



# MESA DAY CONTEST RULES 2025-2026

(FINAL)

## Coding Solutions

<b>LEVEL:</b>	Middle School (MS)
<b>DIVISION(S):</b>	Novice: No prior <i>Coding Solutions competition</i> participation, and Experienced: Prior <i>Coding Solutions competition</i> participation
<b>COMPOSITION OF TEAM:</b>	1-2 student(s) per team
<b>NUMBER OF TEAMS:</b>	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)
<b>SPONSORS:</b>	University of California Davis MESA College Prep University of California Riverside MESA College Prep
<b>OVERVIEW:</b>	<p>Changes, if any, from “DRAFT” rules are highlighted in “yellow.” Congratulations!</p> <p>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. <b>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 2025-2026 but can also be hosted virtually, dependent upon the Host Center.</b></p>

### MATERIALS:

- An internet connected device with a keyboard is required.
- Students must create their own account on Code HS (see enrollment instructions and Regional links on Page 4).

### 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: 1 Debug Challenge, 1 Technical Challenge.
  - b) Experienced level will have three challenges: 2 Debug Challenges, 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) **The Debug Challenges must be completed in order to receive a score for the Technical Challenge.**
- 6) 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.
- 7) 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 60% 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).
- 8) **EACH** team members **MUST** follow the naming convention for their accounts; if not adhered to, the team may be disqualified (see Page 4 for visual example).
  - a) First name field: Abbreviated MESA center and School Name
  - b) Last name field: Student's First and Last Name

## 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 complete all challenges.
    - ii) Successfully submit the most completed Debug Challenges.
- 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.

## AWARDS:

- Awards will be given per division: Novice and Experienced.
- Medals will be awarded for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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
- MESA Day JavaScript Course (required pre-course)
- Specification and Score Sheet for Coding Solutions

## Programming Topics Students Need to Know

- Math operators
- User input/output
- Control and conditional statements
- Loops, iterations and nesting
- Boolean Algebra
- Functions

## 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/>

## 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

### Account Settings



Title:

First Name: UCSB SBHS

Last Name: Enrique Guzman

Email:

Username:

Your username is how you log in to your account.  
You also get a site at [yourusername.codehs.me](http://yourusername.codehs.me)

### Course Links

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

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

Northern Region: <https://codehs.com/go/BBE4F>

Enrollment Code: BBE4F

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

Central Region: <https://codehs.com/go/2DF4B>

Enrollment Code: 2DF4B

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

LA/Central Coast Region: <https://codehs.com/go/AF12D>

Enrollment Code: AF12D

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

South Region: <https://codehs.com/go/817F3>

Enrollment Code: 817F3

**SPECIFICATION AND SCORE SHEET FOR CODING SOLUTIONS**  
**Middle School**

MESA Center: \_\_\_\_\_

Student 1: \_\_\_\_\_

Grade: \_\_\_\_\_

School: \_\_\_\_\_

Student 2: \_\_\_\_\_

Grade: \_\_\_\_\_

Division:  Novice  Experienced**Specification**

- 2025-2026 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 if not properly labeled)
- All team members completed at least 60% (Novice) or 90 % (Experienced) of 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 #1	Debugging #2 (Experienced level <u>only</u> )	Technical Challenge		
Time of final Submission:	: : :	: : :	: : :		
Case #1	Pass   No Pass	Pass   No Pass	Pass   No Pass		
Case #2	Pass   No Pass	Pass   No Pass	Pass   No Pass		
Case #3	Pass   No Pass	Pass   No Pass	Pass   No Pass		
Case #4	Pass   No Pass	Pass   No Pass	Pass   No Pass		
Case #5	Pass   No Pass	Pass   No Pass	Pass   No Pass		
	<b>Total Pass:</b>	<b>Total Pass:</b>	<b>Total Pass:</b>		
<b>Total # of Ps X 10 =</b>		Debug Sub score:	Technical Subscore:	Labeling Penalty (10%)	<b>Grand Total</b>