

Site-Specific Instructions for UIL Regional Computer Science Competition Region IV-A and Region III-AAA

WRITTEN COMPETITION

Before the contest

Check-in will be in the back part of the Bullock Building: All contestants and coaches will enter through the back door of the Bullock Building. If any student or coach requires handicap access, please let the meet director know ahead of time and arrangements will be made for the individual to enter through another door. Contestants will be directed to room B151 and B153 for the written part of the competition. The contest itself will begin on time. Students will not be allowed past check-in once the exam has begun.

Coaches will not be allowed past the check-in table. Any final instructions that coaches need to give to their contestants will have to be done before check-in. After their students have checked in, coaches will remain outside of the Bullock Building until the programming competition is over. The coaches' lounge is in the Student Center.

Coaches should make sure that their students are familiar with the following guidelines

1. Contestants will not be allowed to use calculators during the written exam.
2. Contestants need to leave their phones with their coaches.
3. Contestants need to bring two sharpened pencils; pencils will not be provided.
4. Contestants may leave their computers and other needed materials in Room B153 while they are taking the written exam. The room will be watched by Blinn College personnel.

BALLOT VERIFICATION

The written competition ballot verification period is subsumed into the contest verification period that follows the hands-on exam. (See page 2 below.)

PROGRAMMING COMPETITION

Before the programming contest

Set-up time will begin after the written competition is over. The practice run and programming contest will take place in B151 at the scheduled time. Teams must provide their own computers (preferably with 3.5" floppy drives) for the computer competition. Blinn College will not provide computers or software for the competition.

If the team does not have a 3.5" floppy drive on its computer, the team will need to give two blank memory sticks with the team's name on the sticks (place the memory sticks in an envelope with the team's name labeled on the envelope), to the Computer Science contest director at check-in. The file for the practice run will be copied on to one of the memory sticks and the files needed for the programming competition will be copied on to the other one. Competing teams must be able to set up their computers and software; the UIL site staff will NOT assist in this endeavor.

Your team needs to know that the team's data files will have to be coded with a code that will be provided by the contest director so the program can be graded. (Example: C:\UIL\DataFiles\Program3.)

Your team needs to know how to copy the source file and the executable file on their diskette/memory stick so that the program can be graded. If this is not done properly, the team may have points deducted from its score.

When the team has completed a program project, the team will need to place the team's diskette/memory stick with the project sheet in the packet. Then the team will hand the packet to a runner.

At the end of the competition on Friday (Region IV-A competition), no team members will be allowed to leave the contest room until all of the teams have handed in their UIL material. This restriction does not hold for the Saturday (Region III-AAA) competition.

During the programming contest

Coaches should remain outside of the Bullock Building throughout the competition. Contestants are allowed to turn in the program project up to the last minute of the scheduled time. Grading may still be going on after the allotted time is up.

After the programming contest

Coaches for the Region IV-A teams (Fridays' competition) need to make sure that students need to turn in all contest material before leaving B151. Region III-AAA teams may keep their materials after the Saturday competition.

Coaches of contestants competing on Friday will not be allowed into the programming contest room (B151) until all teams have turned in their contest materials to the UIL contest site staff.

VERIFICATION

The verification period will take place in the Academic Building. The specific room will be announced at the beginning of the competition. The verification will begin after all grading is complete.

CAMPUS MAP FOUND AT

<http://www.blinn.edu/Map%20details/index.htm>

The contest entrance for both Computer Science and Journalism is on the north side (the rear) of the Bob Bullock Building. The other doors will be locked.

| Bob Bullock Building | | |
|-------------------------------|------------------------------------|---------------------------|
| Check-In | 12:45 - 1:10 | Back entry way |
| Exam Instructions | 1:10 - 1:15 | B151 & 153 |
| Written exam | 1:15 - 2:00 | B151 & 153 |
| Setup for Program Competition | 2:00 - 2:30 | B153 |
| Trial Run | 2:30 - 3:00 | B153 |
| Program Competition | *Begin: between 3:00 and 3:20 p.m. | B153 |
| Verification | After programming competition | Academic Building Room #3 |

*The Programming Competition will begin after any/all students have arrived from the Mathematics Contest.