Section 924:    CALCULATOR APPLICATIONS CONTEST

(a)  NATURE OF THE CONTEST. The 30-minute contest shall include calculations involving addition, subtraction, multiplication, division, roots, powers, exponentiation, logarithms, trigonometric functions, inverse trigonometric functions, iterative solutions for transcendental equations, differential and integral calculus, elementary statistics and matrix algebra. In addition to straightforward calculation problems, the contest shall include geometric and stated problems similar to those found in recently adopted high school algebra, geometry, trigonometry, pre-calculus and calculus textbooks, previous contests, and UIL materials related to the contest.

(b)  ELIGIBILITY. The contest is open only to those students who are eligible under Subchapter M.

(c)  REPRESENTATION.
   (1)  *Individual Competition.* Each participant high school may enter as many as four individuals in the district meet, all of whom may place. In districts with more than eight schools, district executive committees may elect to limit entries to three.
   (2)  *Team Competition.* Of all contestants entered from a school, those who earn the top three overall scores shall constitute the school's team score. A team shall have a minimum of three contestants compete in order to participate in the team competition.

(d)  QUALIFICATION; SUBSTITUTES; ALTERNATES.
   (1)  *Individual Competition.* First, second and third place district winners in each conference qualify for regional meets and the top three regional winners for the State Meet according to the schedules in Section 903 of the Spring Meet Plan. If an individual qualifier cannot compete at the next higher meet, the alternate shall be notified and allowed to compete.
   (2)  *Team Competition.* All four members of the winning team will advance to the next higher level of competition and compete as individuals also. If a member of a school's team is unable to compete at the next higher level of competition, only one substitution may be made. The substitute shall give the contest director a letter certifying eligibility signed by a school administrator. (See Section 903 [b] [4].)

(e)  CONTEST PROBLEMS. All contest problems and corresponding answer keys shall be provided by the League office to the meet director. The sealed envelope shall not be opened at the district meet until after the contestants are assembled and are ready to begin the contest. Regional envelopes are not sealed.

(f)  CALCULATORS PERMITTED. All commercially available calculators are permitted as long as they are hand-held, can operate silently and do not require auxiliary electric power. Calculators that have gone off the market are permitted so long as they meet the other contest requirements. Calculators may not be user-modified. The contest director shall enlist the aid of coaches to verify that all data and program memory have been previously cleared. Programs that are a part of the calculator and cannot be removed or erased are permitted and may be used by the contestant. A maximum of two calculators will be permitted and may be used at any time during the contest.

(g)  CONDUCTING THE CONTEST. A suitable room equipped with tables or large desks should be selected as the contest site. Auditorium seating or fold-up desk tops are not suitable. In the presence of the coaches, the contest director shall open the sealed envelope and confirm, with the aid of the coaches, that there are no defective test papers. The director shall then number the papers and keep notes on the contest roster of the name and school of each contestant corresponding to the numbers respectively assigned so that at the end of the contest the papers can be readily identified. Prior to the start of the contest, contestants will be responsible for clearing all clearable program memory and clearable numbers in data storage from their calculator(s). Coaches will verify that calculators are cleared appropriately and turned off until the beginning of the contest. During this period, coaches will clear clearable numbers discovered in data storage and inform the contestant of failure to clear clearable numbers. Calculators containing clearable programs shall be disqualified and may not be replaced. If a contestant has no qualified calculator after verification, then that contestant shall be disqualified. During the test, only the contest director and assistants shall be permitted to remain in the room, and no one shall be permitted to enter or leave the room, except in case of emergency. Contest officials should refrain from talking, whispering, unnecessary movement and any other action that might disturb the contestants during the contest. Qualified contestants not present when the tests are distributed will not be admitted and are disqualified. After the contestants have been instructed not to open the test papers until the signal is given for the test to begin, a test paper should be distributed to each contestant. Except at State Meet, the following summary of the rules shall be read orally to the contestants:

*Summary of Rules*

   (1)  You may use any silent, hand-held calculator that does not require auxiliary electric power. Your calculator data storage memory and all clearable program memory shall be cleared. You may not use prerecorded programs during

the contest but you are allowed to hand-enter programs and store numbers after the contest begins.

(2) You may write on the test paper or on the scratch paper provided, but only the answer should be written in the answer space. You may erase or mark out an answer previously written, provided you write the revised answer within the answer space and clearly indicate the answer you wish graded.

(3) This is a 30-minute contest. No time warnings will be given. Remain in your seat throughout the contest period.

(4) No talking or distracting noises will be permitted. Students may use timing devices as long as no audible signals are emitted by the devices during the contest. Make sure that your watch is not set to go off during the testing period.

(5) When the end of the contest period is indicated, you shall cease calculator operations. After the signal is given you may, however, write down one number displayed on your calculator.

(6) Answers may be written in decimal or in powers of 10 notation of the form, $1.23 \times 10^{-6}$. Except in integer, dollar sign and certain stated problems, answers should be written with three significant digits only, with plus or minus one unit error in the third significant digit permitted. Integer problems require answers written as an integer and no error is permitted. Dollar sign problems should be answered to the exact cent in fixed notation, but plus or minus one cent error is permitted. Stated problems using inexact numbers require use of the method of least significant digits. Problems requiring the method of least significant digits are indicated by "sd" in the answer blank. Plus or minus one unit error in the last significant digit is permitted. The test cover sheet illustrates how answers should be written.

(7) All problems through the last problem completed or attempted will be graded. A problem is considered to have been attempted if any mark or erasure appears in the answer space for that problem. Scoring is plus five points for correct answers and minus two points for incorrect, skipped, or illegible answers. Stated problems involving inexact numbers that are answered correctly but with the incorrect number of significant digits are awarded plus three points, provided at least two significant digits are indicated and the more precise answer rounds exactly to the lesser precise answer.

After forewarning the contestants, the director shall begin the contest with a distinct signal, time an exact 30-minute interval and terminate the contest with a distinct signal. All the test papers should be collected immediately so that none are retained by the contestants, coaches or other interested parties.

(h) GRADING THE PAPERS AND DETERMINING THE WINNERS. At the district and regional contest, the papers are to be collected at the close of the contest period. They should be placed immediately in the hands of the director to be graded. The contest director shall arrange for competent graders and may appoint one person as head grader. Coaches make excellent graders and shall be included in the grading process if they so desire. Detailed guidelines for grading are provided with the contest materials in the spring meet handbooks. Each paper should be independently scored twice, and papers contending to place should be scored a third time. The score should be recorded on the outside of each paper.

(1) *Answer Key Errors*. In the case of an error on the answer key of an objectively-scored contest, graders should notify the UIL State Office of the nature of the error and/or contact the respective state contest director to seek clarification. Mistakes in the answer key should be corrected, and papers should be judged on correctness rather than on an incorrect answer given in the key.

(2) *Verification Period*. Coaches and contestants shall be permitted a time period not to exceed 15 minutes to examine papers, answer keys and recording of scores before the final results are announced. Contestants and coaches not present at the verification period forfeit their opportunity to raise questions. After any errors in scoring have been corrected, all papers should be collected. If results are final and all test questions resolved, entries may be returned no sooner than the end of the contest on the Saturday of the respective district week. If the regional meet is held on Saturday, tests may be returned to contestants following the announcement of official results.

(3) *Determining Places*.

   (A) *Individual Competition*. First place goes to the contestant making the highest score; second place to the contestant making the next highest score; and so on.

   (B) *Team Competition*. The sum of a school's three highest contestant scores will determine the team score. The team with the highest total will be declared the team winner and all four members of the team will advance to the next higher level of competition. In the event of a team tie, the team score to be reported is the sum of the top three scores from each school. The team with the second highest total score will be declared the alternate team. Team members also qualify to compete for individual awards.

   (C) *Wild Card*. Each region's highest-scoring second place team may advance to the regional academic meet. In case two or more teams tie for the wild card berth, the highest overall net score of the fourth place member of the team will be used to break the tie. Should two or more contestants who are the fourth place member of the team have the same overall net score, then a tie will be declared, and all involved in the tie shall advance. A

team that does not contain a fourth member forfeits the right to participate in the tie breaker. If neither team has a fourth member, neither shall advance. In order to be eligible as a wild card representative, district results shall be certified online no later than 5 p.m. on the Monday following the final district academic week. Failure to meet the deadline or to submit correct scores disqualifies the district from advancing teams as wild card representatives. The highest-scoring second place team from the regional meets may advance to the Academic State Meet.

    (4)   *Ties*.

        (A)  *Individual Competition*. When determining first or second place, if two or more contestants have identical raw scores, the higher place shall be given to the contestant gaining the most points on stated and geometric problems. Students will be awarded five points for each correct answer, three points for significant digit problems with incorrect number of significant digits and no points for wrong answers. If the same number of points are gained on stated and geometric problems, then a tie exists. Should there be a tie for first place, there will be no second place. Should there be a tie for second place, there will be no third. In determining all places, if more than one contestant has the same raw score, the same tie breaking procedure used for first and second place shall be used.

        (B)  *Team Competition*. In case two or more teams tie for first or second place, the highest overall net score of the fourth place member of the team will be used to break the tie. Should two or more contestants who are the fourth place member of their team have the same overall net score, then a tie will be declared and all involved in the tie shall advance. A team that does not contain a fourth member forfeits the right to participate in the tiebreaker. At the state meet, a tie or ties for the first place overall team shall not be broken.

    (5)   *Announcement of Official Winners*.

        (A)  *Individual Competition*. After the interested parties are gathered together, the first six place winners and their scores should be announced. No other names or scores should be announced. Official results, once announced, shall be final. The contest results form and the list of winners and their schools shall be given to the meet director. Graded and unused tests with answer keys may be returned to contestants qualifying for the next higher competition on the Saturday of the respective district week, so long as results are final and all questions are resolved. The regional test may be returned to the contestants following the announcement of official results, if the meet is held on Saturday.

        (B)  *Team Competition*. After the interested parties have been gathered, team scores examined, and individual winners announced, the winning team and the alternate team shall be announced at district and regional competition, and the top three teams shall be announced at the State Meet. The name of the teams' schools, team members and total scores shall be announced. The results, once announced, are final.

  (i)   POINTS. Points shall be awarded through sixth place and to first and second place teams as outlined in Section 902.

## Section 926:   COMPUTER APPLICATIONS CONTEST

  (a)   REPRESENTATION. The Computer Applications Contest is open to students in grades 9-12. Each school may enter three contestants who shall be eligible under Subchapter M.

  (b)   QUALIFICATION; SUBSTITUTES; ALTERNATES. First, second and third place contestants in individual competition will advance to the regional and state meets. If an individual qualifier cannot compete at the next higher meet, the alternate shall be notified and allowed to compete.

  (c)   NATURE OF THE CONTEST. Computer Applications focuses on word processing speed and accuracy, computer skills in database and spreadsheet, and integration of applications. Contestants will have the opportunity to process two printouts and the mandatory tie breaker. Each printout will be assigned a weighted point value, based on difficulty, which will be so indicated on the contest paper. The use of spell check/thesaurus functions included in a contestant's software is encouraged. The following skills may be tested at each level of competition:

    (1)   *Word Processing*.

        (A)  Formatting copy as covered in the UIL *Computer Applications Handbook*

        (B)  Search/Replace

        (C)  Mail merge showing merge codes or merged data from Excel, Access or created files

        (D)  Headers/Footers

        (E)  Editing and proofreading

        (F)  Keying from rough draft with proofreader marks

        (G)  Using outlines, tables and columns

        (H)  Importing files and reports

(2) *Database.*
   (A) Create database
   (B) Create tables
   (C) Use queries, including updates, selects, cross-tabs, make-tables, append and delete
   (D) Create pages
   (E) Use forms
   (F) Create and modify reports with grouping and summary and final totals with or without using the report wizard
   (G) Edit
   (H) Sort
   (I) Export or import tables or reports
   (J) Use functions and formulas
   (K) Use relationships
   (L) Use wizards
(3) *Spreadsheet.*
   (A) Create spreadsheets
   (B) Edit
   (C) Sort
   (D) Use functions
   (E) Use formulas
   (F) Print formulas and functions
   (G) Use multiple worksheets
   (H) Create charts and graphs
   (I) Use pivot tables
   (J) Export charts and graphs
   (K) Export worksheet data
   (L) Use filters, consolidation, validation, text manipulation, grouping, outlining, subtotals, forms, copying and special pasting, goal seek, conditional formatting, and other special features
(4) Integration of all applications, including copying a table from Word to Excel, pasting a worksheet from Excel to Word, importing tables into Access, publishing to Word from Access, analyzing with Excel from Access, copying a screen to a clipboard and pasting to any application, and importing or exporting or any special copying and pasting from any application to any other.

(d) CONTEST ADMINISTRATION.
   (1) *Personnel*. The contest director may be a contestant's coach. A minimum of two assistants, who may be contestants' coaches, should be selected by the contest director. At least one assistant should be computer literate. The assistants serve as monitors during the contest and should be assigned to various quadrants of the room, as needed. All coaches are required to serve as graders, unless excused by the contest director. The contest director may disqualify contestants if a grader is not provided.
   (2) *Time Allotted for Contest*. Five minutes should be allowed for taking the tie breaker, three minutes should be allowed for previewing the test, and 30 minutes should be allotted for taking the test. A time period prior to testing should be scheduled for setting up computers and printers, and a specified time at the end of the contest for removing equipment from the contest room.
   (3) *Materials*.
      (A) *Hardware, Software*.
         (i) *Computers*. Contestants shall provide their own laptop or notebook computers, printers, multi-plugs, surge protectors, extension cords, USB expansion ports, software suitable for competition (as delineated below, including operating environment, if needed), and one blank, formatted data diskette, CD, or flash drive. No other computers are permitted. An external keyboard, keypad and an external mouse are permitted. No other peripheral devices will be allowed in the contest room. Internal and external timers or other devices that make an audible noise are not allowed. Printers may not be shared. All equipment shall be fully functional at the beginning of the contest. Networked computer labs may not be used.
         (ii) *Software*. Microsoft Office is the only application package to be used, and a current or near current version is required. Specific versions are defined in the annual *Computer Application Handbook* published by the UIL. Word processing elements of tests shall be completed in Word; spreadsheet elements, in Excel; and database elements, in Access, or a contestant's printout may be disqualified.

(iii) *Resource*. The contest is discussed in more detail in the *Computer Application Handbook* available through the League office. Coaches and participants are responsible for content specified in this publication in advance of the contest.

(iv) *Liability*. The responsibility for providing equipment or confirming that all necessary equipment will be available rests with the contestant. The responsibility for confirming that computer equipment is fully functional rests with the contestant.

(v) *Other supplies*. Contestants are responsible for bringing their own blank computer paper suitable for their printers. Contestants should bring extra formatted blank diskettes, CDs, or flash drives and computer supplies as needed in an emergency.

(B) *Tests*. Tests, furnished by the League office, should be opened in the presence of the contestants, assistants and monitor at the beginning of the contest set-up period.

(C) *Optional Materials*. The following may be used during competition: templates saved on a contestant's hard drive, copy stand, commercial function key template and all software functions, including Microsoft Office help files or student's help files stored on hard drives. The *Computer Applications Handbook* or other printed information may not be used during the contest.

(e) CONDUCTING THE CONTEST.

(1) *Number Contestants*. As roll is called, instruct the contestants to place their contestant numbers in parentheses in the upper right-hand corner of each page to be graded, unless a test specifies a specific location and format for this information. The contestant shall cover any school or individual identifying marks on a disk, CD, or flash drive and add a label with contestant number to the medium.

(2) *Clear Room*. Contestants and coaches should be informed of the time and place of the verification period. Spectators and coaches not assigned a specific duty in administering the contest should be dismissed from the contest room before the contest begins.

(3) *Tie Breaker*. Distribute the tie breaker face down. The contest director will give a signal for contestants to turn the paper over and begin typing. At the end of five minutes, the director will signal contestants to stop typing. The director will instruct the contestants to print their output, put their contestant number in the upper right-hand corner, and then turn in their papers.

(4) *Distribute Tests*. Distribute the tests face down. The contest director should give students a preview period of three minutes to look over the test, but students shall not operate keyboards until instructed to begin. Students may use markers, pens, pencils and highlighter pens during the preview period but shall not operate keyboards. The contest director, at the end of the preview period, will instruct contestants to begin.

(5) *Contestant Number*. Remind contestants to be sure contestant number is on each page to be graded.

(6) *Printing*. All keying, editing and printing shall be done during the 30-minute testing period. Only printing that is initiated within the testing time will be graded. Contestants may complete printing that has been directed to the printer when time is called and submit the hard copy. See the *Computer Applications Handbook* for an exception in the event of an equipment malfunction.

(7) *Time Warnings*. Contest director shall warn contestants when 10 minutes remain and then again when two minutes remain in the contest. However, responsibility for keeping up with time rests with the contestants.

(8) *Stop Signal*. Following the stop signal, test administrators should take up first those printouts which are to be graded, then take up all other papers used by the contestants during the contest. No printouts may be taken from the contest room.

(9) *The Computer Applications Handbook* expands on the instructions for conducting the contest. Contestants are responsible for knowing the information it contains, instructions for handling equipment malfunctions, and scoring and verification procedures.

(f) GRADING.

(1) *Briefing Graders*. Prior to grading, the director should discuss thoroughly with the graders the criteria for evaluating the printouts. Graders should bring the *UIL Computer Applications Handbook* and a calculator to the grading room.

(2) *Grading Criteria*. Each key will be accompanied by a score sheet indicating the value of each item to be scored. Point values may vary from test to test. Score sheets may be reproduced for the contestants.

(3) *Answer Key Errors*. In the case of an error on the answer key of an objectively-scored contest, graders should notify the UIL State Office of the nature of the error and/or contact the respective state contest director to seek clarification. Mistakes in the answer key should be corrected, and papers should be judged on correctness rather than on an incorrect answer given in the key.

(4) *Ties*. Ties through sixth place are to be broken through a five-minute tie breaker document. A contestant's tie breaker document will be graded only if that contestant is involved in a tie. If the percent accuracy scores on the tie breaker

are the same, then a tie exists. Should there be a tie for first place, there is no second place. Should there be a tie for second place, there is no third. Should there be a tie for third, there is no fourth, and both third place contestants advance to the next higher level of competition.

(5) *Points*. Points are awarded through sixth place. See Section 902.

(g) VERIFICATION PERIOD. Contestants and coaches shall be given a period not to exceed 15 minutes to examine the contestants' test papers with the test itself, the scoring keys and the recording of scores. Questions should be directed to the contest director, whose decision will be final.

(h) OFFICIAL RESULTS. After the verification period has ended and all test papers have been collected, the contest director shall announce the official winners. Official results, once announced, are final.

(i) RETURNING MATERIALS. If results are final and all test questions resolved, entries may be returned no sooner than the end of the contest on the Saturday of the respective district week. If a regional meet is held on Saturday, tests, printouts, CDs and diskettes should be returned to contestants following the announcement of official results.

Section 928:    COMPUTER SCIENCE CONTEST

(a) REPRESENTATION.
(1) *Individual Competition*. Each participant high school may enter as many as four individuals in the district meet. In districts with more than eight schools, district executive committees may limit entries to three.
(2) *Team Competition*. A school shall have at least three contestants compete in order to participate in the team competition, which shall include a written exam and a team programming session.  All contestants shall take the written exam.  Three contestants from a school participate in the programming session.  For teams with four members, the team's coach shall decide which three members will participate in programming. Schools that do not participate in the programming session shall not qualify for team placement, points or advancement, unless only one school entered enough contestants for team competition. If only one team is entered, conducting the programming session is encouraged but not required.

(b) ELIGIBILITY. Each contestant shall satisfy the eligibility requirements in Subchapter M. This contest is for students in grades 9-12.

(c) PURPOSE. The purpose of the Computer Science Contest is to challenge high school students to study a broad range in the areas of computer science, to gain an understanding of the significance of computation as well as the details of programming, to be alert to new technology and information in computer science, to gain an understanding of the basic principles as well as knowledge of the history and philosophy of computer science, and to foster a sense of enthusiasm about computer science.

(d) NATURE OF CONTEST.
(1) *Test Questions*. The contest will focus on computer science programming skills rather than on mathematical, engineering, or other subject applications. The district, regional and state meets will consist of a written exam for individual and team contestants and a programming session for teams. The programming session shall be conducted if more than one team is entered in the meet. If only one team is entered, conducting the programming session is encouraged but not required.
(2) *Length of Contest*. Forty-five minutes of working time will be allotted for the written testing period. Two hours of working time will be allotted for the programming sessions. Timing is exclusive of the instruction period and begins when students are instructed to start.
(3) *Materials*. Contestants shall furnish their own pencils and erasers; scratch paper will be provided. For the programming sessions, teams shall bring their own media for submitting solutions to judges. The most practical media are USB flash drives. At the discretion of the host site and contest director a networked programming session may also be conducted. All media to be used in the contest shall be blank. Contest directors may provide additional media specifications as needed. Each team may use up to two published programming language reference books, including textbooks. Teams shall be prepared to bring a computer to use for competition, including all necessary hardware, cables and software. Each team may use only one computer during the contest. A printer may be used but is not required. In some cases, computer equipment may be available at the host site for teams to borrow; contact the contest director regarding availability. Refer to the UIL website for additional guidelines.
(4) *Programming Language*. Java is the language for the computer science contest. The compiler used for the contest will be the Java Development Kit. Specific acceptable versions will be determined by state contest directors prior to each school year, based on current available products. Information will be available through the UIL website.
(5) *Calculators*. Calculators are not permitted. During the programming portion of the contest, a computer's included calculation functions may be used.

(e) CONDUCTING THE CONTEST AND DETERMINING THE WINNERS. All computer science contests shall be conducted under the following regulations:

(1) *Personnel*. Contest directors shall be competent and unbiased, and may be sponsors if necessary. They shall appoint and train the monitor and graders.

(2) *Assembly and Roll Call*. Call roll from the contest roster and replace any contestant who is not present with a certified substitute at district and the certified alternate at regional and state.

(3) *Numbering Contestants*. The contest director shall number the test papers and keep notes on the contest roster of the name of each contestant to correspond to the numbers respectively assigned, so that at the close of the contest the papers can be readily identified.

(4) *Clearing the Room*. Only contestants, the contest director and the contest monitors are permitted in the contest room during the testing period.

(5) *Reading of Rules*. The contestants shall be given the following instructions prior to the written exam.
 (A) Keep test papers closed until instructed to begin.
 (B) Indicate answers using capital letters in the appropriate blanks provided on the answer sheet.
 (C) If you are in the process of actually writing an answer when the signal to stop is given, you may finish writing only that answer.
 (D) Calculators are not permitted.
 (E) Transferring information concerning this test to other contestants or coaches shall be ruled a violation of the Spring Meet Code and subject to penalties listed in Sections 27 and 29.

(6) *Distribution of Papers*. Contest personnel should distribute the test papers by calling the contestant's name from the Computer Science Contest roster and giving that contestant the test with the corresponding number.

(7) *Signal to Start*. Clearly indicate to the contestants when to begin the contest. Forty-five minutes after the start of the written exam, announce that papers shall be submitted. Two hours after the start of the programming session announce that any remaining solutions shall be submitted.

(8) *Grading the Contest*. Accuracy shall not be sacrificed for speed. The League office will provide a key of the correct answers. Both the key and the instructions will be included in the contest envelope. The grading of all papers and the determination of the net scores shall be double-checked to reduce the possibility of errors. Grading teams of two or three people are recommended. Coaches may serve as graders.

(9) *Answer Key Errors*. In the case of an error on the answer key of an objectively-scored contest, graders should notify the UIL State Office of the nature of the error and/or contact the respective state contest director to seek clarification. Mistakes in the answer key should be corrected, and papers should be judged on correctness rather than on an incorrect answer given in the key.

(10) *Scoring*. All questions on the written portion of the computer science tests shall be graded uniformly. Six points are awarded for each correct answer; no points will be given or subtracted if unanswered; two points will be deducted for an incorrect answer. Every contestant's score on the written exam will determine individual placement in the contest. Team members also qualify for individual placement. The team's score on the written exam will be the total of the top three scores of the team members. For the team programming session, the solution to each problem will be graded as correct or incorrect when the team submits the solution to the contest judge(s). Correct solutions will receive points as assigned for each problem. Incorrect solutions receive point deductions as assigned but may be reworked for additional consideration. The team score for the written exam and the team score for programming will be combined to determine a final overall score.

(11) *Individual Places and Ties*. First place goes to the contestant making the highest total score on the written exam, second place to the contestant making the next highest, third place to the next highest, and so on. Ties shall be broken by considering the number of questions attempted and the number answered correctly to determine the highest percentage correct. If a tie still exists, it will not be broken. Should there be a tie for first place, there is no second place. Should there be a tie for second place, there is no third. Should there be a tie for third place, there is no fourth place, and both third place winners advance to the next higher meet.

(12) *Team Places and Ties*. First, second and third place teams shall be determined. First place goes to the team making the highest overall score, second place to the team making the next highest, third place to the next highest, and so on. In the case of a tie the scores in the programming session will be considered first. If a tie still exists, the scores on the written exam will be considered, followed by a total written exam score tiebreaker if necessary. For four-member teams, the total written exam score tiebreaker means adding in the fourth score. For three-member teams no additional score is added. The team with the highest total written exam score wins the tiebreaker. If a tie still exists, it will not be broken. Should there be a tie for first place, there is no second place, and both first place teams advance

to the next higher meet. Should there be a tie for second place, there is no third place, etc. Contestants on the first place teams will advance to the next higher competition.

(13) *Wild Card*. Each region's highest-scoring second place team may advance to the regional academic meet. In the event of a tie, all teams involved in the tie will advance. In order to be eligible as a wild card representative, district results shall be certified online no later than 5 p.m. on the Monday following the final district academic week. Failure to meet the deadline or to submit correct scores disqualifies the district from advancing teams as wild card representatives. The highest-scoring second place team from the regional meets may advance to the Academic State Meet.

(14) *Verification Period*. Prior to the announcement of official results, the contestants and coaches should be permitted to examine the contestant's answer sheet with a copy of the test and answer key for no more than 15 minutes. Coaches and contestants may verify grading and tabulation during the viewing period. Coaches or contestants not present for the viewing period forfeit their opportunity to raise questions. If it is evident that an error has been made in tabulation or the recording of scores, only the contest director is authorized to correct it.

(15) *Official Results*. Contestants, graders, coaches and other interested parties are to be assembled where individual and team results are to be announced. Official results, once announced, shall be final.

(16) *Returning Papers*. If results are final and all test questions resolved, entries may be returned no sooner than the end of the contest on the Saturday of the respective district week. See the *District Spring Meet Manual* for procedures for returning district meet test papers to schools. If the regional meet is held on Saturday, the regional tests and answer sheets may be returned to the contestants at the conclusion of the regional meet.

(17) *List of Winners*. The computer science contest roster and the list of winners shall be given to the meet director immediately following the announcement of official results.

(18) *Qualification*. First, second and third place individual winners at the district meet will advance to the regional meet, and first, second and third place individual winners at the regional meet will advance to the State Meet. First place team winners at the district meet will advance to the regional meet, and first place team winners at the regional meet will advance to the State Meet in accordance with schedules provided in Section 903 of the Spring Meet Plan. Alternate teams are named. If a member of a qualifying school's team is not able to compete at the next higher meet, only one substitution may be made. The substitute shall give the contest director a letter certifying eligibility signed by a school administrator. (See Section 903 [b] [4].)

(19) *Points*. Individual points are awarded through sixth place. Team points are awarded to first, second and third place teams. See Section 902.

(f) RECOMMENDED READING. A detailed list of recommended reference and resources is available from the UIL website.