

PClassic Rules

(If you have any questions, please email us at pclassic@gmail.com)

The Philadelphia Classic is a four-hour programming competition. In the past, it has consisted of eight questions; this year's competition will have either eight or twelve questions (appropriately adjusted for difficulty and the time limit), in Java. This year, PClassic will be held at Penn's campus on Saturday, February 18, 2012.

PClassic is open to students in grades 9-12 at public or private high schools, or (for home school students) of equivalent age.

Each team consists of up to four participants. Schools may, and are encouraged to, bring multiple teams. Each school must be accompanied by a coach or chaperone. Please contact us if there is any issue with that.

Each team can have one textbook for reference. Teams may bring their own laptop/keyboard – one computer per team – or they can use the computers in Penn's computer labs. Our computers run Windows or Linux, with Eclipse installed.

Advanced libraries in Java are permitted, though some may be prohibited at the judges' discretion.

During the competition, use of electronic devices other than the team's computer is prohibited. In addition, use of the Internet other than for problem submission and checking your team's score is not allowed.

The questions will be specified in detail, often with a specific output format and where necessary specific input format. You can find past competitions on our website, <http://dp.seas.upenn.edu/pclassic.html>.

In the past, problems have been graded on a 10-7-5 scale. (If a team is successful on the first submission, they will receive 10 points, 7 points for the second submission, and 5 for any subsequent submission, with unlimited submissions permitted to receive 5 points). This year's grading scheme may be different – it will be announced on the day of the competition – but will still follow the structure of awarding the highest points for the fewest submissions.

No partial credit will be given for submissions. In the event of an incorrect submission, teams will be given information on the nature of the error.

In the event of a tie, the team with the least number of submissions for all problems will be awarded the higher ranking.

All submissions will be reviewed individually by a human judge to make sure that differing output formats will be graded correctly, and all teams will be allowed to

petition the judge immediately if they feel that an error has occurred in the grading of their submission. Apart from this petition, all decisions by the judge are final.

Furthermore, proctors will be available in the competition room to answer any questions about usage of specific software or for limited clarification of the contest questions.

Please note that these rules are subject to change. We will aim to make any substantial rule changes in advance of the competition so there is no confusion on the day of.