Virtual Challenge Meets
Scoring, Tie-breaker and Clarifications Page

Accounting – Clarifications

- 60 Minute Time Limit
- Scoring – five points for each correct answer, no penalty for wrong answers.
- Bonus points given for starred problems…one star = 1 point, two stars = 2 points, etc
- Simple 4-function calculator only
- Accounting has no tie-breaker

Calculator – Clarifications

- 30 Minute Time Limit
- Skips, incorrect answers are the same.
- Answers formats and variations that are counted correct are listed on the Cover Page.
- To compute the score, draw a line after the last problem attempted
- Multiply that by 5...that's the earned points.
- Count all the skips and incorrect answers up to and including the last problem attempted
- Multiply that by 7...that's the penalty points.
- Subtract the penalty points from the earned points and that is their score. Example: Johnny gets to 60, but misses/skips 18 problems (60)(5) = 300; (7)(18) = 126; 300 - 126 = 174. Their score is 174.
- If they got the correct answer on the SD problem (if there is one), but did not get the significant digits, you must subtract two points from their score (see example in tiebreaker for more details…works the same way).
- Note: if you can read it, count it correct…unlike NS, they can markover.

Calculator Tiebreaker

- Add all of the stated and geometry problems that are correct and multiply that total by **five**.
- If they got the correct answer on the SD problem (if there is one), but did not get the significant digits, you must subtract two points from their tie-breaker total.
- Example: Johnny got 13 Stated and Geometry problems correct, including the SD problem.
- (13)(5) = 65. However, he did not get the significant digits, so you subtract 2 points.
- 65 - 2 = 63; Johnny's tie-breaker score is 63.

Computer Science – Clarifications

- 45 Minute Time Limit
- Correct answers are worth **6** points; Incorrect answers are worth **(-2)** points.
- No penalty for answers left unanswered.
- The tiebreaker is percent accuracy
- Divide the number they got correct by the number they attempted…that will be a decimal
- Move the decimal two places to the right to convert to a percent
- Round to the nearest tenth.
- Example: Johnny attempts 24 problems and gets 9 correct & 15 incorrect.
- 9 divided by 24 = .375
- Move the decimal two places to the right = 37.5, therefore Johnny's Score is **24** (54-30) and his tie-breaker score is **37.5**

Current Events – Clarifications

- 60 Minute Time Limit
- No essay
- 1 point for each correct answer.
- No penalty for incorrect answers.
- No tiebreaker

Literary Criticism – Clarifications

- 90 Minute Time Limit
- Correct answers are worth either 1 or 2 points based on the section the question is in.
- No tiebreaker
- No Essay Question that counts as part of the Virtual Meet Scoring.
- If there is an Essay Question listed on the LC Test, then our Test Writer just included it for extra practice for your students...sometimes she does, sometimes she doesn't…it is **NOT** part of the Virtual Scoring.

Mathematics – Clarifications

- 40 Minute Time Limit
- Correct answers are worth *6* points; Incorrect answers are worth **(-2)** points. (Same as Computer Science scoring)
- No penalty for answers left unanswered.
- The tiebreaker is percent accuracy
- Divide the number they got correct by the number they attempted…that will be a decimal
- Move the decimal two places to the right to convert to a percent
- Round to the nearest tenth.
- Example: Johnny attempts 24 problems and gets 9 correct.
- 9 divided by 24 = .375
- Move the decimal two places to the right = 37.5, therefore Johnny's tie-breaker score is **37.5**

Number Sense – Clarifications

- 10 Minute Time Limit
- Skips, incorrect answers, markovers are all the same
- To compute the score, draw a line after the last problem attempted
- Multiply that by 5...that's the earned points.
- Count all the skips, incorrect answers and markovers up to and including the last problem attempted
- Multiply that by 9...that's the penalty points.
- Subtract the penalty points from the earned points and that is their score.
- Example: Johnny gets to 30, but misses/skips/markovers 7 problems (30)(5) = 150; (7)(9) = 63; 150 - 63 = 87. Their score is 87.
- No tiebreaker

Science - Clarifications

- 120 Minute Time Limit
- 6 points for correct answer, -2 for wrong answer and nothing if they leave it blank. (Same as Computer Science and Mathematics except you do it for each section separately)
- When you enter your student's scores, you enter the Biology, Chemistry and Physics scores separately.
- The program will total their score.

Tiebreaker
- The tiebreaker is percent accuracy
- Divide the number they got correct by the number they attempted…that will be a decimal
- Move the decimal two places to the right to convert to a percent
- Round to the nearest tenth.
- Example: Johnny got 9 out of 24 questions correct 9 divided by 24 is .375, which is 37.5 %, so I would enter 37.5

Social Studies-Clarifications

- 90 Minute Time Limit
- Correct answers are worth either 1, 2 or 3 points based on the section the question is in.
- No essay
- No tiebreaker

Spelling – Clarifications

- 15 minutes TOTAL for 1A & 1B together. (30 questions) (the program has a built-in timer)
- We will be using the tiebreaker (20 words)...enter that number in the tiebreaker slot
- Spelling Coach/Proctor should load the Spelling Program on the testing computers in advance and check the audio with headphones to get best A/V results.
- After the student completes the Spelling Test, they MUST PRINT THEIR RESULTS. If they close without printing, their score will be unavailable, but not lost. Read the Spelling Instructions posted with the ASW .exe program for details on retrieving lost scores.

  If you choose to use the Written/human pronounced version, instructions for that option are with the test itself.