

Registering Teams with Local Contest Code

The purpose of the local contest code is to facilitate your course project by providing you with a means of getting up-to-date web-based feedback about your students' performance in the West Point Bridge Design Contest.

- Senior high school students local contest code is: ASCD
- Middle school students local contest code is: ASCM

Directions for registration and on how to use the local contest code:

- (1) Instruct all of your students to register for the West Point Bridge Design Contest at <http://bridgecontest.usma.edu/login.htm>

If any of your students are not "eligible contestants," as defined by the WPBDC rules, that's OK. They can still register in the "Open Competition." (Anyone in the world can enter the Open Competition, though there are no prizes associated with this category.)

- (2) On the final page of the web registration system (the same page on which teams are asked to provide their e-mail address and password), your students will see a text box labeled, "If you are participating in a local contest organized by your school, a local engineering association, or other organization, **enter your Local Contest Code here.**" Students should enter the Local Contest Code in this text box.
- (3) The website will check that the code is a valid one and will post a confirmation on the Team Home Page.
- (4) If a contestant has already registered and did not enter the Local Contest Code at the time of registration, he or she can add it at any time by logging into the Team Home Page.
- (5) Once your project or contest is underway, you can view your own **Local Contest Scoreboard** on the following web page. This scoreboard will be automatically updated at least every 24 hours after the Qualifying Round begins.

<http://bridgecontest.usma.edu/standings/local/ASCM.htm>

and

<http://bridgecontest.usma.edu/standings/local/ASCD.htm>

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