



1. What is the Competition timeline?

The Competition will last from 5:25 - 9:25 PM local time

2. How can I register for the Competition?

If you are a registered participant already:

Registered participants will receive the competition invite link before the competition begins. The link would redirect to the competition page on Kaggle. By accepting the “Competition Regulations” for the competition, participants would be allowed to participate in the competition.

If you haven’t registered yet:

Please use this link to register for the competition: <https://kaggle.com/registration/> and follow the standard registration process. To participate in Meetup, you need to register at least 4 hours before the event starts

3. I have a team. Can I register in Competition with my teammates?

No. Everyone has to register individually for the competition. However, once registered, you can form (or join) a team by inviting the participants (or accepting someone’s invitation) with no more than four (4) members.

4. Is it necessary to buy or to pay to enter the Competition?

No. The Competition is free of charge.

5. Who can join the Competition?

To be eligible to enter the Competition, Participant must:

- a) have a registered account holder at Kaggle.com;
- b) be at least 18 years old or the age of majority in his jurisdiction of residence;
- c) not be a resident of Crimea, Cuba, Iran, Syria, North Korea, or Sudan; and
- d) not be a person or representative of an entity under U.S. export controls or sanctions

(see <https://www.treasury.gov/resource-centre/sanctions/Programs/Pages/Programs.aspx>).

If you are under 18 years old and want to participate in the Meetup, please contact us on championship@kaggle.com.

6. Do all my team members need to have an individual Kaggle account?

Yes. All your teammates need to have their own Kaggle account.

7. Do I need a Kaggle account to participate?

Yes. To participate in the Competition, you need to have an account on Kaggle.

8. Where can I get a dataset for my competition?

For every competition the dataset will be provided on the competition page on Kaggle itself. You are not allowed to use any dataset outside the scope of the data already provided.

9. I accidentally uploaded the wrong solution file, what do I do?

No worries, you are allowed to make a maximum of 10 submissions during the entire competition timeline. You can make the correct submissions if you have more submissions remaining, however, you cannot reverse any submission made on Kaggle. Finally you would have to choose any 1 best submission for final evaluation, if not chosen even by the end of the competition, Kaggle platform will choose the latest two as your final choices for evaluation.

10. How do I contact support in case of an emergency?

If you will have any problems please contact us on Slack here: <https://kaggle-days.slack.com/archives/C02JY93866B>

To get your answer quicker, please write before your question “PROBLEM”

11. What software can I use?

You are allowed to use any software of your choice for writing the code or training your models. You are also allowed to use open-source automated hyper parameter optimization techniques for developing your solution.

12. What is the maximum team size?

The maximum number of Team Participants is four (4).

13. Can I share the code outside the team?

Privately sharing code or data outside of teams is permitted only on the Kaggle platform in the notebooks section for the competitions. Other than that you can only share the code within your team privately. Any other private sharing of the code would be a violation of the rules.

14. What are the submission limits?

You may submit no more than 10 entries for the entire competition duration. You may select up to two (1) final Submissions for judging.

15. How do I create and manage a team?

You can invite someone to become your teammate who has an account on Kaggle and is participating in the same competition. To do that, you need to go to the Teams tab on the competition’s page and search with the username of the participant you want to invite. Once they accept the invitation, they will become your teammates!

