The 18th NAPROCK International Programming Contest, Takamatsu, Japan (NAPROCK PROCON 2026) "Algorithms of Challenge, Created in Kagawa"

Call for Participation

This is the Call for Participation for foreign teams, which is slightly different from the one for Japanese KOSEN teams released on Procon official website. Foreign participants can see the Japanese version as well, but they should follow THIS DOCUMENT for application to the contest.

Organizer: Nourishment Association for Programming Contest KOSEN (NAPROCK)

Co-organizer: Japan Federation of KOSEN Association

Supporters and Sponsors: Same as those for the 37th KOSEN PROCON

Host Institution: National Institute of Technology, Kagawa College, Takamatsu Campus

Organizing Office:
Student Support Section, Academic Affairs Division, National Institute of Technology, Kagawa College

PROCON Official Website: https://www.procon.gr.jp/

NAPROCK Official Website: https://www.naprock.jp/

Judging Panel: Approximately 40 members, including the chair

Introduction

In the 18th NAPROCK International Programming Contest (NAPROCK PROCON 2026), attending students will make use of the results of their daily studies to compete in ideas for information and communication technologies and in abilities to realize those ideas. This year's contest will be divided into three sections: "Themed Section," "Original Section," and "Competition Section". This is an excellent opportunity for students to show their abilities to the world. We encourage them to develop original ideas that students can come up with, and to take challenge in creating works that make full use of information and communication technology, which has been developing remarkably in recent years. The contest consists of a preliminary round and a final round. In the preliminary selection process, we evaluate the originality of the idea. The work may be incomplete when entering for the preliminary round, but it must be feasible.

The contest has been highly acclaimed by various circles for the flexibility and the high level of the ideas that are

submitted to the contest. It has also been widely covered by the mass media and has attracted attention as a project for creativity education. Furthermore, the contest can be considered as a venue for international exchange with Japanese KOSEN students in the competition of information processing techniques.

This contest is supported by many co-sponsoring and supporting organizations including the Ministry of Education, Culture, Sports, Science and Technology (MEXT), and sponsoring companies and institutions.

Dates and Venue

1. Preliminary Round (document screening): Saturday, June 27, 2026

2. Preliminary Round Results:

The results will be announced on the Procon official website and NAPROCK official website by Monday, June 29, 2026.

Notifications will also be sent via email to each KOSEN/university/institution.

3. Final Rounds (details will be provided separately to those who pass the preliminary round)

Dates: October 10 to 11, 2026

Venue: Sunport Hall Takamatsu (2-1 Sunport, Takamatsu City, Kagawa, Japam)

Application Period

Monday, May 18, 2026, 8:30 – Monday, May 25, 2026, 17:00(JST)

Eligibility for Application

・Japanese KOSEN students (including advanced course students)

・Students in foreign KOSENs / universities / institutes

Sections for Application

(For details on each section, please refer to the information for each section and the Procon official website)

Applications will be accepted for each KOSENs/universities/institutions as follows:

Themed Section:	2 teams or less	Each team should consist of 2 to 5 student members
Original Section:	2 teams or less	Each team should consist of 2 to 5 student members
Competition Section:	1 team	Each team should consist of 2 to 3 student members

Please submit one entry per team. **Duplicate registrations by students are prohibited**. **In other words, the same student cannot belong to multiple teams.** Additionally, **mixed teams composed of students from multiple KOSENs/universities/institutions (including multiple campuses) are prohibited**.

No changes to the registration for the Themed and Original Sections will be allowed after the team has

applied. For the Competition Section, changes to registered students are allowed after the preliminary rounds; however, **changes to the supervising teachers are not permitted**.

About Submitted Works

Submissions should be software that can execute on personal computers, tablets, or similar devices, and that can be demonstrated, presented, or used for contest during the finals.

However, since the preliminary round is a document review, you may apply even if you only have the concept or idea of the system. In other words, you may complete the system after passing the preliminary round. Please be sure to read the **Code of Conduct** carefully before applying. **Code of Conduct** will be released in early April on the Procon official website and NAPROCK official website.

How to Apply

Details will be announced on the Procon official website and NAPROCK official website around late April.

Judging Process

This contest consists of two stages: the preliminary round and the final round. Throughout both rounds, we place a high value on the rich creativity of the students.

Judging method for the preliminary round

1. The preliminary round will consist of a document review based on the PDF files submitted in accordance with the application guidelines.
2. Five foreign teams will be selected for each of Themed, Original and Competition Sections. Selection will be made for each section based on the evaluation results. The preliminary rounds will focus on the originality of the works, while usefulness and feasibility will also be taken into consideration.
3. For the Themed Section, entries will be judged on their appropriateness to the designated theme of the contest.
4. In the Competition Section, entries will be evaluated based on the quality of the ideas and the feasibility of the solution algorithms for the assignments described in the entry form. In case the entry is insufficient or inadequate, it may not pass the preliminary round.

Judging method for the Final Round

The teams that pass the preliminary round will compete in the final round.

1. Themed Section and Original Section

The works will be judged comprehensively based on the presentation and the demonstration. Judging criteria include originality, usefulness, operability, technical skills in system development, quality of operation instructions, and presentation skills (presentation and documentation skills).

The operation instructions and program source code are also subject to judging. Teams participating in the final round are required to submit the operation instructions and program source lists prior to the final round. Details on how to submit these documents will be announced separately to the teams that qualify for the final round after the preliminary round.

2. Competition Section

The winner will be determined through matches.

Special prizes will be awarded based on a comprehensive evaluation based on the system outline, program source code, user interface of the developed competition program, and detailed system description. The system outline, program source code, and detailed system description must be submitted prior to the final round. Details on how to submit these documents will be announced separately to the teams participating in the final round after the preliminary round.

Prizes

The following prizes will be presented in both the Themed Section and the Original Section:

Grand Prize: 1 team

Second Prize: 1 team

Special Prize: several teams

The following prizes will be presented in the Competition Section:

Champion: 1 team

First Runner-up Prize: 1 team

Special Prize: several teams

Notices

1. System Completion

Teams participating in the final round should make every effort to fully implement the ideas they presented during the preliminary round. Please note that failure to sufficiently implement the ideas presented during the preliminary round may result in disqualification.

2. Travel Expenses

The organizers **will NOT cover travel or accommodation expenses** even for the foreign teams participating in the final rounds. In addition, **participating teams are responsible for managing their own**

accommodations. If you have any questions and difficulties for reserving the accommodations, please contact to the organizers (NAPROCK).

3. System Transportation

Participants are responsible for covering the costs of transporting the systems required for demonstrations of the Themed Section and the Original Section as well as PCs and devices required for the Competition Section. Please note that the organizers will not provide computers or other equipment to individual teams.

4. Demonstration Exhibition Space and Internet Access for the Themed and Original Sections

The exhibition space is limited to 1800mm * 1500mm * 2100mm (width * depth * height) for each team.

For this contest, the organizers will not provide any wired internet connections to individual booths. Wireless LAN access points are installed throughout the venue and are available for use, but there is a risk that connectivity may not perform as expected. Therefore, if your demonstration relies on an internet connection, please prepare your own internet connections. Please note that even if you prepare your own connections, connectivity may be unstable depending on the location of your booth. Therefore, please ensure your system can operate using dummy data or similar alternatives in case an internet connection is unavailable.

Power supply at the demonstration venue is prepared on the assumption of 500W per booth. Power outages, voltage drops, or other issues will cause inconvenience to surrounding teams. If you anticipate excessive or fluctuating power consumption—such as when using high-power computers or high-output motors—please arrange your own power source, such as renting a battery power supply.

5. Intellectual Property Rights, etc.

When submitting your work, please take great care to ensure that you do not infringe on the intellectual property rights of others, and take the necessary precautions to protect your own intellectual property rights. Please note that while the copyright for submitted works remains with the entrant, the following materials may be published in video recordings, on the Procon/NAPROCK official websites, in the official guidebook, etc. Please also be aware that these materials may be used for educational purposes.

(1) Documents and files submitted at the time of application (work introduction, entry details file)
(2) Documents and files submitted for the final round (manuscript for official guidebook, operation instructions, system overview, detailed system descriptions, team introduction video file, etc.)
(3) Photos, videos, and presentation data taken during the final round
(4) Competition response data submitted during the final round

6. Entry to Similar Contests

Entries must be original. Entries that have been submitted to other contests of the same type are not accepted. However, the improved versions of previous entries that did not pass the preliminary rounds may be submitted.

7. Inquiries

Please direct all inquiries to the following e-mail address. Responses to inquiries will be published on the Procon official website and NAPROCK official website as they are received. Please be aware that your questions may be made public.

Inquiry Deadline: Friday, May 8, 2026, by 17:00 (JST)
Inquiry Email Address: **procon@naprock.jp**

* Please be sure to make inquiries through your faculty advisor.
*We cannot answer questions received after the deadline.

Related Sites

Kosen Procon Official Website: https://www.procon.gr.jp/
Kosen Procon X Official Account: @KosenProcon
Kosen Procon Official Facebook Page: https://www.facebook.com/KosenProcon/
NAPROCK International Procon Official Website: https://www.naprock.jp/intprocon/

The 18th NAPROCK International Programming Contest, Takamatsu, Japan

Themed Section

"Improving Work Efficiency through the use of ICT"

Overview of the Themed Section

In recent years, Japan has been experiencing rapid population aging, and it is expected that by 2040, approximately 35% of the total population will be 65 years of age or older (*1). As we face this super-aging society, the decline in the total labor force has become a serious challenge (*2). Labor shortages risk causing economic stagnation and diminishing the vitality of society as a whole. As the total labor force shrinks, efficiently utilizing the limited workforce is essential to achieving sustainable economic growth.

In response, the Japanese government is promoting "Work Style Reform" (*3) and implementing measures to support diverse work styles. These include promoting telework, streamlining operations through the use of AI and robotics technologies, and establishing flexible work environments. In particular, improving operational efficiency through the use of AI and robotics technologies is crucial for compensating for labor shortages and creating workplace environments where a diverse range of people can continue to thrive. Applications are conceivable in various fields, such as streamlining production lines in manufacturing, automating office tasks, and improving agricultural productivity (*4).

At the same time, activities aimed at improving efficiency are important not only at the government and corporate levels but also at the individual and community levels. Examples include personal task management, time management, and community project management. System design involves selecting programming languages and tools, collecting and analyzing data, developing algorithms, and designing user interfaces. It is also necessary to consider evaluation methods for actually running the system and measuring its effectiveness. Through these activities, students can cultivate problem-solving abilities, programming skills, teamwork, and practical application skills. This will broaden the scope of their learning and serve as a valuable experience for acquiring knowledge and skills that will be useful in their future careers.

The Themed Section of the 18th NAPROCK International Programming Contest is calling for entries aimed at "improving work efficiency through the use of ICT." The scope of work efficiency improvement covers a wide range of issues, from everyday tasks to the whole society. We hope that the creative ideas of students will contribute to economic growth as we enter an era of a shrinking workforce.

*1 Ministry of Internal Affairs and Communications: Statistical Topics No. 138 – Japan's Elderly Population as Seen Through Statistics – In Commemoration of Respect for the Aged Day

https://www.stat.go.jp/data/topics/pdf/topics138.pdf

*2 Ministry of Land, Infrastructure, Transport and Tourism: White Paper on Land, Infrastructure, Transport and Tourism 2024, Section 1: Challenges Amid the Accelerating Decline in Birth Rates, Aging Population, and Population Decline

https://www.mlit.go.jp/hakusyo/mlit/r05/hakusho/r06/pdf/kokudo.pdf

*3 Ministry of Health, Labour and Welfare: Toward the Realization of “Work Style Reform”

https://www.mhlw.go.jp/stf/seisakunitsuite/bunya/0000148322.html

*4 Ministry of Agriculture, Forestry and Fisheries: (Reference Material) Bill on the Promotion of the Utilization of Smart Agricultural Technologies to Improve Agricultural Productivity (March 2024)

https://www.maff.go.jp/j/council/seisaku/kensho/attach/pdf/18siryo-13.pdf

Notices

1. You are free to use original peripheral devices, but your ability to effectively incorporate them into your programming will be evaluated. Please ensure that they fit within the exhibition space. Additionally, for the final round, please ensure that setup is completed within the designated time (approximately 40 minutes).
2. The relevance of your entry to the contest theme will also be evaluated. While the originality of your work will be the primary focus of the judging, programming skills—including usefulness, feasibility (method of implementation), and level of completion—will also be evaluated.

The 18th NAPROCK International Programming Contest, Takamatsu, Japan

Original Section

Overview of the Original Section

The Original Section of the 18th NAPROCK International Programming Contest calls for original computer software created by applicants with open and creative minds.

With the widespread adoption of smartphones and tablets, new devices such as wearable computers have recently emerged. In addition, the environment surrounding the Internet has been undergoing significant changes, including the advancement of cloud computing, the utilization of open data, and the growing need for cybersecurity. As a result, our daily lives are on the verge of major transformation. How can open data and ICT technologies be utilized beyond the boundaries of space and time, such as where we work, live, and relax, as well as across different times of the day, seasons, and eras? These technologies have the potential to dramatically address many of today's challenges, including education, ecology, food security, telemedicine, and adapting to the "new normal" brought about by infectious diseases.

In the Original Section, we are seeking original works developed from free and innovative ideas that are not bound by conventional frameworks within this social context. We look forward to receiving submissions that showcase the unique creativity of students.

Notices

1. You are free to use original peripheral devices, but your ability to effectively incorporate them into your programming will be evaluated. However, please ensure that they fit within the exhibition space. Additionally, for the final round, please ensure that setup is completed within the designated time (approximately 40 minutes).

2. While the originality of the work will be the primary focus of the judging, programming skills, usability, feasibility (method of implementation), and level of completion will also be evaluated.

NAPROCK 18th International Programming Contest, Takamatsu, Japan
Competition Section
"HEXUDON"

Competition Section Overview

In Kagawa prefecture and Shikoku region, particularly in Takamatsu, a style of tourism involving visits to multiple locations is very popular. In addition to the pilgrimage to the 88 temples and tours of local "*udon noodle*" restaurants, "pilgrimages" to locations featured in movies and anime have also become popular in recent years, and "trips to visit various spots" have taken root as a regional culture in diverse forms. For this year's competition, drawing on these region-specific tourism styles, we have set the theme as "How to efficiently visit as many spots as possible while refueling."

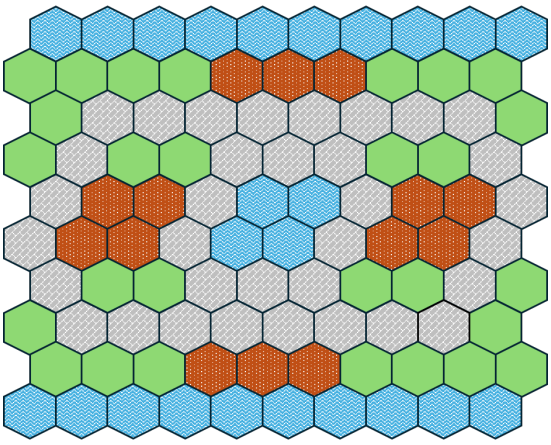
In this competition, players control two types of agents—"patrol cars" and "refueling cars"—to move across a board called the "map," which is composed of hexagonal grids. There are spots across the map where players can collect "*udon*"; patrol cars move while consuming fuel to collect "*udon*", and refueling cars can replenish the patrol cars' fuel. The team that efficiently visits the spots and collects the most "*udon*" wins.

Time Units

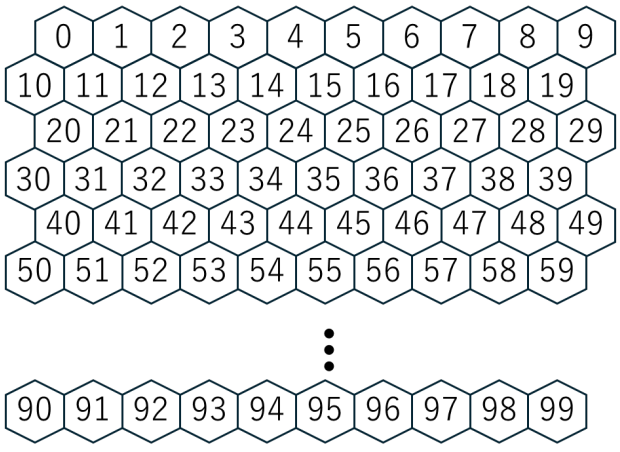
- The smallest unit of time for issuing instructions is called a "step."
- The match is structured into multiple "days."
- The active time for each day is determined by the number of steps.
- The number of steps per day may vary from day by day.
- A single match lasts 4 to 10 days.

Map

- The entire board used in this problem is called a "map," and the hexagonal frames that make up the map are called "cells" (Figure 1). Each cell is adjacent to other cells in six directions.
- An example of a map is shown in Figure 1. Each cell is assigned an integer value, and the range of these integer values is 0 to (map height × map width – 1). For example, as shown in Figure 1, if the map size is 10 by 10, integer values from 0 to 99 are assigned.
- Each map has a maximum width and height of 32 cells and a minimum of 8 cells, respectively.



Example Map Layout



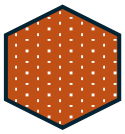
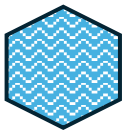
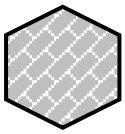
Example Map Coordinates

Figure 1: Map

Terrain Types

- Each cell is assigned a terrain type. There are four types of terrain: "Plain," "Mountain," "Pond," and "Road."
- Agents can move across plains, mountains, and roads, but the number of steps required to move varies (Table 1). Furthermore, roads have three conditions: "Smooth," "Congested," and "Traffic Jam," and the number of steps required to move varies depending on the condition. Agents cannot move across ponds.
- Movable cells are connected, and there are no plains, mountains, or roads that an agent cannot reach.
- Movement requires fuel, and the amount of fuel consumed varies by terrain type (the details on the fuel is described later in the section on agents).
- The terrain type of each cell does not change during a match.

Table 1: List of Cell Terrain Types

Image						
Terrain Type	Plain	Mountain	Pond	Road		
Travel Time (Steps)	2	3	**Cannot Enter**	1 (Smooth)	2 (Congested)	4 (Traffic jam)
Fuel consumption	1	2	–	2		

Road Cells and Traffic Volume

- Road cells have three possible conditions: "Smooth," "Congested," and "Traffic Jam." These conditions are determined by the "traffic volume" over the previous two days (the day before and the day before that). On Day 1, all roads are in the "Smooth" condition, and on Day 2, the road condition is determined solely by the traffic volume from Day 1.
- Traffic volume is calculated by summing the total number of stay steps for all agents in each road cell over the previous two days (the day before and the day before that) for all teams, and then dividing that total by the number of teams.
- The condition of a road cell is determined by the predefined "congestion thresholds" and "jam thresholds." If traffic volume is less than the congestion threshold, the condition is "smooth"; if traffic volume is more than or equal to the congestion threshold and less than the jam threshold, the condition is "congested"; and if traffic volume is more than or equal to the jam threshold, the condition is "traffic jam."
- The values for the congestion threshold and jam threshold vary by match.
- Road conditions are provided by the server at the start of each day and do not change during the day.
- Road conditions are the same for all teams on each day.

Spots

Basic Rules for Spots

- "Spots" are set up on some “Plain” cells (Figure 2). When an agent called a patrol car (described later) arrives at a spot, it automatically acquires one serving of “*udon*.”
- Each patrol car can collect up to one serving of “*udon*” per spot per day. No matter how many times the same patrol car visits the same spot on the same day, it can only collect “*udon*” on its first visit.
- There is no limit to the number of servings of “*udon*” a patrol car can collect.

Franchise Chains and Udon Types

- Spots are divided into several "franchise chains," and the “type of *udon*” differs for each chain (Figure 2).
- Each spot is assigned exactly one franchise chain.

- The number of frachise chains assigned to spots ranges from 1 to (the number of spots on the map).
- The location and the franchise chain for each spot do not change during a single match.

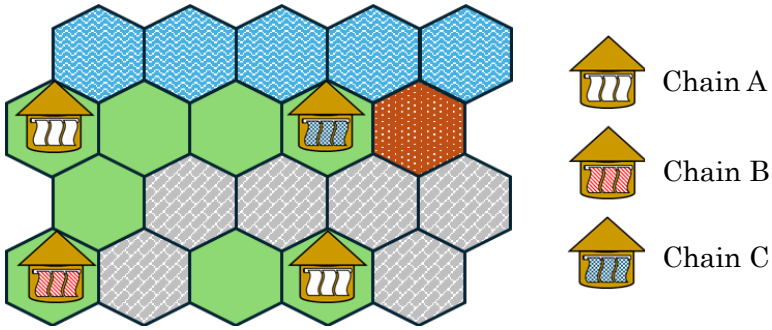


Figure 2: Spots and Franchise Chains

Stocks

- A maximum stock level of "*udon*" is set for each spot, and the stock at each spot is replenished to the maximum level at the start of each day.
- The range of maximum stock levels set for each spot is 1 to (the number of agents in a team).
- When a patrol car acquires "*udon*", the stock at that spot decreases by one serving. If the stock at a spot is zero, the patrol car cannot acquire "udon" even if it arrives.
- The stock at a spot is independent for each team; even if another team acquires "udon" at a spot, the stock at that spot on your team's map will not decrease.

Agents

- Each team manages multiple "agents."
- The number of agents ranges from 3 to 8.
- The agents' initial positions are predetermined and are designated as "Plains" where no spots have been placed.
- There are two types of agents: "Patrol Cars" and "Refueling Cars." Patrol cars travel around spots to collect "*udon*", while refueling cars provide fuel to patrol cars (Figure 3). Patrol cars cannot supply fuel, and refueling cars cannot collect "*udon*".
- Players can specify the type of each agent at the start of the match. Once specified, the type cannot be changed until the match ends.

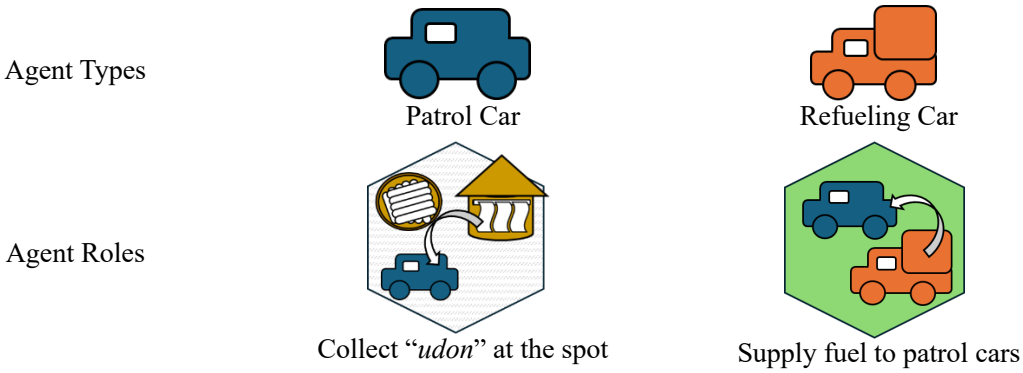
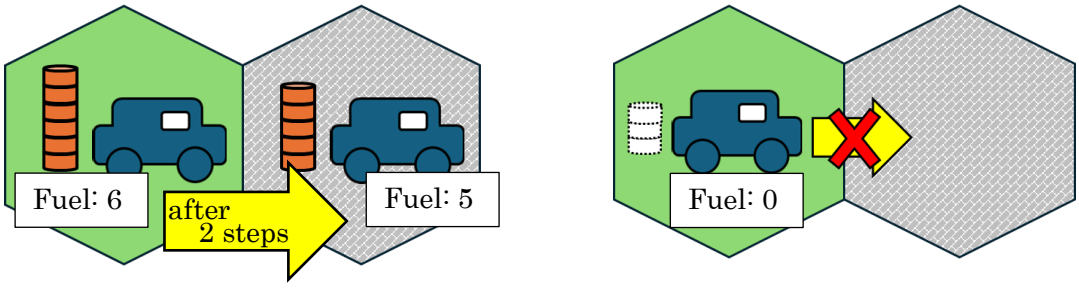


Figure 3: Agent Types and Roles

Movement and Fuel

Basic Movement Rules

- Agents can move to cells adjacent in any of the six directions. They can also move to cells occupied by other agents. Additionally, agents can be instructed to "wait"at the current cell for the specified number of steps instead of moving to any cells. Instructions to move to non-adjacent cells or cells assigned as “Ponds” will result in an invalid answer.
- An agent that receives an instruction to move, moves to the next cell after the number of steps assigned to the terrain at its current location (Figure 4).



When fuel is fufficient　　When fuel is insufficient

Figure 4: Movement of an Agent

Fuel Consumption and Halt Conditions

- When moving, the patrol car consumes fuel (Table 1) based on the terrain at the time the movement instruction is received.
- Each patrol car has a maximum fuel capacity, and the same limit applies to all patrol cars across all teams.
- If a patrol car runs out of fuel, it must wait until it is refueled. If you issue an instruction to move when fuel is insufficient, your answer will be invalid.
- At the end of each day, or whenever the number of steps required for movement is insufficient, the patrol car must also wait. If an instruction to move is issued despite an insufficient number of steps, the answer will be invalid.

Refueling and Refueling Cars

- If a refueling car remains in the same cell as a patrol car for one or more steps, the patrol car’s fuel is automatically refueled to its maximum capacity.
- Refueling cars do not have a maximum fuel capacity and can supply fuel infinitely.
- A refueling car can move to a different cell without consuming fuel. As with patrol cars, if an instruction to move is issued despite an insufficient number of steps, the answer will be invalid.

Match Progression

(1) Before the match begins, the map configuration is provided, and players specify the type of each agent.
(2) At the start of the match, map information containing the agent selection details for all teams is provided from the server.
(3) Within the designated response time for Day 1, players must submit their actions for Day 1.
(4) After the response time for Day 1 passed, map information for Day 2—reflecting the agent positions and traffic condition data for all teams at the end of Day 1—is provided from the server.
(5) Similarly, on Day 2 or later, players submit their actions within the designated response time for each day.
(6) This procedure is repeated for the specified number of days.

Parameters at the start of Day 1

- The initial positions of the agents on Day 1 are the positions specified in the map configuration.
- The fuel load of each patrol car on Day 1 is equal to the maximum limit.

- The condition of all road cells are “Smooth.”
- The stock of each spot is at its maximum capacity.

Parameters at the start of Day 2 and beyond

- The initial positions of the agents at the start of Day 2 and beyond are the positions at the end of the previous day.
- The fuel load of each patrol car on Day 2 and beyond is the same as the load at the end of the previous day.
- The conditions of road cells are determined based on the traffic volume at the preceding two days for all teams. On Day 2 only, it is determined based on the traffic volume from the previous day.
- The stock of each spot is supplied to the maximum stock level.

Determining the Winner

The winner will be determined based on the number of “*udon*” types, the number of servings, and the response time, in the following order of priority.

(1) The team that obtains the most **different types** of “*udon*” in a single match is declared the winner.
(2) The team with the highest **cumulative total of different types** of “*udon*” collected each day (the sum of the types collected daily) is declared the winner.
(3) The team with the highest **total number of “*udon*” servings** obtained in a single match is declared the winner.
(4) The team with the lowest **cumulative response time** (the sum of response times for each day) for the last valid answer submitted at the end of each day is declared the winner.
(5) The winner will be determined by rolling dice or the match will be declared a draw.

Notes on Matches

(1) Each match will be played simultaneously by multiple teams. The number of opposing teams will vary depending on the matchups.
(2) The number of competing teams for each match will be announced in the final competition guidelines issued later.
(3) The number of days, the number of steps per day, and the response time for each day will be determined for each match.
(4) Once an answer is accepted by the server, you will be notified whether it is valid or invalid (format error etc.).
(5) Resubmissions are allowed within the time limit, but submitting an excessive number of answers or large file sizes that disrupt the progress of the competition may be considered disruptive behavior and result in disqualification.
(6) The last valid answer accepted will be adopted.
(7) There may be a slight delay in updating map information.

Regarding the Problem and Answer Formats

- Competition map information and agent behavior information are planned to be in text format; details will be published on the Procon/NAPROCK official website and announced by early May.

Release of Competition Software

- We plan to provide the answering protocol, a simplified version of the answering software, and its source code by late July.
- Information regarding the above software will be provided on the Procon/NAPROCK official website and announced as it becomes available.

Communication Method

- We plan to connect each team’s PC to the wired LAN provided at the competition booth and enable data transmission and reception using HTTP POST and GET methods.

- Detailed information on the communication protocol and the answer submission system is scheduled to be published on the Procon/NAPROCK official website and be announced through MS Teams around early July.

Miscellaneous Notes

- Participants may bring a maximum of three portable, programmable devices into the competition. At least one of these must be a device equipped with a 10BASE-T/100BASE-TX/1000BASE-T RJ45 wired LAN port and capable of TCP/IP connectivity for submitting answers.
- We plan to provide each team with at least four power outlets in the competition booth. Please ensure that the total power consumption does not exceed 500W.
- We plan to provide one LAN cable per team for connecting to the competition network. If you need to connect multiple computers to the competition network, please provide your own equipment, such as a switching hub.
- Wireless communication via Bluetooth or similar technologies between brought-in devices is permitted, but Wi-Fi communication is not allowed.
- For cooling your equipment, only air-cooling devices (such as fans) listed in the System Declaration Form are permitted. Items that may leak liquid (including plastic bottles, ice, and items prone to condensation) are not permitted.
- During the competition, teams may exchange information among themselves, but exchanging information with parties outside the team is not permitted. Furthermore, communication with devices other than those brought in is not permitted.
- Any actions that interfere with the server or the progress of other teams' matche progresses are prohibited. Teams may be disqualified if they are deemed to have interfered with the progress of the match, obstructed referees or other teams, or committed other prohibited acts.
- Regarding the transmission and reception of data via the network, if a malfunction occurs in the organizer's system, the event may be conducted offline. In this case, the match schedule and other details may be subject to change.
- If the organizers encounter any troubles, they may prepare a different problem and hold a rematch.
- Data used in the competition, as well as data submitted by each team to the server, may be published on the Procon official website or similar platforms after the competition concludes. Additionally, some response information, such as the number of data transmissions, may be displayed on the competition visualizer during the event.
- During the competition, players and their desks (including computer screens, operations, and notes on the desk) may be filmed or recorded using video cameras and displayed simultaneously on screens or other displays.
- During the competition, judges may view the players and their desks (computer screens, operations, notes on the desk, etc.) for evaluation purposes.
- You may be able to obtain additional information by accessing the problem server, which is scheduled to be made available on the official website or through MS Teams.

Inquiries

Please direct all inquiries to the "Contact Information" listed below on the Procon official website. Responses to inquiries will be published on the Procon official website or through MS Teams as they become available. Please be aware that your questions may be made public. Even ideas that could influence the outcome of the competition will be disclosed.

Inquiry Deadline: Friday, May 8, 2026, at 5:00 PM(JST)
Email address for inquiries: **procon@naprock.jp**

- ✓ Please be sure to submit inquiries through your faculty advisor. When doing so, please be sure to include the faculty advisor's affiliation (name of the university/KOSEN/Institution, department, etc.) and his/her name. We may be unable to respond if the affiliation or the advisor's name is not provided.
- ✓ We cannot answer questions received after the above deadline.