

# ACM ICPC Greater New York Region Contest

## *2016 Call for Hosts*

The [ACM ICPC Greater New York Region Contest](#) is seeking a host institution for our annual 2016 contest. The ideal host institution will provide a space for about 150 motivated college students from the New York area to challenge their algorithmic problem solving skills. The participating students will have a memorable weekend at the host's facilities with their peers to compete in a contest that is internationally renowned, for glory and also for fun. The top teams from this contest will be invited to compete in the 2017 ACM ICPC World Finals.

We will provide: challenging but fun problems for the students; the contest computing environment; contest judging; small prizes for the best performing young teams; food; and t-shirts for every participant. We are a non-profit with support provided by the ACM and are funded through IBM sponsorship and registration fees from the teams. Each member of the organizing team has been involved in programming contests for a decade, and most much longer.

We are seeking to host the event on a Sunday in the fall, specifically one of the following dates: October 30, or November 13. (November 6 is the NYC marathon, which makes travel through NYC a nightmare.) The hosting requirements are listed below. If you are interested in hosting or have any questions, contact Sean McIntyre at <[smcintyre@acmgnyr.org](mailto:smcintyre@acmgnyr.org)> or 917-723-3234.

ACM Greater New York Region team:

- Sean McIntyre, Director
- John Buck, Head Judge
- Lee Wittenburg, Head of Systems
- John Zhang, Deputy Director

## Space and Computer Requirements

- *Capacity:* Total capacity of 50 or more teams. Each team is 3 students. Each team gets 2 computers. There must be work space for the third student (with the other 2 on the computers).
  - *We have found that this is the most restrictive requirement. Having 60 computers does not mean you can fit 30 teams. There must be enough room for the third team member.*
- *Space:* There must be enough room between teams so that teams can talk quietly without being overheard.
- *Spare computers:* Must be spare computers than an entire team can be moved to in case their machines crash. 2 spare sets should be enough.
- *Reserved computer rooms:* All computer rooms must be used exclusively by the contest all day Saturday and Sunday.

- *Modern computers:* The computers must be reasonably modern; no more than 2 years old. The computers must be reasonably comparable; no 386's mixed with Pentium 4's.
- *USB-bootable computers:* We will boot the computers into our contest environment by our pre-loaded USB sticks. This will take care of all the systems requirements, including editors, compilers, and security.
- *Printers:* Each room must have a printer. After all judging is completed, you must be able to very quickly print the scoreboard, enough copies for one for each person attending.
- *Auditorium:* A large auditorium where everyone can gather, in the same building as the rooms where the students compete. Capacity of at least (4 \* number of teams) people. There must be a speaker system and an overhead projector.
- *Coaches room:* Must have a room where the coaches can sit and do work during the contest. This room must have the scoreboard in it, preferably projected onto the wall. Wireless internet access is another plus. Preferably in the same building where the students compete, but an adjacent building is acceptable.
- *Food area:* Must have a place where food can be served near the students' rooms. (Of course, they can't bring food or drink near the computers.)

## Volunteer Requirements

Several volunteers will be necessary on both Saturday and Sunday. In the past, hosts have worked with members of the local ACM chapter.

- One volunteer minimum per room on the contest day.
- Volunteers to monitor and man the printers. The volunteers will bring the printouts to the teams.
- Clean-up volunteers.

## Preparation Requirements

- *Organizer site visits:* One or two visits will be made by the director and/or head judge sometime before the actual contest to insure compliance and to make any last minute changes/requests.
- *Practice contest:* Must conduct a practice contest at least 4 weeks before the actual contest with the contest staff.
- *Day before preparations:* The Director and Head Judge will be on site the day before the contest to finish any last-minute arrangements, including hanging signs and assembling information packets. It has worked well in the past to use this time to prepare the contestants' computers.
- *Parking:* If necessary, talk with campus police to arrange a place participants can park without being ticketed.