

CompSciComp — Official Competition Rules

Read carefully before the clock starts • compsciomp.com

? TEAM & SETUP

- ? Teams are composed of **1, 2, or 3 students**
- ? Each team uses **exactly 1 computer**
- ? Paper and pencil are **encouraged** for planning

? TECHNOLOGY

- ? Use **Java** as the programming language
- ? Any locally installed **IDE & Java compiler** is allowed
- ? **No outside websites** — only [CompSciComp.com](https://compsciomp.com)
- ? **No prewritten code** or templates

? AI & ACADEMIC INTEGRITY

- ? **No AI tools** — disable all AI features in your IDE
- ? Do not submit code that does not **honestly attempt** to solve the problem
- ? Do not include **Personally Identifying Information** in code

? TIMING

- ? Teams have **exactly 1 hour** to submit solutions
- ? Do **not open the Problem Packet** until the clock starts

? COLLABORATION

- ? Talk and collaborate **freely within your own team**
- ? **No communication between teams** during the competition

? CONFIDENTIALITY

- ? Do **not post or discuss the problems** until after the Competition Window closes

? How Scoring Works

Each problem is worth up to 65 points. Every submission attempt costs 5 points.

Teams are ranked by total score across all 6 problems. Tied teams share the same place.

1st try	2nd try	3rd try	4th try	5th try	13th+
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65	60	55	50	45	0
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