MESA DAY CONTEST RULES 2026-2027

(FINAL)

Coding Solutions

LEVEL: Middle School (MS)

DIVISION(S): Novice: No prior *Coding Solutions competition* participation, and
Experienced: Prior *Coding Solutions competition* participation

COMPOSITION OF TEAM: 1-2 student(s) per team

NUMBER OF TEAMS: Preliminary – Determined by your local MESA center
Regional – # of teams per division at the discretion of each region (Northern, Central, LA/Central Coast, and Southern)

SPONSORS: University of California Davis MESA College Prep
University of California Riverside MESA College Prep

OVERVIEW: Changes, if any, from "DRAFT" rules are highlighted in "yellow." Congratulations! Thanks to your outstanding participation with the MESA Program. You have been invited to a virtual interview for a software company to obtain an internship. As part of the interview process they would like to test your knowledge virtually on programming fundamentals and problem solving using JavaScript. Students should be familiar with basic mathematics and elementary Algebra topics. **Participation logistics and limits may vary by host site. Advisors and students are responsible for verifying this information with their local MESA center.** This competition will be in-person for 2026-2027 but can also be hosted virtually, dependent upon the Host Center.

MATERIALS:

- An internet connected device with a keyboard is required.
- Students must create their own account on CodeHS (see enrollment instructions and Regional links on Page 5).

GENERAL RULES:

1) The challenge is suggested to take place within a 60 minute period for all participants at the same time and date. Participants must make sure they are on time and have the resources they need before the competition.
2) Students must have their full name(s), grades, school, and MESA center commented at the beginning of **one** of the challenges submitted. A 10% penalty will be assessed for failing to properly label.
3) This competition will be held during a 60-minute window.
    a) Novice level will have two challenges using Karel in JavaScript: 1 Debug Challenge, 1 Technical Challenge.

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   b) Experienced level will have two challenges using JavaScript: 1 Debug Challenge, 1 Technical Challenge.
4) Division entry will be determined by participation in prior year Coding Solutions competitions; if one team member is experienced, then the entire team will compete in the Experienced division.
5) Challenge Descriptions:
   a) A debug challenge is a type of programming challenge that requires you to find and fix errors in code. Each challenge will have 5 errors ranging in complexity.
   b) A technical challenge is a type of programming challenge that requires you to code a solution from scratch to create the desired outputs based on the prompt provided.
6) **The Debug Challenges must be completed in order to receive a score for the Technical Challenge.**
7) Teams will earn 10 points for each test case that their submission passes. There will be 5 hidden test cases. See "Specifications and Score Sheets" on Page 6.
8) To be eligible to compete in this competition, **ALL** team members must complete the specified pre-course **one week prior to the contest date:** at least 75% of assignments for Novice or 90% of assignments for Experienced.
   a) The assignments are on the **MESA Day JavaScript Course** on the **specified CodeHS course** (see "Enrollment Links" attachment/appendix).
   b) Make sure to enroll only in your division's course, may that be novice or experienced.
9) EACH team members **MUST** follow the naming convention for their accounts; if not adhered to, the team may be disqualified (see Page 5 for visual example).
   a) First name field: Abbreviated MESA center and School Name
   b) Last name field: Student's First and Last Name
10) No outside help (e.g., online resources, AI, textbooks, etc.) apart from the documentation tab (docs) provided by CodeHS in the competition window is allowed at any time during the 60 minutes.

JUDGING:

1) Teams will have 60-minutes to complete the challenges.
2) **One team member,** on behalf of the team, will login, enroll and complete the specified competition "Course." If both team members' accounts are present for the MESA Day Challenge Course, that team **will not** be eligible for an award.
3) Challenges start and end at times and dates specified by the hosting center.
4) Teams may submit their completed programs as soon as they like or make revisions within the allotted time.
5) The timestamp of the last submission for each challenge will be used to determine the winners.
6) The final submission will be the last case that was submitted before time runs out.
7) Winners will be determined based on the following order:
   a) The first individual or team based on timestamp to
      i) Successfully submit and pass all test cases for all challenges.
      ii) Successfully submit programs that pass all debugging test cases and have the most test cases passed for the Technical Challenge.
      iii) Successfully submit the most test cases passed for the Debug Challenge.
8) **TIEBREAKER:** Team that submitted completed challenges first wins.
9) If no teams are successful, no awards will be given. For preliminary competitions, advancement to regional competitions will be at the center's discretion.
10) All testing of code will occur within CodeHS.

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AWARDS:

- Awards will be given per division: Novice and Experienced.
- Medals will be awarded for 1st, 2nd, and 3rd place based on the Grand Total.
- Please check with your MESA center to determine the number of teams that advance to Regional MESA Day.

ATTACHMENTS/APPENDIX:

- Topics Students Need to Know
- Resources
- Pacing Tips
- Enrollment Links for MESA JavaScript Course (required pre-course)
- Specification and Score Sheet for Coding Solutions

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Programming Topics Students Need to Know

- Control and conditional statements
- Loops, iterations and nesting
- Boolean Algebra
- Functions

Experienced Only:

- Variables/Constants
- Randomization
- Math operators
- User input/output
- Design Methods

Mathematical Topics *(Students should aim to have a fundamental understanding of)*

- Arithmetic
- Order of operations
- Properties of equalities and inequalities
- Evaluating Expressions and equations

Resources

- https://www.sololearn.com/learn/courses/javascript-introduction
- https://www.w3schools.com/js/default.asp
- https://learnjavascript.online/

Pacing Tips

- Students should spend approximately 1.5 weeks per unit on average
- It's best to complete lessons in order, as topics build on each other

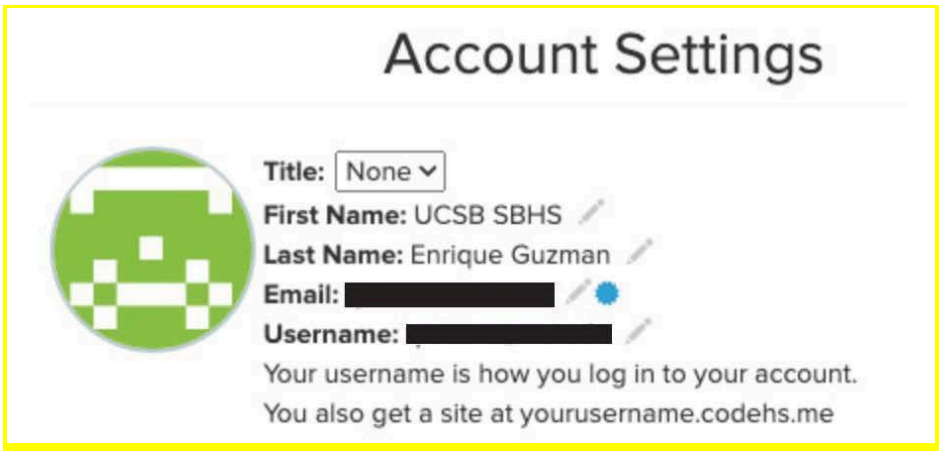
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Enrollment Links for MESA Day JavaScript Course

Enrolling Instructions

When enrolling in CodeHS, EACH team member **MUST** include their **MESA CENTER and SCHOOL** in their registration. See below for example:

- **First name field:** Abbreviated MESA Center and School Name
- **Last name field:** Student's First and Last Name



Course Links

Courses have been created to match the MESA region your host center is affiliated with. Please register for your appropriate course:

Northern: For students affiliated with CSU East Bay, RISE, UC Davis, UCSF, Ukiah

NOVICE: https://codehs.com/go/7B002 Enrollment Code: 7B002
EXPERIENCED: https://codehs.com/go/76FC7 Enrollment Code: 76FC7

Central: For students affiliated with Fresno State, San Jose State, UCSC, University of the Pacific

NOVICE: https://codehs.com/go/CA70B Enrollment Code: CA70B
EXPERIENCED: https://codehs.com/go/23113 Enrollment Code: 23113

Los Angeles / Central Coast: For students affiliated with CSULA, CSULB, UCLA, UCSB, USC

NOVICE: https://codehs.com/go/7934A Enrollment Code: 7934A
EXPERIENCED: https://codehs.com/go/6C1FA Enrollment Code: 6C1FA

Southern: For students affiliated with Imperial Valley, San Diego State, UCI, UCR

NOVICE: https://codehs.com/go/70612 Enrollment Code: 70612
EXPERIENCED: https://codehs.com/go/0050C Enrollment Code: 0050C

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SPECIFICATION AND SCORE SHEET FOR CODING SOLUTIONS

Middle School

MESA Center: _____ Student 1: _____ Grade: _____

School: _____ Student 2: _____ Grade: _____

Division: ☐ Novice ☐ Experienced

Specification

- ☐ 2026-2027 rules were followed
- ☐ One program is properly labeled and commented within coding project with team members' names, grade level, school, and MESA center: (10% penalty of **total subscore** if not properly labeled)
- ☐ All team members completed at least 75% (Novice) or 90 % (Experienced) of their respective CodeHS MESA Day course assignments
- ☐ Account name follows naming convention. If not, the team may be ineligible for award consideration.
- ☐ Program submission will be under the following team member's account:
  - ☐ _____

Judging Criteria

Project Submissions:	**Debugging Challenge**	**Technical Challenge**	**Total Time Spent**	
Time of final Submission:	: :	: :	: :	
Case #1	Pass | No Pass	Pass | No Pass	Correctly Labeled	
Case #2	Pass | No Pass	Pass | No Pass		
Case #3	Pass | No Pass	Pass | No Pass	Yes / No	
Case #4	Pass | No Pass	Pass | No Pass		
Case #5	Pass | No Pass	Pass | No Pass		
	Total Pass:	**Total Pass:**		
Total # of Ps X 10 =	Debug Sub score:	Technical Subscore:	Labeling Penalty: (*10%*)	**Grand Total**

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