate section.



### SECTION 6.1: CASE PREPARATION

Teams will prepare their case in their hotel room and will present the following day in one of the hotel's conference rooms.



#### SECTION 6.1.1: MATERIALS ALLOWED

Each team must SUPPLY ITS OWN materials for the 24-Hour Case. This includes but is not limited to:

	One (1) computer per person (Personal laptops, Microsoft Surface included. NO TABLETS);
	Food, snacks, drinks.

Should the teams require the use of any additional material not aforementioned (ex: personal USB Key), please verify with the Organizing Committee PRIOR TO THE START of the 24-Hour Case. Requests for additional laptops must be made to the Organizing Committee PRIOR TO THE COMPETITION START DATE. Requests made during the competition cannot be guaranteed. Extra laptops will not be provided to teams that already have at least four (4) of their own.



## SECTION 6.1.1: MATERIALS ALLOWED CONT'D

The Organizing Committee will provide:

	Four (4) copies of the case study (in English);
	A communal printer that can be accessed via the teams Team Ambassador (TA);
	Two (2) USB keys: 1 marked as "FINAL" to save the final PowerPoint and 1 to transfer files between computers.

**\*\*\*Note that all presentations must be made using Microsoft PowerPoint (any version).**



## SECTION 6.1.2: COMMUNICATION WITH EXTERNAL PARTIES & INTERNET ACCESS

Teams are allowed to leave their rooms and the hotel only when accompanied by a Team Ambassador (TA). However, the following communication is restricted:

- No communication with other participants;
- No communication with the faculty advisor in any way; and
- No discussion of the case contents with external parties. As a result, primary data collection is not allowed (except for observation methods).

These forms of communication are prohibited to prevent any form of plagiarism or cheating. Participants have access to several resources and do not need to communicate with other teams, faculty advisors or other external parties to complete this case successfully. This type of communication would impede the values of the competition and reflect poorly on the level of preparedness of a team. We firmly believe the teams competing in the JMUCG are of a high enough caliber to generate their own ideas and recommendations without resorting to gathering information from others all while providing a quality recommendation. Maximum penalties will be enforced on teams found to have communicated with any of the parties mentioned above.



## SECTION 6.1.2: COMMUNICATION WITH EXTERNAL PARTIES & INTERNET ACCESS CONT'D

All teams will be provided with unlimited Internet access. All electronic devices with communication technologies (e.g. cell phones, tablets) excluding the 4 authorized laptops will be held by the Organizing Committee until the end of the 24-hour case period.

Students may access any website, including password-protected databases from their university. Should a team not have off-campus access to their school's databases, they must notify the Organizing Committee PRIOR TO THE COMPETITION START DATE.

**While internet access is permitted, access to login-required social media pages, such as the following websites and communication platforms, is strictly prohibited during the case analysis time frame:**

	All login-required social media pages (public pages are allowed – ex: Facebook, Instagram, LinkedIn, Twitter pages that are accessible without logging in)
	iMessage, WhatsApp, Snapchat, WeChat or any other external communication services.
	The use of virtual meeting software such as Zoom, Skype or Microsoft Teams is prohibited.
	File sharing websites (e.g. Dropbox, email, Google Drive, web servers)

\*\* It is MANDATORY that students log out of their Facebook, Twitter, and other social media accounts, as well as file sharing sites prior to the start of the case preparation time so that they can access public company pages/feeds without repercussions. It is also mandatory for students to delete their browser history prior to the start of the case preparation time. Bookmarked pages do not need to be deleted.

Internet usage will be monitored over the entire 24-hour period. Monitors may enter at any time and ask to view browser history. When in doubt, teams are urged to communicate with The Organizing Committee through their Team Ambassador (TA) if clarification of rules is needed. Browser history may not be erased under any circumstance at any point during the 24 hours of preparation.

 **SECTION 6.1.3: SLIDE COLLECTION**

Slides will be collected by the Team Ambassador (TA) when 15 minutes are remaining (i.e. after 23 hours and 45 minutes). Same rules apply as in the Round Robin Tournament (see Section 5.1.3)

 **SECTION 6.2: CASE PREPARATION**

All presentations are to be made in English. A team cannot attend ANY other team's presentation for the twenty-four (24) hour case presentations. After a team has presented, it will then go into isolation. Faculty advisors may watch any team present.

 **SECTION 6.2.1: PRESENTATION ROOMS**

All presentations take place in the hotel's conference rooms. Each room will include a projector, a laptop running Windows 10 and Microsoft Office 2013, and a wireless presentation remote (clicker).

 **SECTION 6.2.2: PRESENTATION TIME AND Q&A PERIOD**

Same rules apply as in the Round Robin Tournament for the first round of presentations of The 24-Hour Case (see Sections 5.2.2 and 5.2.3 respectively). However, the seven (7) teams moving through to finals will have a different presentation format described below:

 **SECTION 6.2.3: FINAL ROUND PRESENTATION TIME**

Upon entry of the presentation room, the teams will be given a maximum of one (1) minute to set up before the presentation room coordinator reads the rules and gives permission to start.

The Presentation Room Coordinator (PRC) will hold up a sign when there are ten (10) minutes, five (5) minutes, two (2) minutes, and thirty (30) seconds remaining in the presentation time. When the twenty (20) minutes have elapsed, the presentation room coordinator will end the presentation whether the team has finished or not.

- Each team will be required to present for a **MINIMUM** of fifteen (15) minutes and up to a **MAXIMUM** of twenty (20) minutes
- Each member of the team must speak during the presentation



## SECTION 6.2.4: FINAL ROUND Q&A PERIOD

Once the formal presentation is completed, a maximum of ten (10) minutes will be allocated for the judges to ask additional questions. Teams may show new slides during the Q&A should they be relevant to the question asked. It is not necessary for all team members to participate in the Q&A, however, it is encouraged.

The Presentation Room Coordinator (PRC) will announce when there is time for one final question. Once the ten (10) minutes have elapsed, they will announce that the question period is over and will provide a fifteen (15) second grace period for the team to complete their current answer.



## SECTION 6.3: CASE EVALUATION

Similar to the Round Robin Tournament, each matchup will be evaluated by a panel of at least 3 judges, all of whom will be assigned an evaluation sheet to provide adequate guidance and consistency in their judging. The same judges will be judging all presentations for the respective pool on that day.



### SECTION 6.3.1: JUDGING PANEL COMPOSITION

Same rules apply as in the Round Robin Tournament (see Section 5.3.1).



### SECTION 6.3.2: SCORING

Judges will rank all the teams relative to the other universities in their division. The following scores will be assigned:

- The top presentation receives 40 points
- The second ranked presentation receives 35 points
- The third ranked presentation receives 30 points
- The fourth ranked presentation receives 25 points

Should a judge need to excuse himself or herself from their duties due to emergency circumstances prior to having evaluated all teams, the weight of evaluation given by said judge will be eliminated for previously evaluated teams and be redistributed evenly to the remaining judges on the panel.

## JUDGING RUBRIC

The following rubric should be used as a guideline in evaluating individual presentations. Keep in mind that final scores are relative - you will thus need to come to a consensus as a panel to determine the order ranking of all four (4) teams in your division. Hence, these sheets are for your personal notes only and will not be counted in the official scoring.

<b>SOLUTION (70%)</b>	
<p><b>Structure and Development – 10%</b> Effective flow, structure, and organization of ideas presented <i>Note: Teams may structure their presentation as they see fit (i.e. there are no templates)</i></p>	<b>/10</b>
<p><b>Analysis, Logic, and Reasoning – 25%</b> Understanding of the mandate, market, limitations, and boundaries, depth of analysis, ability to justify ideas and effective argumentation</p>	<b>/25</b>
<p><b>Ideas and Recommendations – 30%</b> Creativity of ideas presented, innovation, realism, clear implementation plan or strategy, respect for professional and ethical norms</p>	<b>/30</b>
<p><b>Sustainability – 5%</b> Solution considers and incorporates responsible environmental, social, and governance factors</p>	<b>/5</b>
<b>PRESENTATION (30%)</b>	
<p><b>Quality – 30%</b> Team cohesion, professionalism, effectiveness of visuals, ability to communicate ideas clearly, preparedness, engagement with audience</p>	<b>/30</b>
<b>TOTAL</b>	<b>/100</b>



### SECTION 6.3.2.1: SCORING UNDER EXTRAORDINARY CIRCUMSTANCES

For divisions missing a team (extraordinary circumstance) and thus participating in a division of 3 teams, the preceding scoring for the 24 hr case will still apply, however it will be modified. In other words, judges will still rank all the teams relative to the other universities in their division, however, the following scores will be assigned:

- The top presentation receives 35 points
- The second ranked presentation receives 30 points
- The third ranked presentation receives 25 points



### SECTION 6.3.3: FEEDBACK SESSION

Immediately following the announcement of the winning team from each division, each team will have a total of ten (10) minutes of feedback from the panel. The team that made it to the finals will receive feedback first while the remaining three (3) teams will each obtain their feedback in random order. Judges will not tell the remaining teams where they placed. The final results will be distributed post-competition.



## SECTION 7: THE FINALS

The team that has the highest cumulative number of points following the Round Robin Tournament and the 24-Hour Case will be declared the winner of their respective division. Each divisional finalist will represent their 24-Hour Case to the final panel of judges. Teams will be starting with a CLEAN SLATE regardless of performance over the week – the best overall presentation will win the competition. The top three (3) teams will be announced at the closing ceremonies.



### SECTION 7.1: THE BUFFER PERIOD

Following their feedback session, each finalist will have 30 minutes isolated in a room with access to a read-only copy of their slides. This time can be used to rehearse, modify their delivery based on feedback, and recompose themselves prior to the finals. However, no modifications to the slideshow are allowed.

## ➤➤➤ SECTION 7.2: CASE PRESENTATION AND Q&A PERIOD

Upon entry, the teams will be given a maximum of one (1) minute to set up before the Presentation Room Coordinator (PRC) reads the rules and gives permission to start. The presentation room coordinator will show a sign when there are ten (10) minutes, five (5) minutes, two (2) minutes, and thirty (30) seconds remaining in the presentation time. When the twenty (20) minutes have elapsed, the presentation room coordinator will end the presentation whether the team has finished or not.

- Each team will be required to present for a MINIMUM of fifteen (15) minutes and up to a MAXIMUM of twenty (20) minutes;
- Each member of the team must speak during the presentation; and
- A wireless presentation remote (clicker) will be provided to each team.

Once the formal presentation is completed, a maximum of ten (10) minutes will be allocated for the judges to ask questions. Teams may show new slides during the Q&A should they be relevant to the question asked. It is not necessary for all team members to participate in the Q&A.

The presentation room coordinator will announce when there is time for one final question. Once the ten (10) minutes have elapsed, they will announce that the question period is over and will provide a fifteen (15) second grace period for the team to complete their current answer.

### ➤➤➤ SECTION 7.2.1: JUDGING PANEL COMPOSITION

Same rules apply as in the 24-hour Case and the Round Robin Tournament (see Section 5.3.1). However, the judging panel for the final round will be composed of new judges that have not previously taken part in the judging process for the 24-hour case in order to ensure teams are given a clean slate.



## SECTION 8: TIE BREAKING

In the event that two teams in a regular division of 4 teams have the same cumulative score after the 24-hour case, the team who ranked higher in the 24-Hour Case will advance to the finals.



## SECTION 9: PENALTIES & NON-COMPLIANCE

The Organizing Committee reserves the right to penalize or disqualify any team from the competition if the above rules are not respected or if a team does not maintain a proper standard of conduct in the professional and collegial spirit of the competition. This is especially true for non-compliance with rules related to communicating with external parties during the case preparation periods.

Any concerns or disputes regarding the implementation of these rules must be brought to the immediate attention of the Organizing Committee. Please note that the decision of the Organizing Committee is final and cannot be contested.



### SECTION 9.1: NON-ROUND SPECIFIC PENALTIES

<b>Infraction</b>	<b>Round Robin</b>	<b>24-Hour</b>
Team is in possession of any unapproved materials during the prep	<b>(3 points)</b> 5.1.1	<b>(6 points)</b> 6.1.1
Being in possession of an unapproved internet-connected device	<b>(6 points)</b> 5.1.1	-
Communicating with an external party (i.e. anyone who isn't your teammate) during the prep time	<b>Disqualification</b> 5.1.2	<b>Disqualification</b> 5.1.2
Discussing the case with an external party or teammate between the time a prep ends until the time a presentation is over	<b>(3 points)</b> 5.1.2	<b>(6 points)</b> 5.1.2

## SECTION 9.1: NON-ROUND SPECIFIC PENALTIES CONT'D

<b>Infraction</b>	<b>Round Robin</b>	<b>24-Hour</b>
Transferring possession of the team's USB stick containing the final slides to the Team's Ambaassador less than 15 minutes before the end of the presentation. Note: Teams are not responsible for technical difficulties but likely won't be given the benefit of doubt in this situation unless they immediately notify the TA of an issue	(3 points) 5.1.3	(6 points) 6.1.3
Working on slides after the prep time is up	(3 points) 5.1.3	(6 points) 5.1.3
Divulge the school which a team is representing at any point during the presentation	(3 points) 5.2	(3 points)
Watching an opposing team's presentation	(3 points) 5.2	-
Presenting for shorter than 15 minutes	(3 points) 5.2.2	(6 points) 5.2.2
Not having all team members speak during the presentation	(3 points) 5.2.2	(6 points) 5.2.2
Leaving the hotel room without a TA	-	(6 points) 6.1.2
Accessing login-required social media pages and file sharing websites	-	(6 points) 6.1.2
Erasing browser history on computers during the prep	-	(6 points) 6.1.2



## SECTION 10: USE OF CONTENT FROM COMPETITION

The Organizing Committee reserves the right to record all presentations and take pictures during both preparation time and presentations. The members of the Organizing Committee reserve the right to use the presentation slides as they see fit after the competition. Due to confidentiality agreements, cases and presentation slide decks CANNOT be distributed to teams after the competition is over without expressed written consent from the case sponsor. Any request for slides shall be made directly to the VP of Academic Affairs from March 6th to March 20th, 2023. Additionally, the cases and solutions remain the property of their respective companies post-competition. In the event that case material is found to have been stolen, reproduced, photographed or taken out of the prep room, the perpetrating team will be disqualified. All materials provided by JMUCC are the sole property of the competition and/or the case sponsor.



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