

## TECHNICAL BOWL GUIDELINES

### PURPOSE:

The purpose of this program is to promote a free spirit of competition among the radiologic technology students. In addition to initiating a competitive spirit, it can be a good review for all technologists attending.

### Team makeup and eligibility of entrants:

1. Each Radiologic Technology program may enter one team.
2. Each team shall consist of four members, registered for the meeting.
3. Each team member shall be a radiography student, registered for the meeting, currently enrolled in an accredited Radiologic Technology program. Each program director will certify the eligibility of each team member.
4. Students participating in the technical bowl must be registered for at least one day of the conference or the school may elect to pay an entry fee of \$300.00 for the evening's activity.

### Required equipment:

- A. Game Panels: An appropriate device will be used that will provide a clear indication of the first contestant to respond to a question. This device shall also act as a timing device.
- B. Scorekeeping Device: A device such as a chalkboard, flip chart, or electronic light display, will be used to maintain team scores visible to the contestants, and if possible, to the spectators.
- C. Questions: The questions are arranged in game packets consisting of 15 questions. Each packet will be composed of questions from each of the four (4) categories used by the ARRT.
  1. Patient Care
  2. Safety
  3. Image Production
  4. Procedures

In the event that more than 12 teams enter the technical bowl competition, the first round shall consist of questions limited to medical terminology, patient care, and anatomy.

### Expectations:

Recording questions during a match is strictly prohibited. This includes using cameras (cell phones) and/or writing questions. Violation of this expectation will result in spectator dismissal, participant dismissal and/or team forfeiture. Photographs will be permitted only before and after a match.

### Officials:

- A. Moderator: The moderator assumes complete direction of the game, asks all questions, designates contestants to answer questions, and accepts or rejects all answers unless the questions or the answers are challenged. Indicates when a contestant has exceeded the allocated time for a question, declares the game winner and shall be in control of the games at all times.
- B. Referee Judges: At least two referee judges shall be used. The referee judges must be knowledgeable technologists. The referee judges may rule individually or jointly on the acceptability of any question or answer. In cases of challenges to questions or answers, either both the referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question or answer.
- C. Timekeeper: At least one individual or an electronic device shall be used to indicate to the moderator the expiration of the time allowed responding to a question.
- D. Scorekeeper: One individual shall be used to keep score for each contest. One of the judges may serve as the scorekeeper. The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and that the scores are clearly visible to the moderator and to the contestants. The scorekeeper and timekeeper may be the same individual.

## Procedure of play:

### A. Order of team play:

1. Single elimination brackets will be used. If an odd number of teams participate in the competition, team captains will draw for a first round bye.
2. If the number of pairings becomes an odd number in succeeding rounds, the highest scoring losing team from the preceding round will be used when necessary to fill brackets in succeeding rounds. If a tie exists in selecting the highest scoring losing team, the team with the smallest losing margin will be used. If a tie exists in selecting the team with the smallest losing margin, play will enter a Sudden Death Round.
3. If more than 12 teams participate in the competition, Round 1 matches will use 8 questions limited to medical terminology, patient care, and anatomy.
4. Round 2 and succeeding rounds use 15 questions based on the ARRT content (unless the buzzer system fails – explained below in part C.)

### B. Equipment:

1. Teams are assembled and seated at their respective panels and each contestant is given the opportunity to check the buzzer system. **It shall be the responsibility of each contestant and timekeeper to assure that all equipment is operating correctly at the start of the match.**

### C. Match procedure:

#### Round 1

1. Question will be read by the moderator. (If a buzzer is activated during the reading of any question, the moderator will cease reading the question and recognize the participant buzzing in. If the participant does not supply the correct answer, the complete question will be read for the other team).
2. At the end of the question reading, a 15 second timer begins. (If the 15 second period in which to answer a question elapses without a contestant activating a buzzer, no points are gained or lost by either team. The moderator will announce the correct answer for educational purposes).
3. Team members may consult.
4. Team buzzes in.
5. Team buzzing in waits to be recognized by the moderator.
6. Team member supplies the answer within 10 seconds. (It shall be the responsibility of the moderator, timer, and referee judges to determine if any actual answer is started within this 10-second period).
7. Correct answer = +1.
8. Incorrect answer = -1.
9. If the team that did not buzz in provides an answer, one point will be deducted from that team's score.
10. Following the final question, the team with the highest number of points shall be declared the winner of that game.
  - a. In the event of a tie after the final question, the moderator will read a question from a set of "tie breaker" questions. At the end of the reading of the question, teams have 15 seconds to buzz in. The team buzzing in must be recognized by the moderator. The team must then supply the answer within 10 seconds. A correct answer results in scoring 1 point. (As long as the team does not have a negative score or a "0" score, they will be declared the winners for that game). An incorrect response is counted as "incorrect" and a one point penalty (-1) is imposed against the team.
  - b. A game cannot end unless one team has a point value higher than "0". A game cannot be won with a negative score or with a "0" score. If a game ends with both teams having scores of "-1" or "0", the game will continue using the "tie breaker" questions until one team has a positive score and is declared the winner.

11. If the buzzer system fails, the game will still consist of 8 questions. Each team will alternate answering a question. The moderator will begin asking questions at the point where the buzzer system failed. At the end of the final question, the team with the highest number of points shall be declared the winner of that game.
  - a. In the event of a tie after the final question, each team will alternate answering a "tie breaker" question until one team has the highest number of points.
  - b. A game cannot end unless one team has a point value higher than "0". A game cannot be won with a negative score or with a "0" score. If a game ends with both teams having scores of "-1" or "0", the game will continue using the "tie breaker" questions until one team has a positive score and is declared the winner.

### **Qualifying for Round 2**

1. 12 teams maximum from Round 1 will qualify (includes 1 team with the first round bye).
2. Losing teams will be ranked and the top teams will be selected to move on to Round 2.

### **Round 2 and Succeeding Rounds**

1. Question comes up on the screen.
2. The 30 second timer begins. (If the 30 second period in which to answer a question elapses without a contestant activating a buzzer, no points are gained or lost by either team. The moderator will announce the correct answer for educational purposes).
3. Team members may consult.
4. Team buzzes in.
5. Question disappears from the screen.
6. Team buzzing in waits to be recognized by the moderator.
7. Team member supplies the answer within 10 seconds. (It shall be the responsibility of the moderator, timer, and referee judges to determine if any actual answer is started within this 10-second period).
8. Correct answer = +1
9. Incorrect answer = -1
10. If team that did not buzz in provides an answer, one point will be deducted from that team's score.
11. Following the final question, the team with the highest number of points shall be declared the winner of that game.
  - a. In the event of a tie after the final question, the moderator will read a question from a set of "tie breaker" questions. At the end of the reading of the question, teams have 15 seconds to buzz in. The team buzzing in must be recognized by the moderator. The team must then supply the answer within 10 seconds. A correct answer results in scoring 1 point. (As long as the team does not have a negative score or a "0" score, they will be declared the winners for that game). An incorrect response is counted as "incorrect" and a one point penalty (-1) is imposed against the team.
  - b. A game cannot end unless one team has a point value higher than "0". A game cannot be won with a negative score or with a "0" score. If a game ends with both teams having scores of "-1" or "0", the game will continue using the "tie breaker" questions until one team has a positive score and is declared the winner.
12. If the buzzer system fails, the game will consist of 14 questions. Each team will alternate answering a question. The moderator will begin asking questions at the point where the buzzer system failed (however, if the buzzer system fails after 14 questions have already been presented, the team with the highest number of points shall be declared the winner). At the end of the final question, the team with the highest number of points shall be declared the winner of that game.
  - a. In the event of a tie after the final question, each team will alternate answering a "tie breaker" question until one team has the highest number of points.
  - b. A game cannot end unless one team has a point value higher than "0". A game cannot be won with a negative score or with a "0" score. If a game ends with both teams having scores of "-1" or "0", the game will continue using the "tie breaker" questions until one team has a positive score and is declared the winner.

### **Sudden Death Round**

1. One representative from each of the tied losing teams will be seated at the table.
2. Question will be read by the moderator. (If a buzzer is activated during the reading of any question, the moderator will cease reading the question and recognize the participant buzzing in. If the participant does not supply the correct answer, the complete question will be read for the other team(s)).
3. At the end of the question reading, a 15 second timer begins. (If the 15 second period in which to answer a question elapses without a contestant activating a buzzer, the moderator will announce the correct answer for educational purposes and sudden death play will resume).
4. Team buzzes in.
5. Team buzzing in waits to be recognized by the moderator.
6. Team member supplies the answer within 10 seconds. (It shall be the responsibility of the moderator, timer, and referee judges to determine if any actual answer is started within this 10-second period).
7. Correct answer = +1.
8. The team who correctly answers the sudden death question shall be declared the winner of that game.