

TEXAS ASSOCIATION OF CLINICAL LABORATORY SCIENCE
MLS STUDENT BOWL
RULES FOR COMPETITION

I. ELIGIBILITY CRITERIA

- A. Each approved MLS/ MLT program in the State can form up to three teams provided they have the minimum number of participants (four) per team with no student serving on more than one team. Programs that do not have enough students to form a team may enter a “combined” team, comprised of students from multiple programs, provided that these programs do not have enough students to form its own team.
- B. A team is composed of not more than four students and may have one alternate. One team member should be designated as “captain”. Each school may compose that team by whatever method it determines is appropriate. All team members must be currently enrolled as Medical Laboratory Science or Medical Laboratory Technologist students.
- C. The team alternate may participate in the competition in the event of illness of a team member, a team member is unable to attend the competition or any other circumstances precluding the participation of a team member. Once an alternate has been substituted he/she shall then remain and participate in the competition throughout the remainder of the competition.
- D. Team Captain: one member of the team is designated as the captain. The team captain will have the following responsibilities:
 - A. Officially communicates with the moderator and judges on behalf of the team
 - B. Ensures that a team member will initiate the response to a question.
 - C. Represents the team as necessary (e.g., the drawing of lots).
 - D. Announces the team’s choice of question point value.
- E. Once a team is established and named (prior to state competition), no substitutions can be made. In the event that some emergency occurs affecting the composition of the team, the team sponsor must present the changes and the justification to the Student Bowl Coordinator for approval before competition begins.

***C, D, and E are compilations of information from various sections of the MT & MLT Competition Guidelines.

- F. There is a strict entry deadline. The deadline shall be established by the student bowl coordinator and if the team paperwork is not received by the designated date, the team may not be recognized and therefore ineligible to play.

II. General Guidelines for Competition

- A. If the number of teams participating in a State competition makes it impossible to hold double elimination, single round elimination may be held at the discretion of the State Student Bowl Coordinator. These conditions must be established in advance of the competition.
- B. Teams will be matched by the drawing of lots prior to the competition and competition times and game ~~numbers will~~numbers will be posted prior to competition. Games will be prepared by random distribution of questions using an HTML template.
- C. Prior to each match, the flip of a coin in the presence of the two team captains involved in the match will determine designation as Team A and Team B, with the winner of the toss making the choice.
- D. A game will consist of:
 1. Two teams in competition.
 2. Continuous rounds of questions until a winner has been declared or game time has elapsed. A round is complete only after both teams have been given and responded to a question.
 3. The first team to reach 100 points upon completion of a round or the team with the highest number of points upon completion of a round at the end of the game time is declared the winner.
 4. 30 minutes will be the allowable time lapse for an elimination game and 45 minutes the allowable time lapse for each Final Game.
- E. Any member of a team may respond to a question given to that team. However, only one member may respond. Once that team member has begun a verbal response to the question, other team members are not allowed to prompt that team member verbally or in writing. Any infraction of this ruling will result in a 10 point penalty for the team.
- F. Each team will have 30 seconds to initiate the response to a question. The timekeeper will issue a 10-second warning. Once initiated, a response must be completed immediately.
- G. Beginning with the fourth round in a competition, whenever a question is either not answered or answered incorrectly, the opposing team will be given 10 seconds to initiate a response. The question will not be re-read, and the 10-second period begins when the moderator of the competition refers the question to the opposing team.
- H. The judges impaneled for the competition will rule on a response by either accepting or rejecting the response. Judges may request that a response be repeated, but shall neither request nor allow elaboration of a response. All decisions of the judge are final at the time they are made.

- I. In the event a team does not accept a judge's ruling, the team captain or the respondent may initiate a challenge. The team captain or respondent must notify the moderator of the wish to challenge and the moderator is responsible for turning the challenge over to the appropriate judge or judges. (Refer to section on Challenges)
- J. The moderator at the start of each game will advise the audience that the taking notes, taping or discussion on the questions during the competition are not allowed. Sergeants-at-arms shall be appointed to enforce this directive and will be instructed to remove offenders from the competition area. The audience will also be advised by the moderator at the start of each game that any prompting of a team during the competition is not allowed. Offenders will be removed from the competition area and a 10-point penalty will be assessed to the team so involved.
- K. Education coordinators, parents and other interested parties in the audience will be advised by the moderator at the start of each game that only the team captain may communicate on behalf of the team with respect to questions concerning procedure, challenges, etc. This communication will be between the team captain and the moderator and/or judges only. Interference from any other parties will result in a warning being given, and upon any reoccurrence, a loss of 5 points will be assessed to the team involved in such an incident.
- L. No one shall be permitted to enter or leave the room once a game has begun.
- M. The Moderator and the Student Bowl Coordinator shall ensure that the competition is conducted according to the GUIDELINES.
- N. If a team is more than five minutes late at their designated competition game time, then that team automatically forfeits that match.

GAME PLAY PROCEDURES

- A. Competition will be preceded by drawing of lots to establish teams competing in each round. This may be accomplished by the Student Bowl Coordinator before the commencement of the Convention or immediately prior to the commencement to the competition.
- B. Each match will be preceded by the coin flip to determine who will constitute Team A and Team B.
- C. In each round, the moderator will select a category and state the question once and the team first presented with the question will be allowed 30 seconds in which to initiate a response. A 10-second warning will be issued by the timekeeper. The order of the categories will be predetermined.
- D. Each question may be discussed among the team members. The team captain or another member of the team may give the verbal response to the question during the competition. Once an answer has been initiated, it must not be changed. If the respondent is requested by a judge to repeat an answer, it must be repeated exactly, even if it realized at that point that the response is ambiguous or incorrect.
- E. The appropriate judge(s) will accept or reject the response.
- F. The first three rounds of questions will be considered the warm-up period:
 - 1. First round: Each team will receive a different 5-point question in the same category. The team will be given 30 seconds in which to initiate a response and the timekeeper will issue a 10-second warning. Points will be given for correct answers. If a team does not answer the question or answers incorrectly, the opposing team does not have the opportunity to answer that question.
 - 2. Second round: Same procedures as above with a 10-point question.
 - 3. Third round: Same procedure as above with a 20-point question.

Fourth and Subsequent Rounds: A different category will be utilized for the fourth and subsequent rounds and these rounds will proceed as follows:

1. The moderator will state the category for each round.
 2. Team A will select a 5-, 10-, or 20-point question. The point value may not be changed once the team captain has announced the selection.
 3.
 - a. If the question is answered satisfactorily within the 30 second period, Team A receives the point value.
 - b. If, at the end of 30 seconds, Team A has not responded or has answered incorrectly, Team B will have an additional 10 seconds in which to answer the question for the same point value. The question will not be re-read and the 10-second period begins when the moderator refers the question to Team B. If Team B answers correctly, Team B receives the point value for that question.
 - c. After the question has been read, Team A may pass the question to Team B. Team B has 10 seconds to initiate a response. The 10-second time begins when the moderator refers the question to Team B.
 4. Team B now selects a 5-, 10-, or 20-point question in the same category and items 3a – 3c above again apply with the roles of Team A and B reversed. This completes the round.
- G. Rounds continue until the predetermined game time (GENERAL Guidelines D, 4) has elapsed or one team reaches 100 points after completion of a round. If Team A reaches 100 points first, and Team B is within 20 points of Team A's score, Team B has an opportunity to tie by correctly answering a 20 point question. The competition is ended.
1. If neither team is within reach of 100 points and the game is within five (5) minutes of being called for team, the moderator will announce that only one more round will be played. The team with the greatest number of points at the end of the round will be declared the winner.
 2. If all predetermined categories have been entered, the board will be opened up. Each team may select the category and point value from among the remaining questions. A different category may be selected for each question.
 3. In the event of a tie score, rounds will continue from additional categories until one team has broken the tie at the end of a round. If each predetermined category has been entered, the board will be opened up. Each team may select the category and point value from among the remaining questions. A different category may be selected for each question. The first team to provide a correct answer is declared the winner providing both teams have received an equal number of questions. If a correct response from the second team produces another tied score, the game will continue until one team has a high score and both teams have been asked an equal number of questions.

CHALLENGES

- A. Either team has the right to challenge either a judge's rejection of their own response or a judge's acceptance of the opposing team's response.
- B. A challenge must be initiated by the team captain or respondent immediately following a judge's rejection of their own response or a judge's acceptance of the opposing team's response. The challenge must be directed to the moderator, who will then refer it to the appropriate judge(s). (Clarification to correspond to new rule allowing any team member to respond to a question.)

Beginning with the fourth round, if the team first presented with the question challenges the judges rejection of their own response, the Moderator will acknowledge the challenge, but request that no ruling be make at the time. The opposing team will be given 10 seconds to respond to the same question, but no ruling will be made on that response until the challenge of the first team is answered. **THE GAME CLOCK SHALL BE STOPPED AT THIS TIME.** If the challenge is ruled upon favorably, the first team is ruled upon unfavorably, the moderator will then request a judge's ruling on the response of the second team.
- C. The judge for the particular discipline, if no other judge on the panel is knowledgeable in that particular discipline, or the consensus of judges, if more than one is knowledgeable, shall determine the viability of the challenge.
- D. Discussion regarding the challenge shall be limited to the team captain or respondent originating the challenge and the appropriate judge(s). Other persons present in the competition area will not be consulted. Reference books may be employed only by the judges.
- E. The challenger (the team captain or the team respondent for that discipline) must cite the reason for the challenge, and where applicable, a justification to support the challenge. The challenger may cite a specific reference from the official reference list to support the challenge.
- F. The appropriate judge(s) must rule that a challenge is viable. If the challenge is viable, the judge must rulesrule on the challenges itself. All decisions of the judge(s) shall be considered final at the time that they are made.
- G. If the judge(s) rule favorable on a challenge to a rejected response, the team initiating the challenge will receive the point value for that question. If the judge's rule favorably on a challenge to an accepted response of the opposing team, the point value for the accepted response will be deducted from the opposing team's score. Official timing of the game will be resumes, and play will continue once the rulings have been made.
- H. Excessive use of the challenge shall be considered more than two (2) nonviable challenges per game by a single team. Thereafter, this team will be penalized 10 points for each subsequent nonviable challenge.

COMPETITION FINALS

1. The two teams, typically comprised of an undefeated team and a team who has lost only one game in double elimination, will compete in the Final Rounds.
2. The Finals consist of three games between the two teams identified in #1.
3. Each game will last for 45 minutes or until one team has achieved 100 points at the completion of a round. (Refer to section H under Game Play Procedures).
4. The general rules of play as described under Game Play Procedures apply during the Final Rounds of Competition with the exception that the game time is 45 minutes rather than 30 minutes.
5. Two judges will preside for each discipline. Every effort will be made to prevent a team from being judged by a faculty member from the team's institution.
6. The winner of two of the three games is declared the winner of the Final Round and the First Place Team.

QUESTIONS AND QUESTION CATEGORIES

- A. The question shall be constructed to represent the expected level of didactic and bench proficiency that a medical technologist should possess at the completion of an accredited program and clinical education.
- B. Question shall be weighted as 5, 10, or 20 points in value, and must conform to the following criteria:
1. 5 points: (Level I) RECALL: Question testing primarily the recognition or recall of isolated information and effort in memory. They include, for example, recognition of typical morphologic lesions, or the recall of specific facts, generalizations, concepts, principles, processes, procedures, or theories. Such questions will ordinarily be asking, "What is X?" or Define A?"
 2. 10 points: (Level II) SIMPLE INTERPRETATIONS: Questions testing primarily simple interpretation of limited data. Requires more than simple recall but less than problem solving. They include, for example, questions that require translation into another form of specific verbal, tabular, morphologic or graphic data which are new to the student; interpretation or extrapolation from such data, and recognition of the constituent elements and relationships among such data. Such questions will ordinarily be asking: "How do you interpret X? What does it imply?" or "Knowing X to be true, what would you expect to be true about Y?"
 3. 20 points: (Level III) Problem Solving and Evaluation: Questions testing primarily the application of knowledge to the solution of a specific problem and the fitting together of a variety of elements into a meaningful whole. Items of this type may be based upon actual clinical laboratory situations need for modification of laboratory procedures. Generally, they will require the student to evaluate the total presentation. Questions may include clinical correlations.
- C. Question shall be constructed in such a manner that there are no responses of a "yes-no" or "true-false" nature alone, and none of the conventional multiple choice format.
- D. The schematic sequence of categories for each game will be similar to that of the Board of Registry Exam, that is, questions from the four major disciplines (chemistry, hematology, microbiology and immunohematology) will be represented most frequently. Some limitations to this supposition will apply due to shortages of questions in some areas.
The MISCELLANEOUS category will contain questions from the following areas or disciplines: coagulation, immunology, mycology, parasitology, urinalysis, and virology. Questions from each of the above listed disciplines will be selected when the miscellaneous category comes up.

RESPONSIBILITIES

MODERATOR

DEFINITION AND SKILLS NEEDED:

The moderator is the individual in control and responsible for the conduct of the individual matches for which they are assigned. It is the responsibility of the moderator to ensure that the rules of play are followed, the games go smoothly, score are recorded accurately, and the policies and procedures of the Medical Technology Student Bowl are followed.

The moderator should be a Medical Technologist and be familiar with the current terminology of the profession, knowledgeable to the guidelines for the competition, and known to speak clearly and distinctly.

The moderator should be selected prior to the competition. If the moderator is associated with or involved in a Program with a participating team, an alternate moderator should be selected, if possible, whenever that team is competing.

Additional responsibilities:

1. Ensure that judges are available and in place for the match, a time keeper, score keeper, and sergeant-at-arms are in place and understand their duties.
2. Ensure that teams are present.
3. Introduce self and welcome the participants.
4. Flip a coin in the presence of the two team captains to determine designation of Team A and Team B, with the winner of the coin toss making the choice.
5. Request the captain of each team to introduce their team.
6. Request the judges, timekeeper, scorekeeper and sergeant-at-arms to introduce themselves, stating their institution affiliation and which category/categories they will be judging.
7. State the categories of competition: chemistry, hematology, immunohematology, microbiology, (bacteriology), miscellaneous (includes coagulation, immunology, mycology, parasitology, urinalysis, and virology).
8. Review the game rules.
9. Remind the audience that:
 - a) Taking of notes, taping or discussion in the audience is not allowed.
 - b) Prompting of the team members by members of the audience is not permitted and could result in a deduction of points for the team involved and removal of those audience members involved.
10. Ensure the scratch pads and calculators are available for the teams.
11. At the beginning of each match, the two teams will be given a three minute period in which they are free to write down any formulas or notes on the provided scratch paper and become familiar with the provided calculator.
12. In the event of a duplicate or poorly worded question, one deemed inappropriate by a judge, or an inadvertent lead to an answer given by any person other than a team member, the moderator may put the question aside and a new question within the same category and of equal point value substituted.
13. The moderator will depend upon the judge(s) for all rulings on whether a response is to be accepted or rejected.

14. The moderator may request a judge to read any question in which names of organisms, blood bank antibodies, or other naming devices are used that may be unfamiliar to the moderator; similarly a judge for the designated category may clarify pronunciations where appropriate and of significance for the answering of the question. (**Revision as per discussion at Convention '97)
15. During the playing of the game, the moderator is in charge and must make every effort to constructively control the actions of the teams, the judges and the audience.

JUDGES

1. Judges shall be qualified individuals in their respective field.
2. If a judge is involved in a program with a participating team, and alternate judge should be selected, if possible, whenever that particular team is participating. Every effort will be made to prevent a team from being judged by a faculty member from the team's institution.
3. Judges are strongly encouraged to volunteer for specific times before the beginning of the bowl to assure that all interested parties have the opportunity to judge.
4. Judges should be familiar with the procedures involved in game play and in answering challenges.
5. Judges may ask that a response be repeated, but must not accept a response significantly changed from the original response. Judges must not request that a respondent further elaborate on a response.
6. Only the judges shall rule on the teams' responses. That ruling should be restricted solely to accepting or rejecting the response. A judge's decision is final at the time it is made.
7. Judges should be aware of their right to use independent judgment and to accept as correct, answers that may not match those printed in the question manuals.
8. Only the judges shall rule on the viability and validity of a challenge. Again, the judges' decisions are final at the time that they are made.
9. Any team member may initiate a response. If, however, more than one team member begins a response, the response will be automatically disqualified.
10. Judges should exemplify the high degree of professionalism inherent to the field of Medical Technology.

TIMEKEEPER

1. The timekeeper is responsible for ensuring that the game time and response time are monitored and maintained.
2. A game clock and stopwatch or other timing device will be provided.
3. A game is 30 minutes in length. The game begins when the moderator begins reading the first question.
4. At the conclusion of the reading of the question, the response time is begun. The team has 30 seconds to initiate a response to a question.
The timekeeper will issue a 10-second warning after 20 seconds by saying, "10 seconds".
When 30 seconds have elapsed and no response to the question has been initiated, the timekeeper will announce this by saying "Time".
5. Beginning with the fourth round in a competition, whenever a question is either not answered or answered incorrectly, the opposing team will be given 10 seconds to initiate a response. The question will not be re-read, and the 10-second period begins when the moderator of the competition refers the question to the opposing team (either when the response of the first team is rejected or the 30-second period has elapsed). The time keeper should say "Time" if the opposing team has not initiated a response within the 10 second interval.
6. When 25 minutes have elapsed, the Time Keeper should announce that "there are 5 minutes remaining".
7. When 30 minutes have elapsed, say "End of Game". If the competition is in the middle of a round, wait until it is completed before making the statement.

SCOREKEEPER

It is the responsibility of the scorekeeper to keep an accurate running tally of the scores for the two competing teams.

SERGEANT-AT-ARMS

The sergeant-at-arms has three primary responsibilities:

1. Make sure that no one enters or leaves the room after the competition has commenced;
2. Remove individuals from the audience that have been identified as prompting team members or committed other infractions of the rules of play;
3. Assist the moderator in monitoring the audience, especially as to taking of notes, recording the competition or discussing questions during the competition.