Rules for 2019 UNLV ACM's Mock ICPC

Disclaimer: This event will somewhat replicate SoCal Regional ICPC and the 2019 UNLV ACM's Preliminary ICPC. UNLV ACM's Mock ICPC's rules and the environment will not be exactly the same as SoCal Regional ICPC but it will be similar.

1. Anyone is welcome to join the competition. Please note that there is a maximum of 15 teams who can join. However, the rankings of teams of the mock competition will **not** replace any of the ICPC chosen teams. **Those four team teams who will participate in the 2019 SoCal ICPC have already been decided.**

2. The 2019 UNLV ACM's Mock ICPC participants must be in groups of three. If you are not signed within a group of three, you will be assigned to one.

3. The UNLV ACM's Mock ICPC will be held on the following dates:
   - **Saturday, October 19, 2019**
   - **Saturday, October 26, 2019**
   - **Saturday, November 2, 2019**

   The event will start promptly at 1PM and end at 4PM at **TBE-B361**. It is recommended for participants to arrive at least 15 minutes before the starting time in order to adjust to their working environment and ask any questions regarding the competition.

4. If a participant or group is tardy, they can still continue the competition, but the competition will still **end at 4PM for everyone**.

5. In terms of resources, participants are **prohibited from using any electronic devices**. This includes, but are not limited to, laptops, tablets, phones, Apple watches, etc. Resources that are allowed are any **non-electronic sources**. Examples are textbooks, paper notebooks, hand-written notes, and printed notes. Anyone caught using electronic devices will be disqualified.

6. There will be internet. However, teams are limited to only the following websites:
   a. https://unlvacm.com/ to reference the mock competition rules, download sample input, and to turn in problems
   b. http://socalcontest.org/current/index.shtml for reference of the 2019 SoCal ICPC.
   c. https://icpcarchive.ecs.baylor.edu/index.php?option=com_onlinejudge&Itemid=8&category=0 to check results for your solution. Note that you must have an account for the ICPC Live Archive website.

7. Each group will be given **six** ICPC problems: two difficult-level, two medium-level, and two easy-level. However, participants will not be given information that distinguishes each problem's level, and they will be only given **three hours** to complete the problems as much as they can.

   Note: UNLV ACM understands that this may not be enough time for you to complete these problems; however, it is your/your group's job and goal to identify which problems are at what level and to solve them as best as you can.

Tip: Read/skim all of the problems before attempting to code or develop an algorithm. Another suggestion would be to have all participants with a specific role. For instance, one participant is a reader, one is the programmer on the computer, and the last is the problem-solver. Another scenario is a participant attempting to code one problem, while the other two attempt to solve the other two problems.

9. C++, Java, and Python 3 will be the contest languages. And each group may use the editor of their choice.

To turn in solution(s):

10. All participants must stop coding/problem-solving at 4PM, the end of the competition. A UNLV ACM judge will then come to your group and collect your solution with a flash drive.

11. The group will turn in their solution to each problem on our website, <u>unlvacm.com</u>, to "Submit Your ICPC Problems" on the top left corner of the home page. You may submit as many times as you want.

Judging:

13. A team of select UNLV ACM judges will test and run **last** submitted programs for each problem. For attempted but not completed source code, the judges will still evaluate and consider attempts for scoring.

Good luck!