League Organization

Membership: Any secondary school that agrees to abide by these rules shall be admitted to the American Computer Science League (ACSL) upon application and receipt of the League dues. There are four divisions: Senior, Junior, Intermediate, and Classroom.

Participation and Team Structure: The Senior Division is geared to senior high schools; the Junior Division to junior high schools; the Intermediate Division for advanced junior high schools and for senior high schools that are just starting computer courses; the Classroom Division is for all students but does not have a programming problem.

The Senior Division is geared to those senior high schools that have well established programs in computers. We strongly suggest that schools do not register for the Senior Division during their first year of ACSL participation. In addition, any student taking an Advanced Placement course in Computer Science should be registered on a team in the Senior Division, except as noted above.

The Intermediate Division is geared to advanced junior high schools and for senior high schools that are just starting computer programs. This division is for students taking a first course in computer science and for non-AP schools that are competing in the League for the first time.

The Junior Division is geared to junior highs and middle schools that are just starting computer courses. Students must be in the 9th grade or below to participate in this division.

Schools are encouraged to enroll in more than one division, so that both advanced and novice students will find material at their respective levels. If a school is enrolled in more than one division, its students may compete in any division – but not in more than one – for each contest. Scores are not transferable between divisions.

An unlimited number of students may compete at each school in each contest. For each contest, a school's score in each division is the sum of the scores of its three or five highest scoring students in that division.

Contest Dates: Except in unusual circumstances, all contests must be held during the scheduled week. In the event of unscheduled school closings, special administrative functions, testing days, severely inclement weather, etc., permission is granted to conduct the contest late. Do not call the League requesting an extension; administer the contest as soon as possible, and include a written explanation with the results. If it is known ahead of time that a contest cannot be held during the contest week (e.g. the official date falls during a school vacation), administer it before the scheduled week.

Awards: At the completion of the school year, awards will be presented to outstanding schools and individuals at regional levels in all divisions. In addition, each team will receive an award to be given to a top student on the team, per the advisor's discretion.

Contest Problems: Each contest will be administered in two parts: Short Problems and a Programming Problem. If for any reason a problem must be dropped (as decided by the Appeals Judge), no replacement will be made and no credit will be given for any answer to a problem thus discarded

Contest Materials Package: The Contest #1 materials should be received by each school by the end of November.

Each contest contains the following pages: Short Problems, Short Problems Solutions, Programming Problem, and Test Data and Solutions to the Programming Problem. Faculty advisors are expected to make as many copies of the contest sheets as required, so that each participant has his/her own copy. The advisor is responsible for the clarity of reproduced copies.

Study Aids: In addition to this booklet, previous years' contest materials are available for a nominal fee (see flyer).

Communications: In addition to the Contest Materials Package, all schools will receive a Newsletter after each contest containing the contest results, general announcements, and items of interest. Questions, comments, interesting solutions to any of the problems, etc. are welcomed by the League at all times, and often will be included in the Newsletters. Student and advisor solutions to the Programming Problem must include the programmer's name and school in a comment at the start of the program. All programs submitted become property of ACSL.

Role of the Advisor: Since many of the topics are new to most students, the advisor will usually take an active role in presenting the material. Advisors should not look at, or reproduce, the actual contest sheets until just before the contest. This will eliminate the possibility of inadvertently "teaching the test." Advisors must not discuss any aspect of the programming problem with students.