

Rules

1. Contestants may bring resource materials such as books, manuals, and program listings. Contestants may not bring any machine-readable versions of software or data.
2. Solutions to problems submitted for judging are called runs. Each run is judged as accepted or rejected by a judge, and the team is notified of the results. For rejections, the response will be one of the following:
 - o Correct
 - o Incorrect Output
 - o Incorrect Output Format
 - o Incomplete Output
 - o Failed Test Case
 - o Compiler Error
 - o Run-time Error
 - o Run Time Limit Exceeded (2 minutes on the judges machines -- this should not be an issue unless the solution is inefficient)
3. Notification of accepted runs will be suspended an hour before the competition ends to keep the final results secret. Notification of rejected runs will continue until the end of the contest.
4. A contestant may submit a claim of ambiguity or error in a problem statement by submitting a clarification request to a judge. If the judges agree that an ambiguity or error exists, a clarification will be issued to all contestants.
5. Contestants are not to converse with anyone except members of their team and personnel designated by the contest director. Systems support staff may advise contestants on system-related problems such as explaining system error messages.
6. A team may be disqualified by the regional contest director for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, unauthorized system use, accessing outside accounts or materials, or distracting behavior.

Contest Scoring

1. A problem is solved when it is accepted by the judges.
The judges are solely responsible for accepting or rejecting submitted runs. In consultation with the judges, the contest director determines the winners of the regional contest. The contest director and judges are empowered to adjust for or adjudicate unforeseen events and conditions. Their decisions are final.
2. Teams are ranked according to the most problems solved.
For the purposes of awards, or in determining qualifier(s) for the regional finals, teams who solve the same number of problems are ranked by least total time. The total time is the sum of the time consumed for each problem solved. The time consumed for a solved problem is the time elapsed from the beginning of the contest to the submittal of the accepted run. There is no time consumed for a problem that is not solved.

Computing Environment

1. The programming languages of the contest include gcc/g++ 2.95 and Java 1.2. Additional programming languages may not be used. All programs must be named using the problem letter and the appropriate extension - for example:
 - a C solution for problem A is named "A.c",
and compiled `gcc -o A.exe A.c`
 - a C++ solution for problem B should be named "B.cc",
and compiled `g++ -o B.exe B.cc`
 - a Java solution for problem D should be named "D.java",
and compiled `javac D.java`
2. Each team will use a single workstation.
3. Available editors include vi, vim, emacs, and pico.
Available shells include ksh (default), csh, and bash.
4. Sample files and outputs can be obtained using the command
`cp ~apics/* .`
5. Printing may be done using the command
 - `lpr -Pnh123 filename` - for those in NH 123 and
 - `lpr -Pnh142 filename` - for those in NH 142.A lab assistant will deliver your printout to you.
6. To submit a solution, first make sure you name your program using the letter of the problem. Then use
`submit problem_letter language`
where language is either java, c, or cc. For example, to submit a java solution to problem A stored in "A.java", use
`submit A java`