

**North Carolina Ultrasound Society
Quiz Bowl Laws**

I. The prime objective of the Quiz Bowl is to stimulate interest in the current knowledge and practices of Ultrasound.

II. The competition shall be held in a spirit of professionalism and good sportsmanship.

III. There are no losers in this contest. All in attendance should gain from this experience a greater understanding of Ultrasound. 2 CMEs are awarded to those in attendance.

IV. Two separate quiz bowl competitions will be held, one for General Sonography and one for Echocardiography.

V. Submission of Teams

- A. The composition of team members is left to the school and or individual submission.
- B. Each team will consist of three (3) members and one alternate member. Student members will have current enrollment in the program.
- C. Teams will either be General Sonography or Echocardiography teams who will compete in separate competitions.
- D. Each team shall submit an application for admission to the contest prior to the deadline noted in these rules.
- E. Each Team shall electronically submit a pool of 15 questions prior to the deadline noted in these rules using proper format and references.
- F. Each team shall submit a roster of team members prior to the deadline noted in these rules.
- G. Team members (herein considered the team) must be current members in good standing of the NCUS.

VI. Team Eligibility

- A. Application for entrance in the Quiz Bowl competition must be received by the Quiz Bowl Committee no later than date indicated on the application.
- B. Electronically submission of 15 questions shall be made to the Committee by the date indicated on the team application to allow for proper review prior to the contest.
- C. The team roster shall be submitted to the Committee by the date indicated on the application to determine eligibility. No emergency roster changes will be accepted after the date indicated on the application.

VII. Moderators

- A. The moderator shall be someone familiar with the terminology of the profession and shall be appointed by the Quiz Bowl Committee Chairman.
- B. The moderator shall have the power and option to accept or reject an answer

without asking for a judge's ruling.

- C. The chairman of the Quiz Bowl Committee and moderator shall be responsible for the physical setup of the contest site, the proper functioning of all equipment, questions and all other necessary arrangements to ensure a smoothly run game.
- D. During the playing of the game, the moderator is in charge. He must control the actions of the teams, judges, scorekeeper, timekeeper and audience.
- E. The moderator shall review all questions prior to the competition to determine the limits of acceptable alternate responses to each question and determine sets of questions for use during each round of play.

VIII. Judges

- A. The judges shall be qualified individuals in their respective fields. The judges panel will consist of good-standing qualified members representing each school or region.
- B. Judges may review the individual and team eligibility prior to and during the actual competition to determine if any irregularities exist.
- C. The judges impaneled for the competition 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 shall be final.

IX. The Competition

A. Preliminaries

1. The format of the competition is based on the game show "Jeopardy."

- a. Single elimination bracket.
- b. First round competition is based on random drawing of numbers by team captains.
- c. Utilize the Quiz Bowl Rounds Single Elimination Bracket document Appendix A to organize team advancements during game play.
- d. Game Play proceeds as indicated here based on number of teams playing.

3 teams require 2 rounds – draw to pair 2 teams, 1 team gets a bye, no high score advancement

4 teams require 3 rounds – draw to pair the 4 teams to compete, no high score advancement

5 teams require 4 rounds – draw to pair 4 teams with 1 team getting an initial bye until next round, highest score team from the 2 paired teams earns a bye to final round, the 1 lower score winning team plays the unplayed team with that round's winner going to final round to play the earned bye team

6 teams require 5 rounds – draw to pair 6 teams, highest score team from the 3 paired teams earns a bye to final round, the 2 lower scoring winners compete against each other to get to final game against the earned bye team

7 teams require 6 rounds - draw to pair 6 teams with 1 team getting an initial bye until next round, highest score team from the 3 paired teams earns a bye to final round, the 1 lowest scoring winning team plays the unplayed team with that round's winner advancing to play the middle scoring winning team, winner goes on to play the final round with the team that earned the bye

8 teams require 7 rounds – Draw to pair 8 teams to compete once in the first 4 Rounds of play. The highest score winning team from the four initial pairings can then select any other winning team for elimination in round 5. Winner of round 5 advances to the final round. The last 2 winning teams compete in round 6. The winner of round 6 advances to compete in final round 7.

- e. Each game is completed when all of the questions on the Jeopardy board have been answered.
- f. The first team to have control of the board is selected by coin toss before each round.
- g. The selected question will be read in its entirety by the moderator before any member of either team pushes their respective buzzer. If a team buzzes in before the last word is spoken that team's buzzer will be disregarded. There is a "Confer First" policy that requires the team confer with each other to agree on the team's response before pressing the buzzer. Once the team presses the buzzer there is no more conferring with each other, and the team member must provide their response. If the team gives an incorrect answer or fails to answer within the 5 second time limit, they forfeit their answer and lose the point value indicated by the question value. At that point, the other team has 5 seconds to buzz in and answer the question. If the correct answer is given, the team earns the points indicated and has control of the board. If neither team answers the question within 5 seconds after the question is read, neither team is deducted points and the last team with control of the board will maintain control.
- h. A Daily Double is hidden in each round. If a team selects a question that is a Daily Double, that team has the opportunity to wager as much or as little points as they have earned. If the team has no or negative points they can wager the maximum amount of that category. A true daily double is the maximum amount of points the team has at that point. If team fails to answer the question in the 5-second time slot or gives an incorrect answer, the points are deducted. The other team does not have a chance to answer the daily double question.
- i. At the end of each regular game, a final Jeopardy Question will be given. Each team will be given a category clue and must make a wager up to the maximum amount they have earned. The answer is given and the team has 30 seconds to come up with a response. If either of the two teams has a negative or zero score at the end of the first round, they automatically forfeit the final Jeopardy round. If both teams have 0 or negative score, the team with the highest score automatically wins the round. If there is tie between teams with negative or zero points, the final Jeopardy question will function as a tiebreaker question without wagering, winner takes all.

X. Questions

A. Each team entering the competition shall electronically submit 15 questions. All questions should be submitted by the team captain in a single document.

1. Questions shall be single answer in format (not multiple choice) and be accompanied with a reference. Visual questions with an accompanying photograph may be submitted in digital format and also have a corresponding reference.
2. Questions submitted may not appear in the current competition and may be reserved for future year competitions.

Please note: The definition of a "visual question" is one that CANNOT be answered without seeing the picture associated with it. Questions that do not meet this definition are not "visual questions".

Each printed question must include the following:

- . The submitting team and year of submission must be printed at the top of the page.
- . Photograph identification number.
- . Category
- . Question
- . Answer
- . Reference number and page number

2. There shall be one question from each of the 15 question and only one question per photograph.

3. The photographs submitted do not have to appear directly in the reference but the content of the question and answer shall be referenced. For journal citations, use year and/or volume.

4. Subjects for visual questions should predominantly be items or scenes a typical Sonographer can reasonably be expected to recognize. The visual questions should require recognition or analysis of the visual image to compose a correct answer and not simply provide a visual background to a traditional, oral question. Please note the following criteria for visual question preparation:

a. Highly recommended

- (1) Interesting scenes of any aspect of the actual practice of sonography
- (2) Realistic, staged illustrations of the practice of sonography

b. Acceptable

- (1) Items of equipment
- (2) Clear technical diagrams

c. Unacceptable

- (1) Slides consisting only of words
- (2) Copyrighted photographs or cartoons

5. Affiliates submitting photographs depicting patients are expected to have obtained signed releases authorizing the use of the photographs in Quiz Bowl competition. These documents must be available upon request by the NCUS Quiz Bowl Committee. Note that it is not necessary to submit release forms with visual questions. Release forms should be obtained from your hospital or other employer. All images should be cropped to remove all patient identifiers.

B. Questions used in competition will be of both the traditional oral and visual types. They will be reviewed and selected by the Quiz Bowl Committee prior to competition.

- 1. The questions will represent the level of didactic and clinical proficiency the practicing sonographer is expected to possess.
- 2. The questions will not be of either the true/false or multiple-choice format.