

2019 美国计算机科学联赛考生须知

一、考试基本规则

1. 考试语言：英文(小学，初级和中级提供中文翻译)
2. 赛事组成：积分赛（每年四轮）；全明星总决赛（积分赛获奖选手参加）
3. 考试时间、地点：
第三轮：2019 年 3 月 16 日，下午 14:00 - 16:40
第四轮：2019 年 4 月 20 日，上午 10:00 - 12:40
全明星赛：2019 年 6 月 8 日，北京
4. 团队编程比赛要求：
 - 1) 组队方式：3 人/组
 - 2) 每个团队三人仅可以携带一台笔记本电脑
 - 3) 各个团队可以任意选择熟悉的编程语言
 - 4) 竞赛环节**不允许**使用 WIFI 或者其他上网功能
5. 难度级别：
 - 1) 高级 Senior Division：适合高中同学，并且具备较强计算机编程能力同学，尤其是选择学习 AP 课程中计算机科学课程的同学
 - 2) 中级 Intermediate Division：适合高中同学参加
 - 3) 初级 Junior Division：适合初中同学参加
 - 4) 小学 Elementary Division：适合小学同学参加，不需要具备丰富的编程语言基础，没有编程经验的同学也可以参加
 - 5) 注：编程经验丰富的低年级参赛者可以选择高年级的赛事，例如编程能力强的小学生可以选择高级或中级、初级赛事，编程能力强的初中生可以选择高级赛事。但是高中生不能选择小学和初级赛事，初中生不能选择小学赛事
6. 积分赛比赛内容：
第一部分：个人笔试：14:00-14:30（30 分钟），5 道编程数理题。每题 1 分，满分为 5 分
第二部分：团队编程：14:40-16:40（2 小时），编程挑战赛，团队共同完成。仅 1 道编程题，满分为 5 分
注：小学难度竞赛仅个人笔试 30 分钟，没有团队编程赛。

7. 奖项设置：每个难度级别单独评奖

个人奖项：

个人卓越奖：四轮比赛全部获得满分

个人高分奖：个人赛积分排名前 20%的个人

团队综合奖：

金牌：团队积分排名前 5%的团队

银牌：团队积分排名前 5-15%的团队

铜牌：团队积分排名前 15-30%的团队

优秀奖：团队积分排名前 30-50%的团队

获奖团队可获邀参加全明星总决赛（北京），角逐全球奖项

二、证件要求

1. 考生必须带齐准考证、身份证/护照/户口本，方可进入考场。如未携带准考证或有效身份证件原件，因身份无法确认，该考生将被拒绝进入考场，考试费不予退还。

2. 美国计算机科学联赛预赛对身份证件的规定如下：

1) 中国大陆考生参加美国计算机科学联赛预赛考试，必须携带唯一有效的证件即“中华人民共和国居民身份证”原件。根据《中华人民共和国居民身份证法》，任何居民无论是何年龄，均可向户籍所在派出所申领身份证。特别提醒未申领身份证的青少年考生提前办理，以免影响考试。参加小学等级的考生，可携带户口本参加考试。

2) 香港、澳门地区考生必须持有效的香港、澳门身份证原件、港澳通行证原件或护照原件。

3) 台湾地区考生必须持有效的台湾居民往来大陆通行证原件。

4) 非中国籍考生必须持有效的护照原件报名及参加考试，护照上显示考生姓名、照片和签字。

5) 不对外开放的考点学校考生，可携带学生证和准考证参加考试。

3. 注意：

1) 证件上的所有个人信息必须与报名时填写的信息完全一致。同时要确保考试时，所持证件处于有效期内。

2) 非中国籍考生所持外国护照上如没有中国签证属于无效证件（中国政府规定免签国家除外）。报名及考试时考生如有任何疑问，可在工作日拨打客服电话咨询：010-84828941。

三、思德学分管理系统

1. 考生须在报名后登录 ASDAN 中国 ACSL 官网 (<http://www.seedasdan.org/acsl/>) 网站, 点击网页右上角“我的报名” - “考点选择”进行考点选择。
2. 考生也可以直接登录思德学院 (academy.seedasdan.org/login) 进行考点选择及学分查询等。所有同学参加 ASDAN 中国各类素质教育项目所取得的成绩、认证与奖项都将自动换算为不同的思德学分。ASDAN 中国办公室将逐步推动思德学分成为同学将来获得国际顶级学术项目录取资格、相关项目与大学奖学金申请、国外大学留学申请、国内大学自主招生推荐以及部分国外大学条件录取的综合素质评价重要依据!
3. 请考生记得随时登录思德学院 (academy.seedasdan.org/login) 账户查阅通知;

四、准考证下载

1. 考生请在考试前 3 天, 登录 ASDAN 中国 (<http://www.seedasdan.org/acsl/>) 网站, 点击“我的报名” - “准考证”, 下载准考证。
2. 下载考生准考证时, 请同时查收并阅读报名时所填邮箱中的考务须知邮件: 考生须知、准考证模板、答题卡填写规范说明等文件, 或者登陆登录 ASDAN 中国 (<http://www.seedasdan.org/acsl/>) 网站, 点击“我的报名” - “考生须知”, 亦可查看考试相关规定。

五、考生入场要求

1. 考生需携带有效身份证件和准考证入场参赛。
2. 整个团队集体找错了考场或者考点, 考生可凭借有效证件及准考证入场参赛。团队中的个人抵达考点与网上报名所选考点不一致时, 该考生必须要找到自己的团队才可以参加考试。团队成员须一起进考场。
3. 出现下列情况之一的考生, 因身份无法确认, 将被拒绝进入考场参加考试, 并不退还考费或改期安排考试:
 - 未携带准考证或有效身份证件原件;
 - 所持证件与准考证上显示的信息不一致;
 - 有效证件上的照片与本人明显不符;

六、考生到达考点的时间要求

考生要严格按照准考证上的要求, 合理安排时间, 至少开考前 15 分钟到达考场教室。

考生入场时间: 2019 年 3 月 16 日下午 13:30-13:45

七、关于个人物品

1. 考生须持符合规定的身份证件、准考证、笔记本电脑(仅限第二部分:团队编程赛使用,每个团队仅可以携带一台笔记本电脑)和考试允许使用的文具进入考场。除此之外,任何个人物品都不允许带入考场。个人物品须存放在考场外的指定位置。请勿携带贵重物品前往考场,遗失恕不负责。
2. 任何电子设备,均不允许带入考场。禁止携带进入考场的个人物品包括但不限于:
 - 1) 各种移动电话、智能手机、智能手表、平板电脑、便携式收录设备,如 MP3 播放器和 iPod、照相机或其它摄像器材、一些可联网的装置及其它任何电子设备。
 - 2) 食品、饮料和香烟。
 - 3) 任何形式的手表或计时器。
 - 4) 笔记或参考资料;草稿纸,试卷册中附有草稿纸,无需携带。
 - 5) 圆规、涂改液、荧光笔、彩色铅笔、自动铅笔。
 - 6) 任何种类的计算器。
 - 7) 监考人员认定的其他违规物品。

八、考试允许使用的文具

1. 黑色或蓝黑色字迹的签字笔,用于书写;
2. 纸质印刷版的英汉字典;
3. 笔记本电脑(仅限第二部分:团队编程赛使用,每个团队三人仅可以携带一台笔记本电脑)

九、考试中须注意事项

1. 在考场内考生**不得**出现以下行为:
 - 以不正当方法获悉试题内容或相关考试的信息。
 - 在考试期间参考、翻阅或作答并非该考试环节应使用的试题。
 - 使用任何违禁物品。
 - 在考场内摄影、录音或录影。
 - 携带食物或饮品进入考场。
 - 在考试结束前,擅自离开考场。
 - 意图将考试试题或其他有关资料携离考场。
 - 在考试期间试图给予或接受援助,作弊、或通过任何方式与其他考生沟通(除第二部分:团队编程赛时团队内部成员可小声讨论)

- 使用 WIFI 或者其他上网功能。
 - 企图代替他人考试。
 - 对他人造成滋扰。
 - 在考试过程中，与其他团队考生相互借用文具。
 - 使用未获得组委会预先批准的考试设备。
 - 其他监考老师禁止的考试行为。
2. 在考场内考生需要注意的事项：
- 考生答题前应在试卷上认真填写考试信息。凡因答题纸中栏目漏填涂、错填涂或字迹不清、无法辨认的，由考生本人承担引起的一切后果。
 - 统一开考信号发出后才能开始答题。
 - 正式开考 10 分钟后，任何考生禁止进入考场。
 - 考生必须严格按照要求答题。按照试卷上的要求，使用规定的文具进行作答。
 - 考生只能在指定位置书写。不按规定要求填写和做答的，一律无效。
 - 考生遇试卷分发错误或试题字迹不清等情况应及时向监考人员报告，未报告者由本人承担一切后果。涉及试题内容的疑问，不得向监考人员询问。
 - 开考后，除疾病等极其特殊的情况外，交卷出场时间不得早于每科目考试结束前 15 分钟
 - 交卷出场后不得再进场续考，也不得在考场附近逗留或交谈，团队其他成员可继续参加考试；
 - **第一部分：个人笔试结束后，请考生保持安静，待监考老师收取试卷后，在监考老师的指令下，迅速找到自己的团队位置有序就座，准备好电脑，插好电源插座，等待团队编程考试，随后监考老师发放第二部分：团队编程比赛试卷，第二部分考试开始，两部分考试中间不休息。**
 - 考试结束铃声响起时，考生要立即停止答题，将试卷反面放在桌上，并坐在自己的座位上等待监考人员清点试卷、保存源文件及运行截图 经监考人员允许后方可离开考场。
 - 考生应自觉服从监考人员管理，不得以任何理由妨碍监考人员进行正常工作。对扰乱考场秩序、恐吓、威胁监考人员的考生将交公安机关追究其责任，并通知其所在学校或单位。

十、考生监督

1. 考生监督 :所有参考考生发现有违纪现象都有权向考场监考老师反馈,也可以直接向中国赛区组委会反馈:监督电话 010-84828941;对于考生提供的违纪线索,经核实确认后,中国赛区组委会将提供奖励。
2. 如发现作弊,将立刻取消考试资格,并且将在网站上通报违纪信息看, **涉嫌作弊的学生将没有资格获得任何证书。**

十一、 退出政策

同学报名缴费之后,由于临时有事可以书面申请退出,在报名截止日 1 个月之前申请将全额退还所有费用;在报名截止日前 1 个月内申请退出,将不再退还任何费用。

十二、 问题咨询

1. 考试有关信息查询,请参见(www.seedasdan.org/acsl) 上公布的有关内容。
2. 报考过程中如有问题请拨打咨询电话:
北京:010-84828941
上海:021-55789139
深圳:0755-86728072
成都:028-85463627

十三、 考试成绩查询

考试结束 6 周后,所有成绩将统一在 ASDAN 中国微信公众平台上公布。



美国计算机科学联赛(ACSL)中国区组委会

2019 年 3 月

Instructions for Students Participating in ACSL

A. Competition Information

1. **Competition Language:** English (There are Chinese versions for the Elementary, Junior and Intermediate divisions)
2. **Competitors:**
 - Regular Season (4 rounds per year)
 - All-Star Contest (Awarded students in the regular season)
3. **Competition Date and Location:**
 - 1) Regular Season:
 - Final:**
 - Round 2: 23rd February, 2019 (Saturday) 14:00-16:40
 - Round 3: 16 Mar, 2019 14:00-16:40**
 - Competition is located at competition centers across China (check and choose competition center after registration)
 - Round 4: 20 Apr, 2019 10:00-12:40
 - 2) All-Star Contest: 8th June, 2019, Beijing
4. **Requirements**
 - 1) 3 students per team
 - 2) Each team (3 students) is allowed access to 1 computer
 - 3) Each team can use the programming language they are most familiar with to solve the contest
 - 4) WIFI or other internet access is not allowed during the competition
5. **Division**
 - 1) The Senior Division is geared to those high school students with experience in programming, especially those who are taking a Computer Science AP course. We suggest that students do not register for the Senior Division during their first year of ACSL participation.
 - 2) The Intermediate Division is geared towards senior high school students with computer programming experience, and advanced junior high students.
 - 3) The Junior Division is geared to middle school students with no previous experience in

programming. No student beyond grade 9 may compete in the Junior Division.

- 4) The Elementary Division is open to students from grades 3-6. It consists of non-programming problems. Four categories, one each contest, will be tested. The contest consists of a 30-minute, 5-question test each round.
- 5) Note: Experienced lower grade students can choose higher level contest. For example, primary school students with high programming skills can choose senior or intermediate or junior contest, and junior school students with strong programming skills can choose the senior contest. However high school students can't choose lower level contests.

6. **Round 3 Content:**

- 1) Part 1 (Individual round): 2:00pm-2:30pm (30min), 5 short answer questions in 30 minutes. 1 point for each question.
- 2) Part 2 (Team round): 2:40pm-4:40pm (2hrs), 1 programming question in 2 hours, worth 5 points.
- 3) Elementary Division (Individual written contest): 2:00pm-2:30pm (30min), 5 short answer questions in 30 minutes. 1 point for each question.

7. **Awards: Reward by different levels**

Individual awards

Perfect Score: Get a perfect score in all the 4 rounds

Individual top students: top 20% individuals

Team awards

Gold: Top 5% teams

Silver: Top 15% teams

Bronze: Top 30% teams

Honorable : Top 50% teams

The top teams will be invited to attend the All Star Contest in Beijing to compete for the global awards.

B. Identification

1. Participants must bring the admission ticket AND ID card or passport. When, in the judgment of competition administration personnel, there is a discrepancy in your identification, you may be dismissed from the classroom. Participants in Elementary

Division can take the household register as their identification documents.

2. To be acceptable, the ID must be current and must include the student's name, and a recognizable photograph. Examples of acceptable ID include an ID Card, driver's license, school ID card with photograph, or current passport.
3. Participants should make sure your identity documents are valid. Law enforcement authorities may also be notified when fraud is suspected.
4. If you have any questions during the registration and competition, you can call the customer service phone on the working day: 010-84828941.

C. Seed Academy

1. After your registration, you can log onto (<http://www.seedasdan.org/acsl/>) -"My Registration"- "Exam Center" to **choose the competition center** you would like to.
2. You may log onto (<http://academy.seedasdan.org/login>) to choose the competition center and team directly. Every single student participating in the ASDAN China programs will receive a unique ID number, for example Seed 000xxxxxx, and an evaluation file will be created for them based on their performances. All the experience and achievements that the students earn in the ASDAN China programs will be automatically transferred to Seed Points, which will be added up over time. The Seed Points reflect the overall capability of the students and it's based on principles from the overall education standard in the UK, US, and China. These points potentially will act as evidence for the students to obtain qualifications for the top international academic projects, applications for universities, scholarships and employment.
3. Please remember to log onto (<http://academy.seedasdan.org/login>) or (<http://www.seedasdan.org/acsl/>) to check the updates and online study preparation materials.

D. Admission Ticket Download

1. Students should log onto official website: (<http://www.seedasdan.org/acsl/>)-"My Registration"- "Admission ticket", then download your admission ticket. The electronic version of the admission ticket for the Competitions will be released on **13th March, 2019 and should be printed and brought to the Competition by all participants.**
2. At the same time, please check the materials in your email box or log onto official website:

(<http://www.seedasdan.org/acsl/>)-“My Registration”-“Instructions for students participating ACSL” and read them carefully. It will help you prepare properly for the competition.

E. Participation Rules

1. You must bring your identity card/household register/passport and admission ticket.
2. If the team member cannot find the classroom, they should show proctors (supervising teachers) their ID card and admission ticket and ask for directions to the right classroom. The team members should enter the classroom together; If the whole team goes to the wrong classroom, they can attend the competition by showing their ID card and admission ticket.
3. Participants cannot attend the competition in following circumstances:
 - Students do not take identity card or passport, student card, and admission ticket.
 - When, in the judgment of competition administration personnel, there is a discrepancy in your identification.
 - The picture on the identity card or passport, student card is different.

F. Enter Time

Students should arrive at the classroom before 1:45pm.

Enter time:16th March, 2019 (Saturday) 1:30pm-1:45pm

G. What NOT to Bring to the Classroom

- Electronic equipment (phones, smart watches, or wearable technology of any kind, tablet computers, Bluetooth devices, portable listening or recording devices—MP3 player, iPod®, etc.—cameras or other photographic equipment, devices that can access the internet, separate timers of any type, and any other electronic or communication devices) are prohibited in the classroom and break areas.
- Food or drink.
- Watches that beep or have an alarm.
- Books, compasses, pencil cases, protractors, mechanical pencils, No. 3 pencils, correction fluid, highlighters, notes, or colored pencils.
- Scratch paper; Notes can be made on portions of the paper booklets. You may use scrap paper, but you have to throw it away when you finish your work and hand in your paper.

Only the work you do on the paper will be evaluated for marking.

- Reference guides, keyboard maps, or other typing instructions.
- Ear plugs.
- Clipboards.
- Calculators in any form.
- Anything else forbidden by the proctor.

H. What to Bring to the Classroom

- Pen(s) for completing areas on the paper.
- A printed version dictionary
- Identity card/passport/student card, and admission ticket.
- Laptops can be only used in Team round. Each team (3 students) is allowed access to one computer

I. Misconduct

If you engage in misconduct in the competition, you may be asked to turn in your papers and leave the classroom. You may not return to the classroom, your score will not be reported, and you may be banned from future competitions. Misconduct includes:

- Obtaining, or attempting to obtain, improper access to the papers, or a part of the competition, or information about the papers.
- Referring to, looking through, or working on any questions, other than during the timed competition period.
- Accessing or attempting to access any prohibited aids.
- Accessing or attempting to access a phone of any kind or electronic device during competition.
- Bringing food or drink into the classroom.
- Leaving the classroom, building, or designated break area without permission and/or taking an extended break.
- Attempting to remove from the classroom any part of the papers or any notes relating to the papers.
- Copying the work of another team or of published or unpublished sources.
- Attempting to give or get assistance, or otherwise communicate, through any means, with

another team during the competition administration. Participants can only communicate with their team members when in part 2: team round.

- Using WIFI or other internet access in the competition.
- Attempting to take the competition for someone else.
- Creating a disturbance.
- Other behaviour prohibited by proctors.

J. Test security policies and procedures

- Before the competition time starts, the proctor will give you a few minutes to fill in the Participant Identification on the paper. You don't need to rush. Be sure to fill in all required information fields and write legibly.
- Do not open the competition paper until instructed to do so by your proctor.
- If you are late by more than 10 minutes you will not be allowed to participate in the Competition.
- Readability counts: Use black pens;
- If there's a problem while you're in the competition, notify your proctor immediately.
- Students who leave the classroom will not be allowed to return during the competition period, however the other team members can continue.
- You can only submit your paper within the last 15 minutes of the Competition.
- After the part 1(individual round), participants should be in silence and wait for proctors instruct and follow him to sit in team area and make the computer ready. Then proctors will give out the paper of part 2 (Team Round). There is no break between part 1 and part 2.
- When the proctors indicate that the Competition has ended, you should stop writing immediately and wait for proctors to collect the papers and store the programming files and screenshots. You should only leave the classroom when instructed to do so by the proctors.
- If you are found to have cheated or broken rules in anyway, your qualification of participation will be invalidated and your disqualification will be noted in publication of the results.

K. Participant monitoring

All participants can report any instance of cheating in the competition to the proctors. You can also inform the ACSL committee by contacting them via phone: 010-84828941 ; According to the information provided by participants, the ACSL committee will provide a reward if the information is found to be correct after further checking.

If it is found that a participant has cheated, the participant will not receive any certificate.

L. Refund policy

If, for some reason, a student is unable to attend after paying the fee, please notify us in writing one month before the deadline of registration. If the student notifies us after that, we will not be able to offer a refund.

M. Consultation

1. Please remember to check the official website
(<http://www.seedasdan.org/acsl/>) for updates and online study preparation materials.
2. Please pay close attention to our official Wechat for the following content :
 - 1) All notifications regarding the Competition process.
 - 2) Competition outcomes which will initially be released on Wechat within 6 weeks after competition.
- 3) Wechat ID: **ASDANCHINA**



ACSL Committee

March 2019

American Computer Science League (ACSL)

考生姓名/Name: _____ 级别/Division: _____ 年级/Grade: _____
个人号/Exam Code: _____ 团队号/Team Code: _____ 性别/Gender: _____
考生证件号/ID Card/Passport No.: _____
考生学校/School: _____
考点学校/Exam Center: _____

考点学校地址/Exam Center Address: _____

考场教室/Exam Classroom: _____

考试日期/Exam Date: **16th March.2019**

考试时间/Exam Time: **14:00pm—16:40pm**



答案与最终结果公布在微信平台上

注意事项/Notes:

1. 考生必须带齐准考证、身份证/护照/户口本，方可进入考场。
Participants must bring the admission ticket, and ID card/passport/register.
2. 考生自备黑色签字笔。
Participants need to bring black pens. (**PS: Make sure the pen(s) you use are dark enough to be clearly legible throughout your exam solutions.**)
3. 考生不可以携带任何种类的计算器。
Calculators cannot be used on ACSL.
4. 严禁将寻呼机、移动电话、电子记事本等电子设备带至座位。
Participants are not allowed to bring their phones or electronic equipment to their seats.
5. 考试前 30 分钟可以进入考场，考试开始 10 分钟后，不得入场。
Participants will be able to enter the exam room 30 min before the competition starts but are restricted from entering the exam hall after 10 min past the starting time.
6. 考试结束前 15 分钟不得退场。
Participants are not allowed to leave the exam room until 15 min before the competition ends.
7. 考试结束后退场，须经监考人员认可。
After the competition ends, Participants can leave.
8. 严禁将任何考场所发的材料带出考场。
Participants are not allowed to bring any exam paper out of the competition center.
9. 最终获奖结果将于考试 6 周后在 ASDAN 官方微信平台上公布，同时同学们可以登录 ASDAN 官方报名平台查询成绩和下载参与证书。
The awards will be announced on Wechat (ASDANCHINA) within 6 weeks after exam. Meanwhile, participants can check scores and download certificate through the registration website.
10. 如有作弊或者抄袭者，将取消成绩，并无法获得任何证书。
If participants are found to have cheated, they will not receive any certificate.