

## ACSL

### American Computer Science League

---

2014 - 2015

Contest #1

#### Frequently Asked Questions

1. Four dates are listed. Do my students take the test for just one date?

ACSL is a competition consisting of 4 contests. Students take all 4 tests. Prizes are awarded to top scoring teams and top scoring individual students based upon cumulative scores after the 4th contest.

2. How many students are on a team?

For one registration fee ALL your students can take the tests. Your team score is the sum of the best 3 or 5 student scores that contest. Those best scores can come from different students each contest.

3. What is the difference between a 3-person team and a 5-person team?

Choose to be a 3- or a 5-person team is the advisors decision. That decision is based upon how many students the teacher realistically thinks will be taking the tests each month. If the team is a small club then a 3-person team is the correct choice. If the team is a large class or multiple classes then a 5-person team might be the best choice. The same prizes are awarded to both divisions.

4. Can I have 2 teams in the same division?

No, only one team per division is allowed. As an example if you have a Senior 5 team you can't have another Senior 5 team and you can't have a Senior 3 team.

5. If I run an afterschool or weekend school can I register a team?

Yes, but if a student in your program attends a full-time school that has an ACSL team, then that student can only be on the team from the full-time school.

6. How do I register a team?

The ACSL registration form is a link on the ACSL web site [www.acsl.org](http://www.acsl.org). Complete the form, attach the payment or a purchase order and mail it to the address at the top of the form. It is a good idea to contact ACSL first to ask any questions and to let ACSL know the registration is on the way. Payment by PayPal is now available. Use [jerry@acsl.org](mailto:jerry@acsl.org) as the e-mail address.

7. Can I administer the 2 parts of the test in any order?

Yes, the teacher at each school decides on the schedule with the provision that all tests are administered by the listed end date for that contest.

8. What computer languages can my students use?

Students can code in any language the advisor allows them to use. The advisor must RUN the code with the league's Test Data so must either have all student language compilers or RUN the program from a students computer. Note that some division Short Answer Questions use BASIC, LISP and Assembly Language but student do not need to code in those languages. Students only need to follow a short algorithm. That skill can be taught in one class period per language.