

High School Programming Contest - November 17, 2017

Contest Rules

1. Schools may enter as many three-person teams as they wish. If space becomes an issue, teachers will be notified. Trophies will be given for the top three teams. Certificates will be given to the remaining competitors.
2. Places will be determined first by the number of problems solved. If there is a tie in the number of problems solved, then places will be determined by the least amount of total time to solve the problems.
3. The final arbiter shall be the head judge.

Contest Schedule

- 10:00 a.m. - Registration (Wellness Center lobby)
- 10:30 a.m. - Rules Session (Wellness Center - Sixth Man Room)
- 10:45 a.m. - Report to tables around arena floor and run trial program
- 11:15 a.m. - Lunch (On your own)
- 12:15 p.m. - Report back to arena tables
- 12:30 p.m. - Open problem set / competition begins
- 3:45 p.m. - 15 minute warning
- 4:00 p.m. - Contest ends and CIS students/ITS begin moving equipment
- 4:15 p.m. - Awards Ceremony in basketball arena

Contact Information

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