Prize Distribution Policy:

Terminology: a competition entrant is a team of individuals that supplies a competition entry. Individuals may only belong to a single team. A competition entry is a single valid submission to a specific competition.

If competitions award a prize sponsored by IEEE, the standard policy[1] is that any individual or team can enter the competition and win the prize. Competitions may form their own policy on whether an entrant may supply multiple entries, but each entrant may only win at most a single prize.[2]

Prize threshold

In order for any prize to be awarded it is necessary for the entry to surpass a minimum quality threshold. The details of this should be decided by the competition organisers, but typically it will be necessary to show progress compared to the believed state of the art on this competition. Typical examples include:

- outperforming the sample entries
- being the best entry among a threshold number of non-trivial entries

A sample entry would normally be one that significantly outperforms a random agent or a do-nothing agent. A good example of a sample entry in the context of game-playing would be a vanilla Monte Carlo Tree Search agent. For pattern recognition, a sample could be a K-Nearest-Neighbour classifier.

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1   In special cases competitions may have specific conditions on the entrants, for example, only open to high-school students, or only open to undergraduate students.

2   If entrant A supplies two entries, A1 and A2, and entrants B and C supply entries B1 and C1, then given a rank order of (A1, A2, B1, C1, …) first prize would go to A, second prize to B and third prize to C.