2018 ACADEMIC STATE MEET CONTESTANTS AND COACHES INFORMATION PACKET

UIL Computer Science

Things You Should Know About State Meet

Congratulations on qualifying for the UIL State Meet!
John Owen, 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@uiltexas.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 related to the programming session. (It is not necessary to send an email for contestants advancing only in the individual part of the contest.)

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, May 4,** in UTC Room 4.102 (1A-3A) and 4.104 (4A-6A). A brief coaches' meeting will begin at 10:30 a.m. in UTC 4.110. (Due to space constraints the meeting will be for coaches only.) We will proceed immediately to contest rooms and roll call when the coaches' meeting concludes. **All contestants should plan to be present in their contest room by 10:45 a.m.**

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 **3:30 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, May 4,** in SJH 207 at 6:30 pm; coaches of advancing teams will be provided with important information about equipment needs and setup procedures. (Coaches: please contact us via email so we can provide you with the information you need.) Setup will begin at 5:15 PM and continue through the dry run and preliminary announcements. All teams should arrive to begin setup at 5:15 PM. The contest itself will begin at approximately 6:30 PM, or earlier if setup is complete. Awards will be presented at approximately 9PM in SJH 207.

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 tests.

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