

Boise State University
Department of Computer Science

High School Programming Competition

Contest Rules

Conduct of the Contest

1. Three problems will be posed. A team can attempt any number of problems.
2. Programs submitted for judging must be expressed in the designated languages of the contest: Java, C or C++.
3. Competitors may bring any desired non-machine sensible resource material to the contest. Books, manuals, and program listings may be brought. Hand calculators may be used to check program answers.
4. Teams may not accept help or advise on the contest problems from anyone not on the team. Contest officials may be consulted and will be prepared to assist in interpreting system-related error messages and the like.
5. Teams may submit programs for judging. If the program is judged to be incorrect, the team may resubmit later.

Scoring

1. Placement is based first on the number of problems solved correctly.
2. Among teams solving the same number of problems, the following scheme will be used to break ties.
 - (a) Each team's time of correct submission will be added up for the problems solved correctly. The time will be in minutes from the start of the contest. For each incorrect submission, a penalty of 20 minutes will be added. The teams solving the same number of problems correctly will be ranked by their totals obtained as explained above.
 - (b) If no team solves any problem correctly, then the contest has no winners.