Rules for 2019 UNLV ACM's Preliminary ICPC

Note: It is **strongly** recommended to read the entire list of rules before attending the UNLV ACM's Preliminary ICPC.

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

1. **To be considered a participant for the 2019 ACM SoCal International Collegiate Programming Contest, he/she must attend this event.**

2. The 2019 UNLV ACM's Preliminary 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 group of three participants must fill out the given **form** **by Friday, September 27, 2019 at 11:59PM**.

4. The UNLV ACM's Preliminary ICPC will be held on **Saturday, September 28, 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.

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

6. Each group will be given just one computer in the TBE-B361. Each computer, however, will have **no internet**.

7. 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.

8. Each group will be given three ICPC problems: one difficult-level, one medium-level, and one 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 them 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.

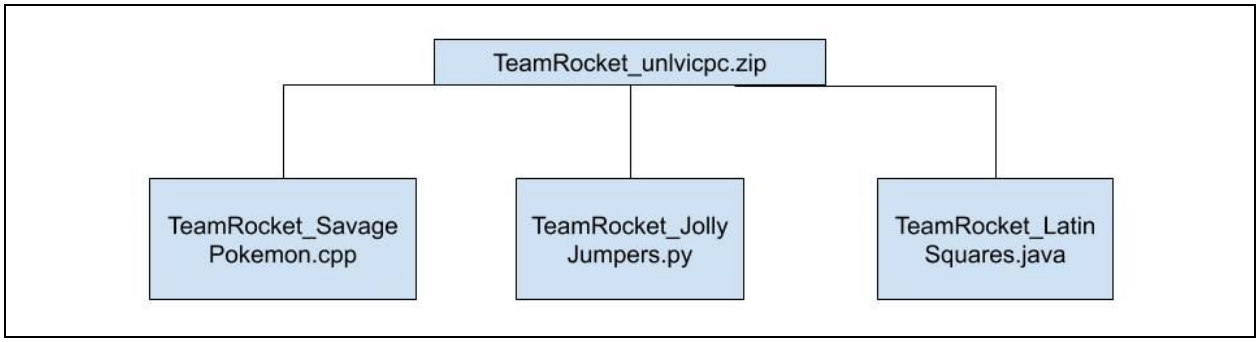
<u>To turn in solution(s)</u>:

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(s) in the form of a zip file as <TeamName>_unlvicpc.zip. Include all three source code files. Please also include all attempted source codes, even if they are not complete.

12. Each solution program must be titled as <TeamName>_<ProblemName>.<extension>. Example: Team Rocket will name their solution source code file (in C++) as TeamRocket_SavagePokemon.cpp.

    Example: Team Rocket will turn in their zip file, TeamRocket_unlvicpc.zip, accordingly:



<u>Judging</u>:

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

14. The team of judges, based on their discretion, will decide which participants will come to the 2019 SoCal Regional ICPC based on how well they performed in UNLV ACM's Preliminary ICPC, their attendance to UNLV ACM Coding Meetups, and their Computer Science academic progress.

Good luck!