

The Hockey Light Challenge Rules of Engagement

End Date

The end date floats. The contest has two stages:

1. Stage one: when the first Opportunity Closes/Won that triggers a hockey light(s) so that they both produce light and sound and both are loud/bright enough that a staff member who is not the owner of the light notices it and tells Greg or Jon it has occurred.
 - a. This triggers the end of stage one.
2. Stage two ends when one of the following occurs:
 - a. Two staff weekly meetings have been completed since Stage 1 was completed or
 - b. At the end of a staff weekly, a team member demonstrates their hockey light completing enough point-worthy criteria to eliminate the possibility of another person/team winning (more on that below) or
 - c. Another Opportunity is Closed/Won, a light is noticed by a team member who did not build the light and it demonstrates enough point-worthy criteria to eliminate the possibility of another person/team winning.

It's possible the person whose light goes off first, does not, in fact, win the contest. In essence, the contest ends when someone has accumulated enough points so that it is no longer possible for someone else to win OR two weekly meetings are completed after the first time a light goes off, whichever occurs first.

Points

- 75 points for being the first light triggered
- 50 points if the light blinks in a patterned pulse, but makes no sound when a case is Closed
- 50 points if the light noticeably alternates its light pattern and/or sound for a CAD Oppty vs USD Oppty

Use of Sandbox

Each person/team will be issued a sandbox that is a reflection of our production instance of Salesforce. From the beginning of the contest until the end, we will close Oppty's as won in our production instance, but then immediately in each of the sandboxes.

Contestants may not install their concept in the production instance of Salesforce. Once a winner is crowned (literally), their concept will be reviewed for stability and security and then installed in production.

Rules

1. The light must live completely within the hockey light container. There can be no external pieces, cables or anything else outside the container.
2. The Light must be used/be triggered by wifi (not require ethernet or a Bluetooth connection).
3. The light must not require an additional plug in order to work
4. Can I seek outside help? Yes - as long as it is given freely. So you can ask questions on boards or ask a friend for assistance.
 - a. Paying for assistance in any way, be it a trade of goods or payment of cash is against the spirit and rules of the competition and will result in elimination from the challenge.
5. Employees can help each other, but only one employee will be crowned the winner (this is not a team event).

Extra Parts

You can purchase and expense for reimbursement up to \$100 in parts for the light. Any amount over and above this must be approved first by your manager.

The Prize

There is only one winner, but there are three prizes for that winner:

1. 1 “Queen or King of the Org” crown that will be given to the winner and held until the next contest is complete.
2. A \$250 Visa gift card that can be used to treat the CloudKettle team to anything (legal and tasteful) that the winner desires.
3. Featured in a how-to CloudKettle blog post, a video on that post and we will help you submit instructions/how-to for a Salesforce event.