

# REID XTREME 3.0

## DELEGATE BOOKLET

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# ACM STUDENT CHAPTER OF UCSC



Since its establishment in 2017, the ACM Student Chapter of UCSC has been thriving for the progress of intellectual stamina and advancement of technology for the benefit of the community.

The Chapter aims to create a platform for young academia to claim the opportunity to improve their knowledge in the science-related arena. While seeking to identify their strengths, they are also encouraged to widen their scope of intellectuality in the fields of science, design, development, construction, languages, management, and applications of modern computing.



# IEEE STUDENT BRANCH OF UCSC



The IEEE Student Branch of UCSC was established in 2011 and has achieved remarkable success in recent years. It has been formed with the participation and contribution of all four batches of UCSC, and it has been organizing various activities to enhance the professional development of the students.

Other than gaining technological experience and knowledge, personality development skills such as organizational, leadership, and interaction skills can also be acquired by engaging in the activities organized by the IEEE Student Branch of UCSC. The core purpose of the IEEE Student Branch of UCSC is to utilize technological innovations for the betterment of humanity.



The logo features a large, stylized 'X' in the center, composed of two overlapping, translucent green rectangular blocks. To the left of the 'X' is the word 'REID' in white, bold, sans-serif capital letters. To the right of the 'X' is the word 'XTREME' in a light green, outlined, sans-serif capital font. Below 'XTREME' is the number '3.0' in a white, bold, sans-serif font.

# REID XTREME 3.0

ReidXtreme 3.0 is the premier competitive programming hackathon organized by the IEEE Student Branch of UCSC in collaboration with the ACM Student Chapter of UCSC. This event is designed to elevate the competitive programming skills of undergraduate students, preparing them for the tech industry's competitive demands. ReidXtreme 3.0 consists of two rounds: an initial qualifying round and a final round.

In the initial round, participants will compete to showcase their coding skills, from which the top 10 teams will be selected to advance to the finals. The final round will be a 12-hour hackathon, where these teams will demonstrate their programming prowess through various challenges. This final event will be held in person, allowing participants to interact, collaborate, and compete in a dynamic environment.

This hackathon not only serves as UCSC's premier competitive programming event but also acts as a preparatory platform for students aiming to participate in the global IEEE Xtreme competitive programming hackathon. By engaging in ReidXtreme 3.0, students can enhance their technical competencies, gain valuable industry exposure, and network with peers and professionals in the tech field. The collaborative effort between the IEEE Student Branch and the ACM Student Chapter ensures a high-quality event that promises maximum value and an enriching experience for all participants.

# WHY SHOULD YOU PARTICIPATE?

## **Demonstrate Competitive Programming.**

ReidXtreme 3.0 provides a premier platform for undergraduate programmers to demonstrate their skills in solving complex, competitive programming problems.

## **Provide support for participants in taking part in the IEEE Extreme global challenge.**

The Hackathon is a training ground for participants hoping to compete in the IEEE Extreme global challenge. ReidXtreme 3.0 provides you with the tools and confidence they need to succeed on a global scale through resources and mentoring.

## **Foster collaboration and teamwork.**

Challenge yourself in a competitive setting that fosters personal and professional growth, encouraging quick thinking and strategic problem-solving

## **Engage with the tech community and build a network that will support your journey in the tech industry.**

## **Refine your programming and problem-solving skills while collaborating with like-minded individuals.**



# REIDXTREME 3.0 TIMELINE

WORKSHOP 3

21st August 2024

INITIAL ROUND

24th August 2024

WORKSHOP 4

25th August 2024

FINAL ROUND AWARENESS SESSION

30th August 2024

FINAL ROUND

31st August 2024

# REGISTRATION GUIDELINES

- Each team must consist of 1-3 members.
- A team should have a team name and a team leader assigned.
- Only the team leaders should fill out the registration form and the required details of the team members.
- All participants must be university undergraduates from the same university in Sri Lanka.
- Each participant can only represent one team.
- Participants are not allowed to change teams after registration.

# COMPETITION STRUCTURE

ReidXtreme 3.0 is the premier competitive programming hackathon organized by the IEEE Student Branch of UCSC in collaboration with the ACM Student Chapter of UCSC.

ReidXtreme consists of two rounds: an initial round and the final round.

In the initial round, participants will compete to showcase their coding skills, from which the top 10 teams will be selected to advance to the finals. The final round will be a 12-hour hackathon, where these teams will demonstrate their programming prowess through various challenges. This final event will be held in person, allowing participants to interact, collaborate, and compete in a dynamic environment. 3.0





# THE INITIAL ROUND

The initial round of ReidXtreme 3.0 serves as the qualifying stage where all registered teams will compete. Participants will engage in a timed online competition that lasts for 8 hours. During this time, teams will be presented with a series of algorithmic and problem-solving tasks. At the conclusion of the initial round, the top 10 teams with the highest scores will be selected to advance to the final round. In the event of a tie, time to completion and problem difficulty will serve as tiebreakers.

## INITIAL ROUND GUIDELINES

- All entries must be submitted by the specified deadline.
- Late submissions will be automatically disqualified without further notice.
- Evaluations will be based on the correctness, efficiency, and complexity of the problem.
- Any use of AI tools or plagiarism will result in immediate disqualification without further notice.
- External assistance outside the team is strictly prohibited.



THANK YOU

# CONTACT US

## Program Team Lead

**Ashwinie Jayamanna**

[ashwiniejay@ieee.org](mailto:ashwiniejay@ieee.org)

071 252 2005

## Marketing Team Member

**Nethmi Hapuarachchi**

[sathruwanihapuarachchi7@gmail.com](mailto:sathruwanihapuarachchi7@gmail.com)

077 802 2449

## Event Co-chairs

**Likitha Chathubhashini**

[likithachathu@gmail.com](mailto:likithachathu@gmail.com)

076 698 8362

**Kaviru Hapuarachchi**

[kaviru@ieee.org](mailto:kaviru@ieee.org)

071 777 9334

