

General Contest Procedures

After each contest the advisor will complete a form for each team. The TEAM SCORE is the sum of the top 3 or 5 students on the team. The SCORE column is the total score for a student on that contest, an integer from 0 to 10, based upon the number of points from the short answer questions and the programming problem. The CUM column is the total of the scores from all previous contests for that student. Advisors must maintain the CUM data from contest to contest. The GRADE column is the school year of the student, 9 - 12.

Appeals Procedure: Appeals will be awarded because of a disallowed exactly equivalent answer, an incorrect official answer, or a correct answer to a correct alternative interpretation of a problem. Written appeals must be sent to the League along with the report form. A complete listing and execution of the appellant's program must accompany any appeals involving the Programming Problem. Notification of the decision of the Appeals Judge will be made in the following Newsletter. Decisions of the Appeals Judge will be final. Advisors should retain all student answer sheets until the Newsletter is received. If any appeals have been granted (as reported in a newsletter), advisors should submit the names of any of their students who should receive credit for the problem appealed on the score report form for the new contest.

Procedures: Short Problems

Format: This section may be held at any time during the contest week convenient to the school. It consists of five problems from designated topics covering basic concepts in computer science. Students are given 30 minutes in which to solve the problems. The Classroom Division is given 50 minutes.

Proctoring: This section must be actively proctored at all times. Neither the proctor

nor anyone else may interpret any problem to any student during the contest. Each student must work independently.

Materials Allowed: The contestant may use only plain paper and pencil or pen. No graph paper, compasses, straightedges, rulers, books, calculators, computers or other devices are allowed.

Implementation: Each student will be given a copy of the problem sheet. Warnings that "ten minutes remain," that "five minutes remain," and that "one minute remains," should be made to all contestants at the appropriate times. At the conclusion of the Short Problems section, the proctor should collect all contest sheets.

Marking the Answers: At the conclusion of the Short Problems section, the proctor should, after collecting the contest papers, refer to the Solutions to the Short Problems and award one point for each problem correctly solved. Answers submitted for each problem must appear in the appropriate space in the answer column. Answers exactly equivalent to the official answer(s) should be given credit. Incomplete answers should receive no credit. There is no partial credit.

Procedures: Programming Problems

Format: Each contestant will be given a copy of the Programming Problem, to be solved at his/her convenience, during the next 72 hours. (Students may be given the problem the Friday before the contest week, in which case they must complete the program by Monday of the contest week.) Each contestant must work independently.

Materials Allowed: All reference manuals, textbooks, and inanimate sources may be consulted, provided that no computer program or partial program listings are referenced by the contestant. Computational devices, including calculators and home/personal computers may be used by a contestant. Programs may be written in any computer language.

Implementation: Prior to the completion of the 72 hours, the student will provide the advisor with access to the completed program. The program may be done at home, and submitted on a diskette or may be done using the school's computer.

Marking the Programs: When all contestants have completed their programs, the proctor should refer to the Test Data and Solutions to Programming Problem and execute each student's program on the test data exactly ONCE. The only reason to restart a program is to correct bad data entry. Each contestant will be awarded one point for each answer to the test data which matches the correct output. For some problems, a tolerance will be allowed to account for different machine round off errors. This will be noted on the problem sheet, if applicable. Answers must appear in order unless clearly labeled.

Students are advised to print out each answer as it is calculated, rather than printing all solutions at the conclusion of the run. This strategy ensures that a student will not score a zero if his/her program aborts near the end but before any answers are printed. Students must know their system and be aware of possible round-off errors, the maximum value which can be stored in an integer or floating point number, maximum number of strings which can exist, etc.