

National Programming Challenge



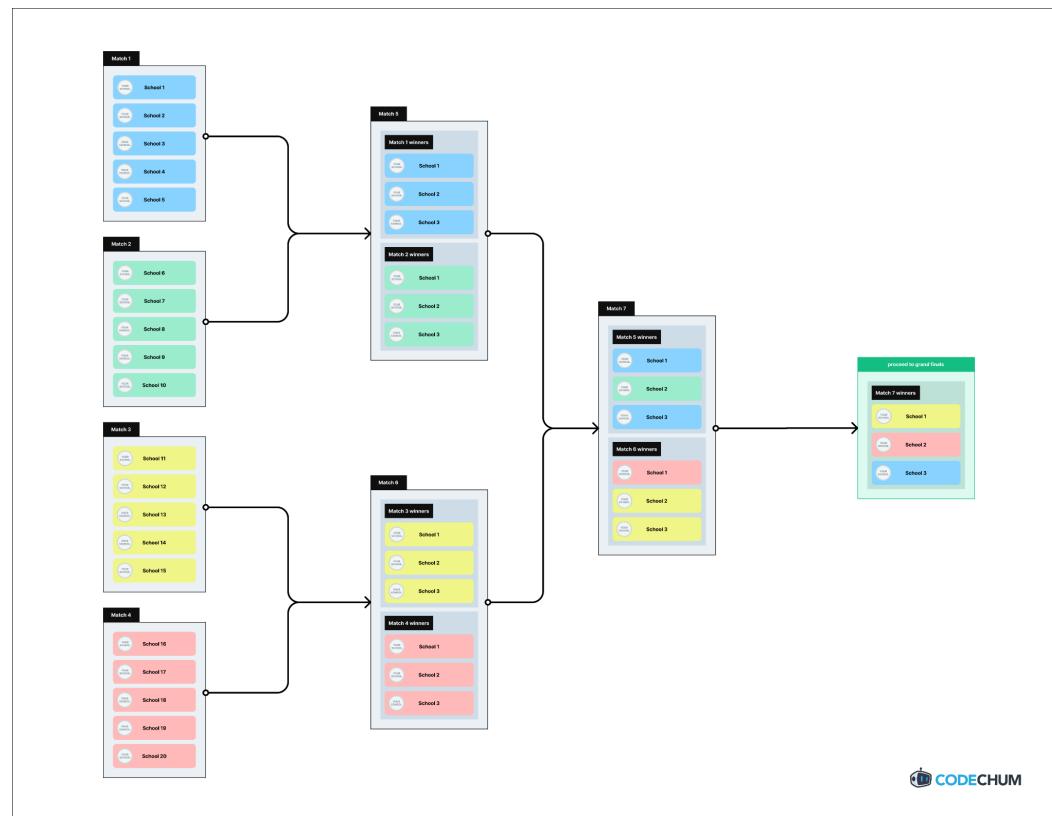
1. Introduction

The **CodeChum National Programming Challenge** is a national-level competition designed to test and showcase the programming skills of students from CodeChum partner schools across the Philippines. Participants shall compete to demonstrate their problem-solving abilities through challenging programming tasks.

2. Challenge Format

- a. **Group Stages:** Schools will be divided into four groups, with 16 schools per group. Each group will go through a series of rounds, leading up to the Grand Finals where the best teams from each group will compete.

Below is a sample diagram of how the bracketing system for all group stages will be executed:



b. Structure:

■ **Group Stage Rounds**

• **Preliminary**

a. Match 1:

i. **Contestants:** 4 schools

ii. **Winners:** Top 3 in leaderboard

b. Match 2:

i. **Contestants:** 4 schools

ii. **Winners:** Top 3 in leaderboard

c. Match 3:

i. **Contestants:** 4 schools

ii. **Winners:** Top 3 in leaderboard

d. Match 4:

i. **Contestants:** 4 schools

ii. **Winners:** Top 3 in leaderboard

• **Semifinals**

a. Match 5:

i. **Contestants:** Match 1 winners (3 schools) vs.

Match 2 winners (3 schools)

ii. **Winners:** Top 2 in leaderboard

b. Match 6:

i. **Contestants:** Match 1 winners (3 schools) vs.

Match 4 winners (3 schools)

ii. **Winners:** Top 2 in leaderboard

• **Finals**

a. Match 7:

i. **Contestants:** Match 5 winners (3 schools) vs.

Match 2 winners (3 schools)

ii. **Winners:** Top 3 in leaderboard (will proceed to Grand Finals)

■ **Grand Final Round**

- **Contestants:** Group Stage 1 winners (3 schools) vs. Group Stage 2 winners (3 schools) vs. Group Stage 3 winners (3 schools) vs. Group Stage 4 winners (3 schools)
- **Winners:** Top 3 in leaderboard

c. Scope:

■ **Number of items:** 8 console application problems per match

■ **Topics covered:** CodeChum Programming 1

- Programming fundamentals

a. Output operations

- b. Escape sequences
 - c. Placeholders
 - d. Input operations
- Operators
 - a. Arithmetic operators
 - b. Assignment operators
 - c. Bitwise operators
- Strings
 - a. String handling
- Typecasting
 - a. Typecasting
- Built-in Libraries
 - a. Predefined character functions
 - b. Predefined string functions
 - c. Predefined math functions
- Selection Structures
 - a. Relational operators
 - b. Boolean operators
 - c. If statement
 - d. If...else statement
 - e. If...else if...else statement
 - f. Switch statement
 - g. Nested decision
- Iterative Structures
 - a. While loop
 - b. For loop
 - c. Nested loop
 - d. Break
 - e. Continue
- Arrays
 - a. One dimensional arrays
 - b. Two dimensional arrays
 - c. Array Traversal

d. Allowed tools and languages

- **Tool/s:** CodeChum app
- **Languages:** C, C++, C#, Java, Python (participants can switch language between items)

3. Challenge Details

- **Schedule**
 - Competitions will be held every Tuesday and Wednesday 5:00 PM to 6:00 PM.
 - Group Stages and Grand Finals are scheduled as follows:
 - **Group Stage 1**
 - Preliminary: October 14
 - Semifinals: October 21
 - Finals: October 28
 - **Group Stage 2**
 - Preliminary: October 15
 - Semifinals: October 22
 - Finals: October 29
 - **Group Stage 3**
 - Preliminary: November 11
 - Semifinals: November 18
 - Finals: November 25
 - **Group Stage 4**
 - Preliminary: November 12
 - Semifinals: November 19
 - Finals: November 26
 - **Grand Finals:** December 10
 - **Location**
 - Participants will join remotely from their school's computer laboratories using the CodeChum platform.

4. Registration

- a. **Eligibility:** The competition is open exclusively to schools partnered with CodeChum in the Philippines. Each school can send one team, but schools with multiple campuses may send one team per campus.
- b. **Registration Fee:** There is no fee to join the competition.
- c. **Registration Process:**
 - To participate, coaches from each school/campus shall fill out the list of students for the team in the form of an Excel spreadsheet ([click to download format](#)). The team shall comprise of **10 student participants** from any year level and currently a bonafide student of the partner school.

- Coaches shall then fill out this [registration form](#) to officially register to the challenge, which will ask for their **university name, campus** (if applicable), **college name** (e.g. CCS Wildcats, OLFU VAL Technocrats, etc.), and upload the accomplished **Excel sheet**.

d. Preparations:

- An online orientation for all participants shall take place on October 8, 2025, at 10:00am. CodeChum's Customer Success Head shall discuss all about the competition and will address any concerns you wish to bring up on the day.
- For participants to get familiar with the interface before their match, a practice activity shall be given to them. Details and instructions on how to access the practice activity shall be sent to the Messenger group chat.

5. Rules and Regulations

a. Code of Conduct

- All participants are expected to act respectfully and adhere to the competition's ethical guidelines. No sharing of solutions is allowed.

b. Setup

- For all rounds of the competition, participants must be in their school's respective computer laboratories. Any unusual login will be detected by the system and shall be subject to disqualification.
- A week before the match, CodeChum will create a Messenger group chat for all contestants. At 4:30pm on the day of the match (30 minutes before match starts), a CodeChum representative will send the link to a Zoom meeting. Participants and coaches shall be required to join said Zoom meeting.
- All participants shall turn on their cameras for the entire duration of the match.
- A 3rd party camera shall also be set up, facing at an angle that shows all the participants in view. This shall be set up by the coach or anyone from the department, and shall also be shown in the Zoom meeting as the coach's streamed video.

- Once inside the Zoom meeting, all participants shall rename themselves in this format:
[<SCHOOL_ACRONYM_AND_CAMPUS_IF_APPLICABLE>]
<Last_name>, <First_name> for example:
[**CITU**] Maranga, Jemar Jude
- All coaches shall also rename themselves in this format:
[<SCHOOL_ACRONYM>] Coach, for example:
[**OLFU - Antipolo**] Coach
- Once inside the Zoom meeting, no more orientation shall take place.
Hence, participants and coaches shall prepare and be ready beforehand to avoid complications during the match.

c. Scoring System

- All items in a match are scored the same, with generally the same difficulty.
- The team's score will be the sum of the top 5 students' scores, which will be used to rank schools in a match and identify the top 3 winners.
- In case of a tie in the team score, the total time taken by these top 5 students will be used as a tiebreaker.

d. Disqualification Criteria

- Switching tabs during the match shall be allowed for the first 3 instances; however, any additional instances shall deduct 10 points per excess switch tab count to the suspected participant's total points.
- Failure to comply with the setup required that is mentioned in **5. Rules and Regulations > Setup** (participants joining the Zoom meeting from their school laboratories and turning on their cameras, and coaches setting up a 3rd party camera) shall be subject to disqualification.
- The use of unauthorized tools and resources during the match shall disqualify the suspected participant from the current match.
- The use of brute force methods (e.g. manually printing patterns, etc.) when solving any item in a match shall disqualify the suspected participant from the current match.

- Changing of team members at any point in time where the challenge is ongoing is strictly prohibited. Doing such will subject the team to disqualification.

e. External Factors (Force Majeure)

Force majeure refers to unforeseen events or circumstances beyond the control of participants or organizers that disrupt the normal conduct of the competition.

■ *Blackouts / Power Outages*

- If a participant's school/laboratory experiences a localized power outage during a match, the affected team must immediately notify the organizers through the official Messenger group.
- A maximum of **15 minutes grace period** shall be allowed for reconnection.
- If the outage is prolonged beyond 15 minutes, the match shall continue, and the team may request an official rematch only if most affected players are from different schools/teams.
- If only one school/team is affected and the rest can continue, the team will be forced to forfeit the round to ensure fairness.

■ *Internet Connectivity Loss*

- If a team is disconnected, they have **10 minutes grace period** to reconnect.
- Beyond 10 minutes, the match continues without them, and scores prior to disconnection will be considered final.
- Multiple disconnections (3 or more within the same match) will be considered as grounds for automatic forfeiture unless caused by a regional internet outage affecting several schools.

■ *Typhoons / Natural Disasters / Regional Interruptions*

- If government agencies (e.g., PAGASA, LGU) declare suspension of classes or activities due to typhoon or other calamities, matches scheduled on the affected dates shall be **automatically postponed**.
- Postponed matches will be rescheduled within the next available schedule, subject to all schools' availability.
- If multiple regions are affected, the organizing committee reserves the right to **reschedule the entire round** to ensure competitive integrity.

■ *Organizer Authority*

- NPC organizers shall have the **final discretion** in determining whether a rematch, postponement, or forfeiture shall be applied in case of external factors.
- All rulings will be posted in the official Messenger group and announced in the Zoom meeting for transparency.

6. Prizes and Recognition

a. Group Stage - Finals

- **1st place:**
 - Gold CodeChum medal per participant
 - Certificate of Recognition per participant
 - 12 CodeChum shirts
 - a. 1 for dean
 - b. 1 for coach
 - c. 1 for each participant
 - Cash prize - ₦5,000.00
- **2nd place:**
 - Silver CodeChum medal per participant
 - Certificate of Recognition per participant
 - Cash prize - ₦3,000.00
- **3rd place:**
 - Bronze CodeChum medal per participant
 - Certificate of Recognition per participant
 - Cash prize - ₦2,000.00
- **4th - 6th place:**
 - Certificate of Recognition per participant
- **Others:**
 - Certificate of Participation per participant

b. Grand Finals

- **1st place:**
 - Gold CodeChum trophy
 - Gold CodeChum medal per participant
 - Certificate of Recognition per participant
 - 12 CodeChum hoodies
 - a. 1 for dean
 - b. 1 for coach
 - c. 1 for each participant
 - Cash prize - ₦20,000.00
- **2nd place:**
 - Silver CodeChum trophy

- Silver CodeChum medal per participant
- Certificate of Recognition per participant
- Cash prize - ₱10,000.00

■ **3rd place:**

- Bronze CodeChum trophy
- Bronze CodeChum medal per participant
- Certificate of Recognition per participant
- Cash prize - ₱5,000.00

■ **4th - 12th place:**

- Certificate of Recognition per participant

7. Contact Information

a. Support Team

- **Paola Derica Dumadag**, Customer Support Representative
- Messenger group chat (with other coaches)
- FB Page: <https://www.facebook.com/codechum>
- Phone: +63 906 2345 128 (Globe) | (032) 272-6972

b. Competition Coordinator

- **Jemar Jude Maranga**, CEO
- FB Page: <https://www.facebook.com/jemarjudemaranga>