



2019 SPUTUM BOWL RULES

The TSRC Program Committee cordially invites student teams to participate in the 2019 TSRC Sputum Bowl Competition, Tuesday, July 9, 2019, at the Waco Convention Center's Bosque Theatre in Waco, TX. Each respiratory care program in Texas is encouraged to send a student team to participate!

The TSRC Sputum Bowl Rules have been modified and condensed from the AARC National Student Sputum Bowl Competition Rules. Please read the rules carefully and completely, as we have implemented a few changes for 2019. Each participating team is responsible for understanding and complying with all rules and published deadlines.

Due to the physical and time limitations for a double elimination format, *we must limit participation to 20 eligible teams*. Competition spaces will be reserved based on the receipt date of each team's complete registration information. If necessary, team applications received after the registration deadline will be placed on a wait list.

**NEW FOR 2019!
ALL TEAMS ARE REQUIRED TO SUBMIT WRITTEN QUESTIONS**

In 2019 and beyond, each participating Sputum Bowl team will be responsible for submitting TWENTY (20) written questions to help update the question bank.

All team submissions must be new and original each year and adhere to the specifications detailed in Section 10 of the rules. Each question must be referenced only from textbooks and journals included in the 2019 Reference List (Appendix A).

**Please note the following deadlines for the
2019 TSRC Sputum Bowl Competition**

**Application for participating teams: May 1, 2019
Written question submissions: June 1, 2019
Roster revisions: June 30, 2019**

The TSRC Program Committee looks forward to another great competition in Waco!

**TSRC SPUTUM BOWL RULES OF COMPETITION
(REVISED February 2019)**

1. Objectives

- a. The objective of the Sputum Bowl is to stimulate interest in current knowledge and practices in respiratory care.
- b. The competition shall be conducted in a spirit of professionalism and good sportsmanship.
- c. There are no losers in this contest as each participant and spectator gains from this experience and emerges with a greater understanding of respiratory care.

2. Team Registration

- a. Any CoARC accredited respiratory care program in Texas may be represented in the Student Sputum Bowl competition.
- b. A team shall consist of at least two (2) and not more than four (4) members.
- c. Each participating team shall submit registration documents prior to the published deadline.
- d. Each participating team is **required** to submit questions to update the competition bank. Please refer to Appendices A & B for details on format.
- e. Each registered team shall submit a team roster prior to the published deadline.
- f. A maximum of two teams may represent any given respiratory care program.

3. Team Member Eligibility

- a. An individual may be a member of only one team entered in the student competition
- b. At the time of competition, all team members must be current members in good standing of the American Association for Respiratory Care (AARC).
- c. All team members must be registered for the 2019 TSRC convention on the date of competition.
- d. Application for competition entry in the TSRC Sputum Bowl must be received no later than **May 1, 2019**
- e. Submission of questions from each team shall be made to the moderator no later than: **June 1, 2019**
- f. No roster changes will be accepted after: **June 30, 2019**

4. General Competition Format

- a. The Sputum Bowl competition will be held during the TSRC annual convention.
- b. Team matches will be paired using a randomized bracket format.
- c. Preliminary competition will be held prior to the finals and will consist of a double elimination format
- d. Preliminaries will be played until only four (4) teams remain. The remaining teams will advance to the Finals
- e. Finals will consist of a single elimination format for the four teams remaining after preliminary play has concluded.

5. Moderators

- a. The moderator shall be someone familiar with the terminology of the respiratory care profession and shall be appointed by the TSRC Board of Directors.
- b. The moderator shall review all questions prior to the competition to determine the limits of acceptable alternate responses to each question and determine appropriate questions for use during each round of play.
- c. During competition play, the moderator is in charge. He or she must control the actions of the teams, judges, scorekeeper, timekeeper, and audience.
- d. The moderator shall have the power and option to accept or reject an answer without requiring a judge's ruling.
- e. The Program Committee and the moderator shall be responsible for the physical set up of the contest site and confirm the proper functioning of all equipment to ensure the contest runs smoothly and efficiently.

6. Judges

- a. Judges shall be qualified individuals in their respective fields.
- b. Judges may review the individual and team eligibility prior to and during competition to determine if irregularities exist.
- c. The judges shall not be directly related to team members involved in any individual contest, nor shall they be directly affiliated with a team competing in a game for which they are acting as a competition judge.
- d. The judges impaneled for the competition shall rule on the response to any question when asked by the moderator and indicate whether a team's response has been accepted or rejected. All decisions by the judging panel are final and no challenges will be accepted based on the judges' prior ruling.

7. Competition Details

a. Preliminary Competition

- I. A preliminary game shall consist of:
 - a) Two (2) teams of up to three (3) members each competing at one time
 - b) Ten (10) minutes in length
 - c) The team scoring the most points at the end of ten minutes will be the winner of the game
 - d) A team will be eliminated after losing two games during the preliminary competition.
 - e) Recording devices of any kind are prohibited during the contest

b. Finals Competition

- I. A finals game shall consist of:
 - a) Two (2) teams of up to three (3) members each competing at one time
 - b) Ten (10) minutes in length for semifinal games, fifteen (15) minutes for the Finals game(s).
 - c) The team scoring the most points at the end of the allotted game time will be the winner
 - d) Recording devices of any kind are prohibited during the contest
- II. The final four teams will be paired at random and will compete for berths in the championship game.
 - a) The teams winning their first game in the final competition will meet in the championship game.
 - b) The teams losing their first game in the final competition will be awarded third place.
 - c) The winner of the championship game will be awarded first place.
 - d) The loser of the championship game will be awarded second place.
- c. The moderator shall signal the beginning of each game.
- d. The timekeeper shall time the length of play and announce the end of play.
- e. The scorekeeper shall maintain a running score visible to all participants and the audience, and may record audio of all match play.
- f. The moderator will ask pre-selected questions and either team may utilize the buzzer system ("buzz in") to answer the question.
- g. The moderator acknowledges the team that buzzed in first and contestants then have ten (10) seconds to begin speaking their answer to the moderator. Contestants may confer during this time.
- h. Once they begin speaking, contestants have ten (10) seconds to complete their answer. The moderator will judge the first answer given by any team as to its correctness, and if correct, indicate to the scorekeeper.

- i. If neither team responds to a question within ten seconds, the question will be set aside and the game continues.
- j. Each correct answer will have a value of one point during the first eight minutes of preliminary play and during the first twelve minutes of finals play.
- k. The element of **"Risk/Reward"** will exist throughout the entire game and is hereby described: If a team buzzes in to answer **before** the moderator has finished reading the question in its entirety, the moderator will stop at that point in the question and indicate to the team that they are **"At Risk."** The team has ten (10) seconds to begin an answer and may confer during this time. If the answer is correct, they are "Rewarded" with a point. If the answer is incorrect, a point will be deducted from their score. If incorrect, the moderator will re-read the question to the opposing team who is provided ten (10) seconds to respond. If that team answers correctly, they will score a point. If they are incorrect, a point will not be deducted from their score. ***A team will never be "At Risk" if they respond to a question after the moderator has finished reading it, unless during the Bonus/Penalty Phase.***
- l. Once per preliminary game, each team may enlist help to answer a question in the form of **"Ask an Expert."** Once per finals game, this assistance may be provided from a group called a **"Posse."**
 - I. In **preliminary** competition, each team must submit the name of the **"Expert"** to the moderator prior to the start of each game. The team may choose whomever they wish to serve as the expert for the game, except anyone at the moderator's table or a judge presiding during the round. The expert is then seated at the stage, with their backs to the team. During game play, if a team wishes to enlist the help of their expert to answer a question, after buzzing in, they should announce to the moderator that they would like to **"Ask their Expert."** The expert must quickly join the team and the 10 second time clock begins. Note that the rules of "Risk/Reward" apply any time a team buzzes in early, even when utilizing their expert. Teams will not be allowed to **"Ask an Expert"** after the 2:00 minute mark in remaining preliminary game play.
 - II. In **Finals** competition, each team will select a maximum of six (6) people to form a **"Posse"** to assist them in answering one question per game. The "posse" will sit together at the front of the competition venue. During game play, if a team wishes to enlist the help of their posse to answer a question, after buzzing in, they should announce to the moderator that they would like to **"Call the Posse."** At this point, the game clock will be stopped briefly until the team's posse has been located. Once identified, the game clock restarts and the posse will have ten seconds to begin their answer, **without consulting** the participating team. Once the posse gives an answer or when time expires, regular game play continues. Note that the rules of "Risk/Reward" apply any time a team buzzes in early, even when utilizing their posse. Teams will not be allowed to **"Call the Posse"** after the 3:00 minute mark in remaining Finals game play.
- m. There will be a **Bonus/Penalty Phase** during the last two minutes of Preliminary play and during the last three minutes of Finals play. During this time, any team that buzzes in first and answers correctly will receive two (2) points (bonus). If the team that buzzes in first answers incorrectly, they will have one (1) point deducted from their score (penalty). The question will then be re-read for the opposing team. If correct, the second team will score one (1) point; if incorrect, no points are deducted.
- n. If a team that buzzes in first (Team A) answers a question incorrectly and the moderator subsequently neglects to offer a second read to the opposing team (Team B) before moving on, the question will be omitted. The moderator will state that the question will be omitted and instruct the scorekeeper how to adjust the score, and if needed, the timekeeper will be instructed when to resume time. A new question will then be read to Team B. Per the rules, they will have 10 seconds to respond with an answer. Any points lost by Team A on the first question (penalty phase, or "At Risk") shall stand and Team B shall earn points on the second question per the rules.
- o. Tie games at the end of regulation play shall be resolved by sudden death playoff. The first team to score three (3) points shall be declared the winner. **"Risk/Reward"** will apply, but **"Ask the Expert/Call the Posse"** assistance is not allowed during any tiebreaker game.

8. Electronic Systems

- a. The buzzer system device shall provide hand switches for each contestant, indicator lights and sounds to distinguish which team has responded first, and reset devices to prepare contestants for the next question. The buzzer system shall be tested by each contestant prior to each game.
- b. Time mechanisms to indicate game clock and 10 second clock. Timekeeper shall be the person in control of the device and shall have a working knowledge of the device.
- c. In the case of electronic malfunction, the moderator will call time and the game clock will stop. The question in progress may be thrown out. No points may be awarded or deducted. Prior to restarting play, the moderator shall make certain that all systems are operational.
- d. No recording devices of any kind will be permitted during the contests.

9. Competition Challenges

- a. Team captains must wait at the contest site for **two minutes** after completing their game to learn of any protests related to that game.
- b. Protests will only be accepted for review if the protest will affect the outcome of the game **and** the protest is based on moderator error. Any protests concerning questions that the judges have ruled upon will not be accepted, as all judges' rulings are final
- c. A team member must request a protest form within two minutes of the completed game in question. The team captain is required to obtain the protest form from the Sputum Bowl moderator. The form must be completed in its entirety and returned to the moderator by the team captain by the conclusion of the following game.
- d. Any Sputum Bowl references are on site for use by the moderator and judges only.
- e. The Protest Committee shall consist of the scorekeeper, moderator, timekeeper, and all judges presiding over the game in question
- f. Review shall consist of:
 - I. Team captains stating discrepancy and any or all supporting material or statements (limited to 5 minutes)
 - II. Any rebuttal from the opposing team captain (limited to 5 minutes)
 - III. Committee meeting and reviewing all material pertinent to the proceedings.
 - IV. Final decision decided upon by majority vote of Review Committee members within one hour of completion of the current round of competition.
- g. Game outcomes will not be overturned following a successful protest. The only remedy for a successful protest is that the two original opponents play a sudden death play-off as outlined in Section 7(o) above to determine the winner of that game.

10. Questions

- a. Questions used in competition will be both oral and visual types and are selected by the moderator prior to competition.
- b. The questions represent the level of didactic and clinical proficiency the student practitioner is expected to possess.
- c. The questions will be referenced only to resources specified in Appendix A.
- d. The categories of questions for the competition will be used in the following approximate percentages:

Anatomy and Physiology	9%
Diagnostics	9%
Pathology	9%
Mechanical Ventilation	9%
Neonatal/Pediatrics	9%
Airway Management	5%
Pharmacology	5%
Gas Therapy	5%
Acute/Critical Care	5%
Humidity/Aerosol	5%
Microbiology	5%
Management	3%
Chemistry/Physics	5%
Patient Assessment	5%
Airway Clearance	5%
History	3%
Cardiopulmonary Rehab	4%
Home Care/Long Term Care	4%

APPENDIX A
2019 Sputum Bowl Competition Reference List

American Association for Respiratory Care. Clinical Practice Guidelines. CPG's published through January 2016, available at <http://www.aarc.org>.

American Heart Association. Pediatric Advanced Life Support. 2015 Guidelines.
<https://eccguidelines.heart.org/index.php/circulation/cpr-ecc-guidelines-2/part-11-pediatric-basic-life-support-and-cardiopulmonary-resuscitation-quality/?strue=1&id=2>

American Heart Association. Advanced Cardiac Life Support. 2015 Guidelines.
<https://eccguidelines.heart.org/index.php/circulation/cpr-ecc-guidelines-2/>

Cairo, J.M. (2014). Mosby's Respiratory Care Equipment (9th ed.). Elsevier (Mosby-Elsevier) Company.

Beachey, W. (2013). Respiratory Care Anatomy and Physiology: Foundations for Clinical Practice (3rd ed.). St. Louis, MO: Elsevier.

Buchbinder, S. & Shanks, K. (2017). Introduction to healthcare management (3rd ed.). Burlington, MA: Jones & Bartlett Publisher.

Desjardins, T. and Burton, G. (2016). Clinical Manifestations and Assessment of Respiratory Disease (7th ed.). Elsevier (Mosby - Saunders) Company.

Gardenhire, D. (2015). Rau's Respiratory Care Pharmacology (9th ed.). Elsevier (Mosby – Saunders) Company.

Global Strategy for the Diagnosis, Management and Prevention of COPD, Global Initiative for Chronic Obstructive Lung Disease (GOLD) 2017. <http://goldcopd.org>

Guidelines for the Diagnosis and Management of Asthma, Summary Report 2007. National Asthma Education and Prevention Program, Expert Panel Report 3. <http://www.nhlbi.nih.gov/guidelines/asthma/asthsumm.pdf>

Hess, D. R., MacIntyre, N.R., Galvin, W.F., & Mishoe, S.C. (2015). Respiratory Care Principles and Practice (3rd ed.). Jones and Bartlett.

Heuer, A.J. & Scanlan, C.L. (2014). Clinical Assessment in Respiratory Care (7th ed.) Elsevier (Mosby-Sanders) Company.

Kacmarek, R.M. & Dimas, S. (2005). The Essentials of Respiratory Care (4th ed.). Elsevier (Mosby – Saunders) Company.

Kacmarek, R.M., Stoller, J. & Heuer, A. (2017). Egan's Fundamentals of Respiratory Care (11th ed.). St. Louis, MO: Mosby.

Malley, W.J. (2005). Clinical Blood Gases: Assessment and Intervention (2nd ed.). Elsevier (Mosby-Sanders) Company.

Oakes, D.F. (2016). Oakes' Practitioner's Pocket Guide to Respiratory Care (9th ed.). Health Educator Publications Inc.

Pilbeam, S. (2016). Mechanical Ventilation (6th ed.). Elsevier (Mosby-Sanders) Company.
Respiratory Care. The Official Journal of the American Association for Respiratory Care. July 2012 through June 2017.

Walsh, B. (2015). Perinatal and Pediatric Respiratory Care (4th ed.). Elsevier (Mosby-Sanders) Company.

Appendix B

Instructions for Submitting Written Questions

Each student team entering the competition is required to submit 20 written questions for use in the Sputum Bowl. This option applies only once per year per participating team.

All questions must be new and original each year and sourced from the current reference list (see Appendix A), and must include page numbers. Noncompliance with this rule subjects the team to disqualification.

Question Categories

Anatomy and Physiology
Diagnostics
Pathology
Mechanical Ventilation
Neonatal/Pediatrics
Airway Management
Pharmacology
Gas Therapy
Acute/Critical Care
Humidity/Aerosol
Microbiology
Management
Chemistry/Physics
Patient Assessment
Airway Clearance
History
Cardiopulmonary Rehab
Home Care/Long Term Care

Questions must be submitted to the moderator by the published deadline at the following email address: aswitzer@collin.edu

The attached file name should include the following: **School name_2019 TSRC Sputum Bowl**

All questions should be submitted in the following format:

College Name, 2019

Question #1

Category: ANATOMY & PHYSIOLOGY

Q: Which nerves supply motor innervation to the hemi-diaphragms?

A: phrenic nerves

Source: Heuer, A.J. & Scanlan, C.L. (2014). Clinical Assessment in Respiratory Care (7th ed.) Elsevier (Mosby-Sanders) Company., page 163