

HOW ACSL WORKS

ONCE YOU REGISTER

1. ACSL will send the team advisor an ACSL Category Description Booklet, sent on a CD. The booklet contains the rules for each category and some sample problems and solutions. Team advisors will use the booklet and other sample problems to prepare students for the short answer test.
2. Prior to each contest, ACSL will send the team advisor an e-mail file that contains the short answer questions, the programming problem and solutions for both.
3. The team advisor will make copies of the contest questions. Note that for one registration fee every student at a school may take the tests. However, if a school registers for more than one division, a student may only take one of the tests.
4. The team advisor will administer the short answer test and score the results. One point is awarded for each answer that matches the ACSL solution. The time limit is 30 minutes for the Senior, Intermediate and Junior tests. The time limit is 50 minutes for the Classroom Division test. The only materials allowed for the short answer tests are plain paper and a writing implement. Calculators are not allowed.
5. The advisor will give each student a copy of the programming problem. Students have up to 72 hours to submit a programming solution to the advisor. Students must work alone in solving the programming problem. The advisor will run the ACSL test data on each student's programming solution. The program must accept all data in one run of the program. If the program stops for any reason, the program may not be restarted to enter more data. The advisor will award one point for each program output that matches ACSL's test output.

SCORING THE RESULTS

1. A student's score is the sum of his/her scores on the short answer test and the programming problem. A maximum score for any one student is 10 points (5 + 5).
2. The team score is the sum of the best 3 or 5 student scores for that contest.
3. The advisor will complete the ACSL Scoresheet and submit it by e-mail to ACSL. If a student score of 10 is reported, the advisor must also attach the programming file for that student.

AFTER EACH CONTEST

1. ACSL will send each advisor a newsletter containing the team standings and a listing of students with high scores.
2. ACSL will post results on its web site.
3. ACSL will select sample student programs from those submitted and post them on its web site. Programs using several different languages will be posted.

ALL-STAR CONTEST AND PRIZES

1. Based upon cumulative results after the four contests, ACSL will invite the top scoring teams in each division to compete at its All-Star Contest. At the All-Star Contest, prizes are awarded to top scoring teams and to top scoring students.
2. Based upon cumulative results after the four contests, ACSL will award plaques to top scoring students and teams based upon previously announced geographic regions. In the case of ties, duplicate awards will be presented.