1. All computer equipment supplied by teams must have installed Microsoft (MS) Windows 7 operating system or higher, and MS Visio 2010 or 2013. Visio must be set to auto-save at least every ten minutes to prevent loss of mapping information in the event of a power or computer failure.

2. Teams that use their own computer equipment must notify contest officials when registering for the contest. Contest officials reserve the right to disallow a computer if exceptional circumstances involving said computer are discovered.

3. Computers must be turned in before lockup each day of the contest.

4. Computers shall have means of accessing an SD card throughout the competition.

5. All wireless communications on computer equipment must be either removed through hardware removal or all driver-related software removed in its entirety from the computer. Where this is not possible, hardware shall be disabled in software and notification given upon arrival to contest officials. A passive USB hub is an acceptable means to provide for expansion of USB capabilities.

6. No equipment when connected to the supplied power source shall consume more than 70 watts of power or 120 VA of apparent power.

7. An unused SD card of at least 2GB in capacity must be turned in for each day of competition.

8. Earphones must be provided by the team for use by the superintendent, and, if used, the briefing officer and/or the command center attendant. The provided earphones shall communicate effectively with the communications system(s) of the team.

9. All computer equipment must be turned in at least 24 hours before the start of the contest, unless otherwise specified by contest officials.