

The logo features the word "IEEE" in a stylized, blocky font at the top left. Below it, the word "XTREME" is written in a large, jagged, yellow font with a black outline. The letters of "XTREME" are filled with a colorful, abstract pattern of red, yellow, and green. To the right of "XTREME", the words "PROGRAMMING CONTEST" are written in a smaller, yellow, blocky font. The background is a complex digital graphic with a grid, various lines, and a color palette of red, orange, and yellow.

IEEE

XTREME

PROGRAMMING CONTEST

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The Xtreme Competition, which begins and ends on 8 March, pits the programming prowess of an IEEE Student Branch team against the programming capabilities of all the other IEEE Student Branch teams that sign up to compete.

The global 24-hour programming contest is open only to members of the IEEE Student Branches. Teams of IEEE Student Members, supported by a Student Branch, will be advised and proctored by an IEEE Member. The teams will compete against each other during a 24-hour time span to solve a set of programming problems. The contest begins at 12:00 midnight.

The goal of the contest is to increase the number of IEEE activities with a focus on the computer, programming, and information technology fields in the IEEE. The purpose of the competition activity is also to get more current Student Members involved in the general activities of the IEEE while encouraging new students to join the IEEE.

Each IEEE Student Branch (there are over 1,400 at universities or colleges) will form a team of three IEEE Student Members.

Student Branches will host the IEEE Xtreme event for their local team. Each of the places where the competition is hosted is called a venue. Each venue should be equipped with at least one computer and some kind of connection to the Internet.

More specific information will be available on the Web at <http://www.ieee.org/xtreme>

Each of these venues should have a proctor, who

should be an IEEE Member of higher membership grade. Students should not serve as proctors.

The tasks of a proctor include:

- Receive problems and provide them to students.
- Monitor the general flow of the activity.
- Inform students when the competition begins, when it reaches the midpoint, and when six hours remain. A final-hour signal will be given when 60 minutes remain in the competition.

- Collect the solutions to each of the problems and keep a record of the timing

For the problem submission, teams should submit their problem solutions electronically using a contest management page, which will be provided. Each submission gets a timestamp. Extra points will be awarded for early submission.

The SAC Contest Committee and the SAC Organization Committee finalized the program details, the process for participating, and will determine the contest winners.

Visit the Student Concourse at <http://www.ieee.org/scholarships> for updates on contest rules, deadlines, and contact information for the Xtreme Competition.

**8 MARCH 2008**

[HTTP://WWW.IEEE.ORG/XTREME](http://www.ieee.org/xtreme)