

# RMC Montana High School Programming Contest

## Morning Session

### The Ground Rules

1. Read all the problems before you start. Problems are ordered so that they fit well on the page, and are not ordered in terms of difficulty.
2. Every program should begin with three lines of comments: line 1 is the problem name, line 2 is the name of the team submitting it, and line 3 is the list of "primary architects" of the solution (i.e. the one or two people most responsible for the ideas/implementation of the solution)
3. When you're asked to write a program to do something, your program actually has to figure out the answer. As an example, if you're asked to write a program that prints out the 1 millionth prime number, and you know that the 1 millionth prime number is 15,485,863, your program can't just say `System.out.println("15485863");` it needs to do the work to actually compute that prime number.
4. The computers that you're on are connected to the internet. You can use the web as a reference to look up language documentation, remind yourself of how different kinds of syntax works and so on. It is not ok for you to use the internet to try and find a complete solution to one of the problems, copy/paste that solution off the web and into your IDE, and then hand it in.
5. Scoring is based on the number of correct solutions. However, judges reserve the right in extraordinary circumstances to award a small amount of extra credit for solutions that deserve it.
6. In the case of a tie, the team who came up with faster solutions will be chosen according to the rules explained in the orientation.
7. Judges will be using test sets other than those in the problem description, so you should make sure you make some extra test sets of your own to test with!!!
8. Each incorrect solution will result in time penalty of 20 min for that problem. Time is used to break a tie in the case of two teams who solve the same number of problems. A team with 10 incorrect solutions who solves more problems than any other team will still win the competition.
9. Input will be provided exactly as stated in the problem examples. If your solution does not parse input correctly it will be counted as an incorrect solution with a time penalty of 10 minutes.