**Regulations Governing the 2026 Advent Calendar Challenge**

## REGULATIONS

1. These regulations were published on 28 November 2026 and come into force immediately, replacing all previous Advent Calendar Challenge (ACC) regulations.
2. The competition is one of tactical guesswork in which players score points for correctly guessing the image contained behind the doors of an advent calendar. Players submit their guesses via the ACC website (**http://acc.scriv.me.uk**) and the winner is declared as the player with the most points following the opening of the final door.
    a. The regulations contained herein define the specifics within the essence of the competition outlined above.
    b. These regulations may be amended at any time during play **and retro-enforced** without prior notice, in order to maintain the essence of the competition as defined. Such rule changes will be notified to players via the website.

## PLAYERS

3. All players who actively participated in the 2025 ACC will be directly invited to participate in the 2026 ACC, excepting those who would not be accepted if they had to apply to enter per Article 4.
4. Players not involved in the 2025 ACC but who wish to participate in 2026 may apply for a PIN via either:
    a. the registration form on the challenge website
    b. email to **acc@scriv.me.uk**

    Entry is granted at the discretion of the organisers. Successful applicants will be invited to participate by means of email within 24 hours.
5. All players granted entry by either Article 3 or Article 4 will be emailed details about their PIN no later than 23:59 GMT on 30 November 2026, or within 2 days of their application being received, whichever is later.
6. No person may be entered more than once.

## GUESSES

7. Players are required to enter their guesses via the form on the ACC website, using their player id and PIN. Only guesses submitted by this method will be considered during game-play.
8. Once a player submits a guess for the first time they are considered active within the competition and to have accepted their invite to play.
9. Guesses may only be chosen from items listed. The list comprises only items that appear in the calendar. Items that appear multiple times in the calendar are listed only once.
10. If, in the interests of the competition, it is deemed any image is occurring too frequently within the calendar, it may be ruled that such items are invalid for the remainder of the competition unless they are the sole item on any given day. Points already scored for such items will not be removed, but further appearances of such items will be disregarded when in tandem with another item. Should this rule be enforced, it will be notified to competitors through messages from competition control.
11. Players may change their guess as often as they wish, although restrictions or penalties may be imposed on any player who is considered to be changing their guess with malicious or unsporting intent.
12. The guess for which players will be assessed for points will be the guess currently registered

to a player at the time the window is opened.

13. Guesses are reset if a player makes a successful guess, and such players will need to re-submit a guess if they are to score any further points in the competition.
14. Each player's guesses are published on the ACC website until after the opening of window 18, after which point all subsequently made guesses are secret - with the exception of players who have no registered guess, to whom this will be indicated.

**SCORING**

15. Doors are opened once a day, on the date corresponding to the number on the door of the advent calendar, and players are assessed for points on each day in accordance with Articles 16 and 18.
16. Players will be eligible to score points if, when a door is opened, their guess accurately describes the main item (or one of the main items) pictured behind the door.
17. The time at which the door is opened will be between 00:00 GMT and 23:59 GMT on the relevant day, but no less than 16 hours after the opening of the previous door.
18. Players assessed as eligible for points at the opening of a window will be awarded 24.5 points minus half of the value of the door number opened, rounded down to the next whole number.
19. Immediately following the opening of a door, details of the picture inside and any players scoring points will be published on the ACC website.
20. Following the opening of door 24 and all associated points awards, guess submission will be disabled. After a period of no less than twelve hours has elapsed, player finishing positions will be assigned;
    a. The winner will be the player who finished with the greatest number of points over the course of the competition.
    b. Should two or more players be tied on the highest number of points, the winner will be the player who, during the competition, had the highest number of correct guesses.
    c. If the tie continues, the player with the highest scoring individual guess amongst the tied-for-first players shall be declared the winner.
    d. If the tie continues, the winner will be the player who, during the competition, had the highest scoring next best guess amongst the tied-for first players.
    e. In the event of the tie continuing, the value of all tied player's guesses will be assessed as above in order to break the tie.
    f. In the event of the tie still continuing, the win will be shared.
    g. Ties for second and third place will be assessed in the same way as those for first. Ties for positions outside the top three will not be settled.
21. A teams' championship, based on the star-signs of competitors, will run alongside the main championship.
    a. Every player with an assigned team will score for their team
    b. Each team's leading scorer will score in full for their team. The second best player contributes half their score, the third best player contributes a third of their score and so on.
    c. Fractions contributed by each player are, if needed, rounded up to the next whole number.

**OFFENCES**

22. Cheating is not permitted.
23. Unreasonable, unsporting, offensive, childish or malicious behaviour is not permitted.

**PENALTIES**

24. All offences and indiscretions are subject to any of the penalties or restrictions detailed below. The scale is not cumulative or consecutive in any way.
    a. **Warning –** a player's conduct has been observed as unsporting and must cease immediately.
    b. **Points Penalty –** a player will be deducted any number of points for a rule infringement.
    c. **Suspension –** a player's guess will be deleted and frozen for a period of time, rendering them unable to score points.
    d. **Exclusion –** a player is excluded from the remainder of the competition.
25. Notification of all penalties imposed will be made either via the ACC website, or by email to the player involved if the website is inaccessible for any reason.

**APPEALS**

26. Any player may make an appeal against any decision or award made or penalty imposed during the competition. In such circumstances their full case must be made in writing and sent by email to **acc@scriv.me.uk** no later than 12 hours after the original decision, award or penalty was notified via the website. The receipt of the appeal will be acknowledged via the website and the result published after due consideration. Should the appeal be successful, there shall be further right of appeal granted to any competitors disadvantaged as a consequence. In all other circumstances there is no further right of appeal.

**MINIMUM ENTRY**

27. Should fewer than twelve people have registered a guess by the time of opening of the first window, the competition may be cancelled.

**COMPETITION SUSPENSION**

28. In the event of the organisers being unexpectedly incapacitated or otherwise unable to run the competition for any period of time, the competition will be suspended automatically. When suspended, guesses may still be submitted however windows will not be opened and applications for entry will be held and not submitted for consideration until such a time as the competition is resumed.
29. The competition will be presumed suspended if a day passes without its window being opened.
30. Should the suspension last longer than 24 hours, then 24 hours notice will be given before any restart.
31. Once resumed, the competition will restart in accordance with arrangements that will be emailed to all active participants.