

TEAM PROGRAMMING CHALLENGE

Teams of two to four students are given a series of problems, which they must solve during a two-hour competition time. Four problems of increasing difficulty will be presented in writing to each team. The problems will be the same for each team at a single level (III, IV, or V). The computer must calculate computational solutions to the problems. Any questions regarding interpretation of the problems must be submitted in writing to the judges who may choose to answer or reject the question. If a question is answered, the judges will provide the answer to all teams at that level. The decisions of the judges are final.

Each team will be awarded points for each problem solved correctly. Programs will also be judged according to the Team Programming Challenge rubric. The team with the highest number of points will be declared the first place winner, and subsequent places for second, third and honorable mention. In the event of a tie, two or more teams may be declared winners.

Competition will begin with a short briefing session. The contest problems will be distributed to all teams at the same time. After the end of the problem solving period, the teams must stop working and, in turn, will present their programs and solutions to the judges using the team computers. Results will be announced at an awards ceremony.

Each team should bring one computer and a backup computer loaded with appropriate operating system software and programming software. (The State rules are that only one computer may be used by the team. The backup computer may only be used if the primary computer fails.) Students must also bring a power strip and extension cord to the competition site. Teams may bring to this regional contest whatever textbooks and notes they desire.

Contestants will not be permitted to communicate with their advisors or others except the contest officials and their teammates during the competition. No visitors will be allowed in the testing areas. Teams will be monitored on a random basis. Each team must be able to design the program, enter their programming code, execute the solutions to the problems and demonstrate the code and solution to the judges on their

computer. Any team demonstrating unprofessional or unethical conduct will be disqualified following a decision of the judges and the fair coordinator.