

UIL Computer Science

Things You Should Know About State Meet

Congratulations on qualifying for the UIL State Meet!
Shyamal Mitra, UIL State Computer Science Contest Director
David Trussell, UIL Director of STEM Activities

IMPORTANT: the coach of each advancing TEAM (including wild cards) must contact David Trussell (dtrussell@uilitexas.org) as soon as possible. In your e-mail, specify that you are the coach of a team advancing to state — you will then be added to our contact list for the distribution of important contest information.

Coaches Conference, Written Test and Programming Times and Locations

All contestants must take the **WRITTEN TEST**, which is scheduled for **11:00 a.m., Friday, April 21, in UTC Room 2.112A**. A coaches' conference will begin at **10:30 a.m. in UTC 2.112A**; we will proceed immediately to roll call and contestant seating when the coaches' conference concludes. **All contestants should plan to be present by 10:45 a.m.** unless participating in another contest.

Individual placement is determined solely by scores on the written test, so individual awards will be presented immediately following verification of results **in UTC 2.112A at 3:00 PM**.

The **PROGRAMMING SESSION** is for teams only; contestants who advance only as individuals do not participate. If your team has four members, only three of those members may participate in programming; it is up to the coach to decide which three. The programming session will take place on **Friday, April 21, in UTC 2.102A at 6:30 pm**; coaches of advancing teams will be provided with important information about setup procedures. (Coaches: please contact us via email so we can provide you with the information you need.) Setup will begin at **5 PM** and continue through the dry run and preliminary announcements. All teams should arrive to begin setup at **5 PM**. The contest itself will begin at approximately **6:30 PM, or earlier if setup is complete**. Awards will be presented at **9PM in UTC 2.112A**.

Each team must provide its own equipment; there will be no computers available to borrow. Each team may use only one computer for the contest, which means one system, one monitor and one keyboard/mouse. The use of multiple displays and/or input devices is prohibited. (Teams may bring a backup computer to use in case of equipment failure, but it must remain powered off and stored unless needed.) Please ensure that all previously written code is deleted.

Remember that calculators are **NOT** permitted for the written or programming portions of the contest.

Final Reminder: coaches of advancing teams (including wild cards) must contact David Trussell (dtrussell@uilitexas.org) as soon as possible to be added to the email list for important information.