

Junior Programming Contest

➤ Registration Details: [Updated]...

- ✓ Team members should be from College students or **1st year** Undergraduate students (Session: 2016-2017 or Students registered for the first semester at the year 2017 or students registration number starting with 2017, whichever is applicable).
- ✓ Team must be formed with three members.
- ✓ Members must be from same university or college.
- ✓ Registration Process is available for **50 teams**. [When the slot limits filled up, the registration process will be closed]
- ✓ Each member has to submit his/her Student ID card scan copy and picture during the registration at website.
- ✓ **Two slots will be allocated to those universities which team ranked were in top 20 in 2017 ACM ICPC. Rest of the universities will have one slot except the host university.**
- ✓ Organizing committee suggesting all the teams to contact their university/college/institution before completing their registration. If any institution reports against their team, then priority will be given to the institute's request. For reporting or any other query, one can contact to the email info@techhuntbd.org
- ✓ Registration Fee: **1530 Taka**.
- ✓ Only payment method is **bkash**.
- ✓ Bkash number: **01639500022**. [[Payment Demo](#)]
- ✓ Contact Numbers: 01639500023 and 01639500024.
- ✓ A registration will be considered as completed only if all the relevant and correct information were provided through the website.

[**Note:** First you have to pay the registration fees using given bkash number from the list and after that go to our official website: www.techhuntbd.org and complete your registration using the bkash Transaction ID and your bkash number. Please make sure that slots are not filled up and then go for the registration. **For checking the availability of slots visits our official page at www.techhuntbd.org/team.php**. For any query, contact with the given contact numbers. Any wrong information in the registration form is not allowed. It may cause the disqualification.]

Registration Deadline: 10th December 2017.

➤ Rules and Regulations:

- ✓ Contest Platform: **Toph** [Website: <https://www.toph.co>]
- ✓ Solutions to problems submitted for judging are called runs. Each run is judged as accepted or rejected by the judge, and the team is notified of the results.
- ✓ Notification of accepted runs will not be suspended at the last one hour of the contest time to keep the final results secret. Notification of rejected runs will also continue until the end of the contest.

- ✓ A contestant may submit a clarification request to judges only through the Toph clarification system. If the judges agree that an ambiguity or error exists, a clarification will be issued to all contestants. Judges may prefer not to answer a clarification at all in which case that particular clarification request will be marked as IGNORED in the Toph clarification page.
- ✓ Contestants are not to converse with anyone except members of their team and personnel designated by the organizing committee while seated at the team desk. They cannot even talk with their team members when they are walking around the contest floor to have food or any other purpose. Systems support staff or judges may advise contestants on system-related problems such as explaining system error messages.
- ✓ While the contest is scheduled for a particular time length (four hours), the contest director has the authority to alter the length of the contest in the event of unforeseen difficulties. Should the contest duration be altered, every attempt will be made to notify contestants in a timely and uniform manner.
- ✓ A team may be disqualified by the Contest Director for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, distracting behavior or communicating with other teams. The judges on the contest floor will report to the Judging Director about distracting behavior of any team. The judges can also recommend penalizing a team with additional penalty minutes for their distracting behavior.
- ✓ Eight or Ten problems will be posed. So far as possible, problems will avoid dependence on the detailed knowledge of a particular application area or particular contest language. Of these problems all are solvable by a first year student.
- ✓ Contestants will have foods available in their contest room during the contest. So they cannot leave the contest room during the contest without explicit permission from the invigilators. The contestants are not allowed to communicate with any contestant (even contestants of his own team) or coaches when they are outside the contest arena.
- ✓ Teams can bring up to 200 pages of printed materials with them and they can also bring five additional books. But they are not allowed to bring calculators or any machine-readable devices like CD, DVD, Pen-drive, IPOD, MP3/MP4 players, floppy disks etc. Mobile phone MUST be switched off at all times and stored inside a bag or any other place that is publicly non visible during the entire contest time. Failure to adherence to this clause under any condition will very likely lead to strict disciplinary retaliation and possible disqualification.
- ✓ With the help of the volunteers, the contestants can have printouts of their codes for debugging purposes. Passing of printed codes to other teams is strictly prohibited.
- ✓ **The decision of the judges is final.**
- ✓ Teams should inform the volunteers/judges if they don't get verdict from the Toph within 5 minutes of submission. Teams should also notify the volunteers if they cannot login into the Toph system. These sort of complain will not be entertained after the contest.
- ✓ **Institution's Student ID card must be shown at the Kit collection arena.**

- ✓ Allocated time for Onsite Mock Contest will be **2 hours**.
- ✓ Allocated time for Onsite Contest will be **4 hours**.

➤ Kits & Prize:

- ✓ Each member of every team will get a **T-shirt, Pad, Pen, TechHunt Souvenir and a Participation Certificate**.
- ✓ Each member will get **Snacks** at the onsite mock contest. They will also get **Breakfast and Lunch** at the onsite contest.
- ✓ Top **Ten** teams will be rewarded.
- ✓ Champion team will get (**15000 Taka**) Prize money with Trophy and Certificates.
- ✓ 1st Runner Up team will get (**10000 Taka**) Prize money with Crest and Certificates.
- ✓ 2nd Runner Up team will get (**8000 Taka**) Prize money with Crest and Certificates.
- ✓ 4th position team will get (**6000 Taka**) Prize money with Crest and Certificates.
- ✓ 5th position team will get (**4000 Taka**) Prize money with Crest and Certificates.
- ✓ 6th position team will get (**2000 Taka**) Prize money with Crest and Certificates.
- ✓ 7th position team will get (**2000 Taka**) Prize money with Crest and Certificates.
- ✓ 8th position team will get (**2000 Taka**) Prize money with Crest and Certificates.
- ✓ 9th position team will get (**2000 Taka**) Prize money with Crest and Certificates.
- ✓ 10th position team will get (**2000 Taka**) Prize money with Crest and Certificates.