



Date: 23 October 2010

Time: 00:00 GMT – 29:59 GMT

More Info: www.ieee.org/xtreme

IEEEXtreme Competition Rules

Description

IEEEXtreme is a global challenge in which teams of student members, supported by an IEEE Student Branch, advised and proctored by an IEEE Member, compete in a 24-hour time span against each other to solve a set of programming problems.

The competition was created to

- Provide IEEE Student Members with a new and interesting activity
- Give IEEE Student Members a challenge to embrace team work - an important skill to develop for career success
- Increase the number of IEEE Student activities with a focus on the computer, programming and information technology fields

Other benefits include providing Student Branches with ways to get IEEE Student Members involved in local activity in a fun and engaging way.

Sponsor

The IEEEXtreme Programming Competition is hosted by IEEE, 445 Hoes Lane, Piscataway, New Jersey, USA, 08854. It is organized and managed by the Student Activities Committee under the Member and Geographic Activities business unit of IEEE.

Eligibility

Participants must compete as part of a team. Teams are comprised of **up to 3** IEEE student or graduate student members but should only include a maximum of 2 graduate student members per team. All team members must be IEEE student or graduate student members to register and compete in the competition. IEEE Membership numbers are required during the registration process.

Universities and Colleges can have multiple teams.

Each team must have a proctor to supervise during the 24-hour programming competition.

Team members must solve and complete the problems without assistance from others. Please note that the intent and spirit of the competition is for the students, not others, to solve a problem. Persons acting as proctor must limit the level of support and must not contribute in any other form that might be considered original authorship, or in any way that may enable claims of rights or

ownership to the submitted entries. In no case will work-on-behalf of teams or individuals be allowed.

Void where prohibited by Federal Law.

Registration

Registration will be open between 1 September 2010 and 9 October 2010.

Between now and 1 September, if you are interested in being notified when registration opens, or if you want to receive updates on the competition, please send an email to ieeextreme@ieee.org.

Proctors

Each team must have a proctor to supervise competition activities.

Proctors must be an IEEE Member of higher membership grade. Student or Graduate Student Members are not allowed to proctor IEEEExtreme but are encouraged to participate as a team member in the competition.

Proctor information (First Name, Last Name, IEEE Member Number, Email, and Shirt Size) is required during the registration process.

Student Branch Counselors, Department Chairs make great Proctors as they are all higher grade IEEE members. Many IEEE GOLD members are also higher grade IEEE members and may be eligible to serve as proctors.

Teams may want to recruit two proctors so that one can take a break to rest during the 24 hour competition.

Proctor tasks include:

- Monitor the general flow of the activity
- Inform students when the competition begins, at the middle of it, when there are 6 hours left and when there is 1 hour left
- Ensure that no one external to the team members helps or assists the student participants in resolving the problems in any way

Please note: A Proctor can support up to 8 student teams but all of the teams under a proctor's supervision must compete in the same venue. For more information on venue, see the following section.

Venue

As IEEEExtreme is a virtual online competition, a physical location, or venue, must be identified for participants to use during the 24-hour competition.

Venues can be in an IEEE Student Branch office or a college lab or another location on campus. It must be a place that participants can use for the entire 24 hours during the competition and should be equipped with at least one computer and some type of connection to the internet. A proctor must be physically located within the venue at all times throughout the 24-hour competition.

Student Branch Activity

Student Branches, if able, should support and help to the participating teams, helping locate an appropriate venue for use during the competition, promoting the competition, assisting in identifying appropriate proctors, and increasing awareness of the student branch presence on campus.

Students attending universities who do not have an IEEE student branch on campus can still participate in the IEEEExtreme competition. This is an opportunity to bring students together to have fun with IEEE activities. Consider using this opportunity as a way to form a student branch. More information on how to form a student branch can be found [here](#).

Problems

Problems are developed and judged by expert programmers. The panel of judges is made up of higher grade IEEE members from both Academia and Industry backgrounds.

Problems will be categorized as easy, medium, and hard to allow for participants of all experience levels to participate.

All of the problems can be answered in any of the supported languages (Java, C, and C++). Contestants can also choose to use different languages to solve different problems.

Compiler versions:

Java: javac version 1.6.0

C: gcc version 4.1.2

C++: g++ version 4.1.2

Sample problems from previous competitions can be found at http://www.ieee.org/membership_services/membership/students/competitions/xtreme/xtreme_judges.html.

Problem Submission

Teams should submit their problem solutions electronically using the contest management tool. Instructions on access and utilization of the contest management tool will be provided to teams after registration closes.

The 2010 contest problems will be available the day of the contest.

Each submission gets a time stamp (extra points awarded for early submission).

Scoring Criteria

Scoring is based on problem difficulty and time until completion. Any special scoring rules or bonus points will be announced with the problems.

Selection of Winners

Winners are determined strictly based on overall score as determined by the scoring outlined above.

Notification of Winners

Winners will be announced on <http://www.ieee.org/xtreme> website within 48 hours of the competitions close. Winners will be contacted by IEEE directly.

Requirements of Winners

IEEE may, within its sole discretion, require each prize winner to sign and return an affidavit of eligibility and liability and publicity release, in which each winner consents to the use of his or her name, age, hometown and photo by IEEE for advertising and promotional purposes, without any additional compensation, wherever lawful, as a precondition to award of a prize. If any prize winner fails to sign and return the requested affidavit of eligibility and liability/public release as requested by IEEE, that winner may be disqualified, and his or her prize will thereafter be awarded to an alternate winner from the remaining valid entries using the criteria specified above. IEEE may also require each winner to assign all rights in any submission that is chosen as a winner to IEEE as a precondition to award of a prize. If any prize winner fails to assign all rights in the selected submission to IEEE, the winner may be disqualified, and his or her prize will thereafter be awarded to an alternate winner from the remaining valid entries using the criteria specified above.

Prizes

All active participants in the competition will receive a certificate, T-shirt, and give-aways for their effort and activity.

First Prize: The winning team members will receive an expenses-paid trip to an IEEE conference of their choice, anywhere around the world. Roundtrip coach airline tickets for each winner from winner's preferred major metropolitan airport to the conference destination, conference registration fees, and a two night hotel stay (confirmation pending) will be provided by the IEEE for winning team members.

Costs of meals, transportation to and from each winner's airport of origin and the conference destination airport, ground transportation at the conference destination, gratuities, and all other expenses not specified as part of the prize package are the sole responsibility of each winner.

Travel documents including passports and visas, if required, are the responsibility of the winning team members.

Second Prize: Team members will receive a Netbook

Third Prize: Team members will receive a Netbook

Regional Prizes: The top scoring team in each region will receive cool IEEE merchandise.

First, Second, and Third prize winners are not eligible to receive the regional prizes.

Taxes, if any, are the sole responsibility of each winning team member.

Void where prohibited by Federal Law.

Use of Entries

No entries will be returned. All entries become the property of IEEE. By entering, all participants consent to the use by IEEE of all the information provided in the entries for marketing or sales promotion purposes without any attribution, identification, right of review or compensation. All entrants agree to release and hold harmless IEEE and its officers, directors, employees and agents from and against any claim or cause of action arising out of participation in the contest.

Disputes Concerning the Competition

These rules shall be construed and governed by the laws of the State of New Jersey. Participants hereby consent to the personal jurisdiction in and venue of the courts located in the State of New Jersey for the adjudication of any and all claims arising out of or relating to the subject matter of this contest, and the interpretation or enforcement of the official rules thereof.

Funding Sources

The IEEEExtreme 4.0 Competition is being underwritten by IEEE Membership Development and the IEEE University Partnership Program.

Corporate Sponsorship comes from Liberty Mutual, New York Life, and Marsh U.S. Consumer.

Corporate Sponsorship opportunities are still available. Please contact ieeextreme@ieee.org for more information.

Agreement to the Official Rules

By participating in this contest, participants agree to abide by the terms and conditions as established by IEEE. IEEE reserves the right to qualify all submissions and to reject any submissions that do not meet the requirements for participation as established by IEEE.

Contest Results and Official Rules

To obtain the names of any winners and/or a copy of these Official Rules, send a self-addressed, stamped envelope to IEEEExtreme 4.0 Competition, Member and Geographic Activities, IEEE, 445 Hoes Lane, Piscataway, New Jersey 08854.