

Unimelb Code Masters 2017

Rules and Regulations

- Teams consist of two or three students, and may use up to two computers.
- Problems and data sets will be distributed on USB stick at the start of the competition, thus your computing devices must have USB capability. For online participants, teachers/supervisors will be supplied with problems and data sets via web browser to put onto their own local USB just prior to the start of the competition.
- Communication devices may not be used in any way during this competition. This includes Internet-enabled devices (switch off wifi on your laptops). You may not use a mobile phone for any purpose, including as a dictionary, calculator, etc.
- Judges and supervisors may inspect any data on any computing devices that are used by teams before, during and after the competition. If you have sensitive data that you do not want the judges to see, do not bring it with you to the competition.
- Teams that attempt to circumvent the “no-internet” rule by pre-downloading online material and storing it locally (for example, libraries of past problems and solutions in similar competitions, wikipedia pages, and so on) will be penalised at the judges’ discretion.
- Reference material directly related to your current school studies is permitted. Teachers accompanying teams may be asked to verify that data on a student’s computing device is related to their school work, and has not been downloaded specifically for the competition.
- At any time during the competition, one member of a team may approach the judges’ table (supervisor for online participants) to submit an answer to one or more questions of a problem. The judges will indicate if the answer is correct, or not. Only three submissions per question in a problem are allowed, so if you get the first two submissions incorrect, go to the next question in the problem until you are confident in your code.
- Each team will be ranked at the end based on their answers. For on-campus participants, ties will be broken based on the method of obtaining the solution. For tie breaking purposes, hand calculation will receive the lowest marks, and efficient algorithms will receive the highest. As such, teams and their code must be available for inspection by the judges during the judging process. Ties for on-line competitors will remain as ties.
- Generally, the first one or two questions in a problem can be done by hand; but later questions within a problem will require some computation.
- The judges’ decision is final. No discussion will be entered into.
- The top three teams in the junior (7-9) and senior (10-12) divisions on campus will be awarded prizes.

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