

TSRC Sputum Bowl

Rules of competition

(Revised January 2015)

Deadlines:

- **March 31st** - Intent to participate: Please email David R. Gibson BS RRT RCP at drifter12@att.net or david.gibson@hcahealthcare.com . One team per school or institution. Space will be held for 6 practitioner and 6 student teams. Space is available on a first come, first serve basis.
- **April 1st** - Competition opens up to second teams from any institution or school. 12 team spaces on available on a first come, first serve basis. For example if only two practitioner teams sign-up, then there is room for 10 student teams.
- **April 1st up to game day** – schools/institutions may continue to sign up on a space available basis. Once the competition is full, teams may be put on a waiting list.
- **8:00 am Game day** – Teams not present by a reasonable waiting period will be replaced by teams on the waiting list.

Pre-game meeting

There will be a meeting at 8:00am on game day, all team members should attend. There will be a short orientation to review the rules of competition, and teams will be bracketed using “Print your brackets.com” for double elimination. All team members should be registered for the convention: be ready to submit your badge as proof of attendance at the TSRC Annual meeting.

Contest Rules

1. The objective of the Sputum Bowl is to stimulate interest in the knowledge and practice of the Respiratory Care profession.
2. The contest shall be held in a spirit of sportsmanship. From time to time an irregularity occurs and if there are no guidelines to cover the situation, the Sputum Bowl committee will confer among themselves and the judges.
 - a. The action to be taken will be based on Sputum Bowl Contest rules and the ruling of the majority.
 - b. If the situations dictates it, and the decision is left up to the team captains, they will be asked to make a decision, again, the majority will determine the outcome to remedy the situation.
3. Qualifications of team members:
 - a. Any member in good standing with the TSRC is welcome to form a team.
 - b. ***All contestants must register for the convention before or the morning competition, before the contest begins.***

- c. There are two types of teams, student and practitioner.
 - i. A student team is considered to consist of 100% students from an accredited program.
 - ii. A team with one or more practitioners will be considered to be classified as a practitioner team.
4. The winning practitioner team will be crowned Champion of the Practitioner Contest and represent the TSRC in the AARC National Sputum Bowl.
 - a. All members of the team MUST be current members in good standing of the AARC.
5. The winning student team will be crowned Champion of the Student Contest represent the TSRC in the AARC National Student Sputum Bowl
 - a. All members of the team MUST be current members in good standing of the AARC. If either winning team cannot go the national competition for any reason, the second place team will represent Texas, and so forth. In any case, the winning team will still be the Texas champion.
6. Communication between the Team and the Sputum Bowl Committee -

It is strongly suggested that each team identify ONE person as the person, liaison, who will communicate with the TSRC SB committee and ask any questions. Further, this one person should communicate any information/communication that he/she receives from the SB committee to the rest of the team. The chairman, liaison, for the TSRC SB is David Gibson.
7. There are no requirements that a team submit contest questions. If a team wishes to do so, please submit the questions to David Gibson, care of the TSRC at P O BOX 837, South Houston, TX 75251, or email David Gibson to drifter12@att.net
8. Team Composition
 - a. The composition of team members is left to the sponsoring institution or group.
 - b. Teams are made up of 1-3 members with 1 alternate. The roster is set once the team begins its 1st preliminary game. Of course, the alternate can be substituted for any and all games after the first game.
 - c. An individual can be a member of only one team entered in the competition.
9. Format for the competition: The Texas Sputum Bowl will take place during the TSRC Annual Meeting
 - a. A pre-contest meeting will be held at 8 AM on the day of the competition.
 - b. Preliminaries will be held prior to the finals. (9AM)
 - c. Preliminaries will be double-elimination (two losses = elimination)
 - a. The final teams will play in championship contests in a single elimination format (one loss = elimination), Student & Practitioner. The two winners will compete. The student and practitioner champions will play for the overall Texas Champion.
10. The Moderator
 - a. Starts and stops the contest clock.
 - b. Shall be familiar with the terminology of the profession and shall be appointed by the Sputum Bowl chair.

- c. Shall have the power and option to accept or reject an answer without asking for ruling from the judges.
- d. The Sputum Bowl chair and the moderator will be responsible for the overall physical setup of the contest site, the proper functioning of the equipment, questions & all other arrangements to ensure a smoothly run game.
- e. During the playing of the game, the moderator is in charge. He/she must control the actions of the teams, judges, scorekeeper, timekeeper, and audience.
- f. The moderator shall review all questions prior to the contest to determine the limits of acceptable alternate responses to each question and determines sets of question for use during each round of play.

11. Judges

- a. The judges shall be qualified in their respective disciplines.
- b. It is ideal for the judges not to be related to any of the teams involved in the contest. This is a guideline, not a rule for the preliminaries. This is a rule for the finals.
- c. The judges impaneled for the contest shall rule on the response to any question when so desired by the moderator and indicate whether they accept or reject a team's answer. All decisions from the judges shall be final.
- d. The judges will also be keeping score. When the scoreboard totals are in question, the judges scoring will be official.

12. The timekeeper

Is responsible for all timing issues, shall track the ten second intervals, remind the moderator to start the penalty periods, and participate in protest meetings. He/She shall keep the official time from start to finish of the Rounds. The timekeeper can start or stop the contest clock.

13. The scorekeeper

Shall physically start and stop the clock, add/subtract points on the scoreboard, remind the moderator to start the penalty period, & participate in protest meetings. The scorekeeper can start or stop the contest clock.

14. Only the moderator, timekeeper and scorekeeper can stop the contest clock. Judges and teams cannot.

15. Rules of gameplay:

- Consists of Two teams in competition
- Is ten minutes in length
- Team scoring the most points at the end of the game is the winner.
- Rules of play will be similar to the current AARC Sputum bowl rules of play:
 - Teams buzzing in early risk losing a point: Moderator will ask a question, if a team buzzes in before the moderator has finished reading the question, the moderator will announce that the team is "at risk", stop reading and allow the

team to answer. The team buzzing in has 10 seconds to begin an answer. Team members may confer during this period.

- If the answer is correct, the team is rewarded one point.
 - If, however the answer is incorrect, the team buzzing in early will be penalized one point. The question will be re-read for the opposing team in its entirety and they may answer without penalty.
- There will be a Bonus/Penalty Phase during the last two minutes of matches. A team who buzzes in first with a correct answer will receive 2 points (bonus). A team that buzzes in first with an incorrect answer will have 1 point deducted (penalty). If the first team that buzzes in is incorrect, that team will lose a point and the second team will then get an opportunity to answer. If correct, the second team will receive 1 point. If incorrect, no points will be deducted.
 - Once per game, a team may use a lifeline called "Ask an Expert":
 - Each team must submit the name of their "Expert" to the Sputum Bowl committee prior to the start of each game.
 - The team may choose as an "Expert" anyone (except someone on the Sputum Bowl Committee or any judge that may be presiding during the round).
 - During a round, the first team to buzz-in has the option to call for the help of the "Expert" by announcing: "Ask an Expert".
 - An incorrect answer after "asking the Expert" will be penalized one point.
- Tie games will be resolved by a sudden death playoff. The first team to score three points is the winner of the round. There is no clock during a tie-breaker round although teams buzzing in early risk losing a point as in regular play.
 - If the moderator hears an answer from the audience, the question is thrown out. Only the moderator can determine this. If judges, or ANYONE else hears the answer but the moderator does not, the game continues.
 - If the moderator inadvertently continues to read the question after a team has "buzzed in", the question will be thrown out.
 - If the moderator reads the correct response prior to giving the second team a chance to answer the question, the question is thrown out and the team who did not have a chance to respond will have a "free read" of the next question in the pile. The other team will NOT have a chance to answer this question.
 - A team is eliminated from the contest when losing two games during the preliminaries.
 - The moderator can read any part or all of a question and then stop and throw out the question if it is felt that the question is a duplicate or is inappropriate.
 - All questions are worth 1 point.

- The moderator will ask the pre-selected questions, indicate the team that responded first and await the answer. The moderator will judge the FIRST answer given as to its correctness. If the answer is correct, the moderator will give a clear indication to the scorekeeper. (It is the responsibility of the teams to coordinate ONE person who speaks their answer into the microphone and to maintain a distinction between intra-team discussion and THE answer that is meant for the moderator to rule on).
- Each team, after responding to a question, shall have 10 seconds to discuss the answer among themselves and BEGIN an answer. Failure to answer correctly or at least begin the answer will disqualify the team's answer to that particular question. (Saying emrrrrr.... or repeating the question is NOT the beginning of an answer.) The opposing team will then have the option of hearing the entire question reread, (most teams prefer this), or may simply state their answer. After the reading, the team will have 10 seconds to confer.
- Either team or anyone on either team may "buzz in" as soon as they wish during the reading of a question but is subject to "Risk/Reward"
- If the question has been read, and no team responds within ten seconds, the timekeeper will call time and the question dies. The reading of the correct answer of a dead question is at the discretion of the moderator.
- If a team buzzes in before the end of the game and the 10 minute time period expires before or during the answer, this team will be given a chance to answer the question for a point (also subject to losing a point of buzz-in was before the complete reading of the question).
- The outcome of a game is not official until judges and scorekeepers have had a chance to compare scores and potentially correct the final score.

16. Forfeiting a game.

During the preliminaries, the teams are called to the stage. Once it has been determined that a team is not present, the contest clock will be set at 1 minute. A countdown will begin. When a team fails to take the stage within 1 minute, they forfeit.

17. Contest pairings. The games will consist of:

- a. Two teams in competition
- b. Ten minutes in length
- c. The team with the most points at the end of 10 minutes wins.
- d. The preliminaries are double elimination.
- e. The finals teams will be identified by the preliminary competition winners
- f. The winner of the Student game is the student champion.
- g. The winner of the Practitioner game is the practitioner champion.
- h. The preliminary teams will be randomly paired for the first round by "draw."
- i. Bracketing will follow the method designed by "Print Your Brackets.com" double

elimination game play.

- j. Championship games: Student Champion, Practitioner Champion and Texas State Champion will be played in the evening.

18. Questions: The SBC will make the effort to write and reference all questions to the current Reference list. The AARC National SBC determines most of the current reference list.

19. Challenging the Competition

- Team captains are asked to wait in the contest area for ten minutes after the completion of their game to learn of any protests relative to that game. All protests are dealt with at the end of the round.
- A team coach or captain may communicate the “intent to protest” within 10 minutes following the game in which the protest is claimed.
- The Protest Review Panel consists of the judges, moderator, timekeeper, scorekeeper, and the Sputum Bowl committee chair. The Sputum Bowl chair is in charge of any the protest meeting.
- The protest review consists of the following:
 - i. The protesting team captain has five minutes to present his argument.
 - ii. The opposing team captain has five minutes for rebuttal.
 - iii. The captains will leave the meeting after their input.
 - iv. The Protest Review Panel will review the protest and vote as to the outcome with the majority ruling.
- The SBC will announce the outcome to the teams & audience simultaneously in the competition arena. (Protests are either “upheld” or “denied.”)
- Teams that have won a game in regular play CANNOT be declared the loser of that game as the result of a protest. Teams that lose a game in regular play but would tie or out-score their opponents, as the result of a protest, will play their opponents in a tiebreaker game.
- If the game that is being protested ends in a tie, all protests will have no effect. The tiebreaker will decide everything. However, if another event arises during the tiebreaker that can be protested, it shall be resolved as in above.

20. In keeping with the AARC policy, no recording devices of any kind (audio and/or video) will be permitted during games by ANYONE, other than the official scorekeeper.

Sputum Bowl Committee

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