NEW ZEALAND PROGRAMMING CONTEST 2016

CONTEST RULES

Document last updated on Friday, 11 March 2016.

CONTEST CATEGORIES AND GRADES

This contest has five categories of entry. Teams compete only against teams from the same category – there are thus five winners.

School

Tertiary - Junior

Tertiary - Intermediate

Tertiary - Open

Open

These categories are described in separate documents.

REGISTRATION

Teams should register through the New Zealand Programming Contest Web site on:

http://www.NZProgContest.org.nz.

Unregistered teams may be allowed to compete at the discretion of a site manager, but will not receive certificates or prizes until they are registered.

CONDUCT OF THE CONTEST

1. There will be four levels of problems (3, 10, 30 and 100 points) with up to four problems per level. Points are based on what the judges consider to be a problem's difficulty; the higher the points weighting, the harder the problem.

2. So far as is possible, problems will avoid dependence on detailed knowledge of a particular area.

3. Problems will be posed in English and all clarification requests must be expressed in English.

4. Contestants may bring resource materials such as books, manuals, program listings, and non-programmable calculators to the contest. Contestants may not bring any machine-readable versions of software or data, and may not have their own memory devices (eg disks or memory sticks) in the contest area. Contestants may not bring their own computers or cell phones. The Contest Directors are solely responsible for distinguishing calculators from computers.

5. Contestants may not use the internet for any reason during the contest unless the site is using a Web based judging system, in which case internet access is restricted to that system. This year we are expecting to use DOM Judge, which is Web based.

6. Teams may not accept help or advice on contest problems from anyone other than judges, contest officials, and host-site staff. Contest judges will clarify problem statements as needed, through the judging system, and the host-site staff may advise on system-related problems, such as explaining system error messages.

7. Solutions to problems are submitted for judging electronically. Site specific information on how this is done will be given before the contest.

8. While the contest is scheduled to last five hours, the contest judges have the authority to shorten or lengthen the contest in the event of unforeseen difficulties. Should the Contest duration be altered, every attempt will be made to notify contestants in a timely and uniform manner.

9. A team may be disqualified by the contest director or site coordinator for any activity that jeopardises the contest such as dislodging power cords or connecting cables, or distractive talking.

SCORING

1. The contest judges will be solely responsible for determining the correctness of submitted runs. They are empowered to adjust for or adjudicate on unforeseen events and conditions. Their decisions are final.

2. A solution is regarded as correct if it produces exactly the same output from the judge's data as did the judge's approved solutions. Teams will be notified of the success or failure of their solution. Failure notifications will include:

    - Failure to compile

    - Run time errors

    - Failure to complete output on time (usually only a few seconds)

    - Incorrect answers.

    NOTE that trailing white space and trailing blank lines are disregarded.

3. If a team's solution is deemed by the judges to have solved the problem, the team gains the points available for that problem. Otherwise, the team gains no points at all, but may modify their solution and submit again as often as they like until a solution is accepted as correct. Teams are ranked within categories according to the number of points received, the highest score first.

4. Teams that tie on points will be deemed equal except for the top places in a category.

5. To determine first place, and any further places for which certificates are to be awarded (possibly second and third place), where teams have equal points, they are ranked according to the time they took to solve problems, the lower the better. For each solved problem, the time in minutes from when the contest began until the correct submission was submitted is recorded, to which is added a 20 minute penalty for each wrong answer submitted. No time is recorded for problems which are not eventually solved.

CONTEST ENVIRONMENT

1. All sites will endeavour to provide C/C++ and Java, and any other languages that the judging system is able to accept, normally C# (Mono) and Python. Check with the site director to find out what is available at a particular site, and which versions will be available.

2. Each team will have a single computer or terminal. All teams at a site will have functionally equivalent equipment.

CONTEST LOCATIONS

The contest will be held simultaneously at various sites throughout New Zealand on Saturday 6th August 2016, beginning at 2pm. Contest sites are listed on the contest Website. ANZAC League contestants may participate at their own sites in a separate competition.

The New Zealand Programming Contest Director is solely responsible for interpreting these rules and for ruling on any unforeseen situations. These rules supersede those of previous years.