



CODE CHALLENGE
CHAMPIONSHIP

GENERAL RULES

CODE CHALLENGE CHAMPIONSHIP

2026

```
img = Image.open(image_path)
```

```
width, height = img.size  
new_width = int(width * scale_factor)  
new_height = int(height * scale_factor)  
img = img.resize((new_width, new_height), Image.ANTIALIAS)
```

```
enhancer = ImageEnhance.Brightness(img)  
img = enhancer.enhance(brightness)
```

```
enhancer = ImageEnhance.Contrast(img)  
img = enhancer.enhance(contrast)
```

```
enhancer = ImageEnhance.Sharpness(img)  
img = enhancer.enhance(sharpness)
```

```
import cv2  
import numpy as np
```

```
def auto_enhance(image_path, output_path)
```

```
img = cv2.imread(image_path)
```

```
img, ImageEnhance, ImageFilter
```

```
def enhance_image(image_path, output_path, scale_factor, brightness, contrast, sharpness):  
    kernel = np.array([[0, -1, 0],  
                       [-1, 5, -1],  
                       [0, -1, 0]])
```

```
sharp_img = cv2.filter2D(img, -1, kernel)
```

```
lab = cv2.cvtColor(sharp_img, cv2.COLOR_BGR2LAB)  
l, a, b = cv2.split(lab)
```

```
clahe = cv2.createCLAHE(clipLimit=3.0)
```

```
cl = clahe.apply(l)
```

```
lim = cv2.merge((cl, a, b))  
final = cv2.cvtColor(lim, cv2.COLOR_LAB2BGR)
```

```
cv2.imwrite(output_path, final)
```

```
auto_enhance
```



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1. Introduction

CodeChamps is a modern problem-solving competition, open to students **aged 5 to 17 years**, on 4 different tracks:



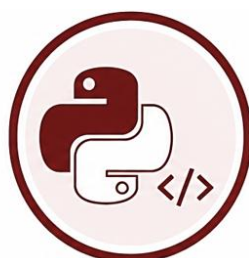
KidCoder Track

A platform for children and young coders to showcase their coding skills using scratch or PictoBlox.



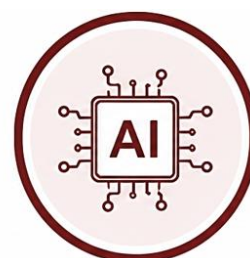
Web Track

A versatile field for developing creative web pages and designs using HTML, CSS, and JavaScript.



Python Track

An area for raising your problem solving skills by using the world's top AI programming language.



AI Track

An era of innovation lies in integrating coding with machine learning to solve real-world problems.



In its **6th edition**, this competition has established itself as a leading platform for young minds to demonstrate their coding skills, push the boundaries of creativity, and embrace complex **real-world challenges**.

1.1. Mission

Our primary goal is to **bridge the gap** between theoretical coursework and real-world practice by unlocking students' potential through **high-quality** coding challenges that simulate **real-life problems in industry**, encouraging them to apply their technical knowledge and problem-solving skills within **specific time frames**.

1.2. Vision

Since **2021**, CodeChamps has strived to empower young minds with thrilling, authentic coding challenges, nurturing creativity, and forging a dynamic global community of learners and innovators. We aspire to become the top coding competition, recognized for excellence across the **Middle East, and beyond**.

1.3. Why Joining CodeChamps?

- ✓ Endorsed by [STEM.org](https://www.stem.org) for credibility
- ✓ Exciting prizes including cash, medals, and trophies
- ✓ High-quality missions simulating real-world problems
- ✓ Improving problem solving, and technical skills
- ✓ Fostering teamwork and exclusive networking opportunities

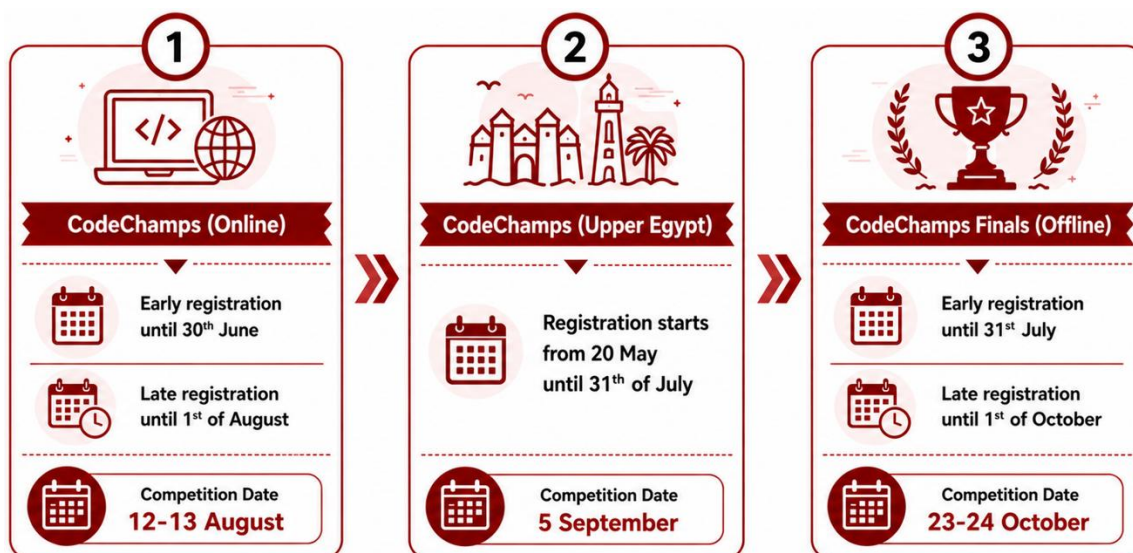
2. Competition Details

2.1. Competition Versions

In **2026**, we have **3 different versions** (events) as follows:

CodeChamps (Online)	CodeChamps (Upper Egypt)	CodeChamps Finals (Offline)
All students from any region or any country will compete together online, and top 3 teams from each age group in each track will be qualified for CodeChamps Finals .	All students from Upper Egypt governorates (Aswan, Qena, Luxor, Sohag, Assiut, Al Minia, Red Sea, New Valley) will compete together offline, and top 3 teams from each age group in each track will be qualified to CodeChamps Finals .	All students from any region or any country can participate to the CodeChamps Finals directly without any need to participate in the online version or the Upper Egypt's version.

2.2. Competition Timeline



2.3. Tracks & Age Groups

CodeChamps offers **4 tracks** with various age groups as follows:



3. General Guidelines

3.1. Tracks Guidelines

Any track from the **4 available tracks** involves some general guidelines as follows:



1. Each team will face **3 challenges per track**, whether in the online, national, or international phases, presented in order of increasing difficulty.
2. Before each challenge, teams have **15 minutes** for the mission demonstration, explanation, and answer participants questions about the mission.
3. After this preparation period, teams have **60 minutes** to complete the challenge.
4. Searching the internet or using pre-written notes during the challenge is not allowed. Violations will result in a score of 0 for that challenge.
5. Internet access is permitted only for downloading and submitting challenges.
6. Bringing blank papers or notebooks for taking notes or brainstorming through writing is allowed.
7. Only team members are allowed in the competition area; coaches and teachers must remain outside.
8. Any interference or communication from coaches during the competition will first result in a warning and may lead to the team's disqualification.
9. Completed code will be evaluated by an **automatic scoring system** developed by the Code Challenge Championship technical team, accounting for **75%** of the score.
10. The remaining **25%** will be assessed by experienced judges at the end of all three challenges, simulating an interview scenario to provide participants with practical, real-world experience.
11. Every team must bring their own laptop on the competition day.

3.2. Team Guidelines

1. Team should have 1-3 members guided by a coach/teacher.
2. The participant who is younger than the designated age group for the track, can choose to compete in an older age group if they wish.
3. The participant who is older cannot compete in a younger age group.
4. A team member cannot be shared between teams.
5. The team can participate in only one track.



4. Updates & Notes

In 2026, we have created the following updates:

- The adult age groups have been **removed** this year from the Python, Web, and AI tracks.
- Each challenge time will be **60 minutes** instead of 45 minutes, as well as the team can leave the competition room if they finish the challenge before the time ends.
- The whole competition with its 4 tracks has become an event under the events organized by Code Challenge Championship named **“CodeChamps”**.
- The CodeChamps event will be held across **2 days**: the first day for the first 2 technical missions and some exciting activities. The second day will be for the third mission and for exciting tech talks and workshops for students as well as announcing the winners.
- The student age group is determined by each participant’s age on 14 August 2026. For example, consider a student born in October 2012. Although they turn 14 in October 2026, they are still 13 on 14 August 2026. Therefore, this student would compete in the Junior category for the Web, Python, and AI tracks, and they can also join the KidCoder Level 3 age group.
- Trophies and cups will be allocated for the **top 75%** from each age group in each track except the KidCoder track Level 1 and Level 2, all teams will take cups.

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