

KCSL Rules

1. Eligibility

- Elementary Division: Grade 3-6
- Junior Division: Up to Grade 9 (3rd year in Korean middle school)
- Intermediate & Senior Division: No grade or age limit

2. Participating Institutions (Teams)

- An institution may participate in multiple levels but not in multiple Divisions.
- Different students may compete in different rounds.
- There is a limit of 12 students per team.
- An adult team advisor must be available to handle communications with the registered students.

3. Contests

- All Preliminary Contests are administered as online tests on the [Goorm](#) platform.
- With an exception of a dictionary, no resources including the Internet and human assistance are allowed during the tests.
- For Junior, Intermediate, and Senior Divisions, both Short Problems (Theory) and Programming components have five test problems, each of which is worth 1 point (10 points total).

4. Short Problems (Theory)

- Five problems are given in this part.
- One point is awarded for each answer that matches the ACSL solution.
- The time limit is 30 minutes for the Junior, Intermediate, and Senior Division.
- The only materials allowed for the short answer tests are plain paper and a writing implement. Calculators are not allowed.

5. Programming

- Five test data are given in this part.
- One point is awarded for each program output that matches ACSL's test output.
- Students have 3 hours to submit their programming solution.
- Students must work alone in programming their code.
- Any programming language may be used, however, Java, C, C++, Python, or Python 3 are recommended.

6. Scores

- A team score is the sum of the best 3 or 5 student scores for each contest.
- All team scores will be posted on ACSL Homepage.

Please send any inquiries about KCSL to info@aceconsult.me.