



**BUZZ BOWL 2016**  
**APPLICATION**



# MSRT 85th Annual Conference BUZZ BOWL 2016

Dear Educators & Students:

It is time once again to register for the Annual Conference. The conference will be held April 6-8, 2016 at the Westford Regency in Westford, Mass. The theme for this year's conference is "**Pathways to Excellence in Diagnostic Imaging**".

The Buzz Bowl competition will begin Wednesday, April 6th at 12:30 PM, with early conference registration starting at 1:00 PM-5:00 PM. Be sure to pick up your registration packets early & avoid the morning rush on Thursday. Please remember that the Buzz Bowl is a GAME, and is meant to be fun and a good review for the Radiology Boards.

The Buzz Bowl games are in an electronic format. Answers to the questions are in a multiple-choice format. The questions have been developed and placed into a computer program by our Buzz Bowl Committee. Please review the enclosed Buzz Bowl Rules and Regulations. If possible, can you please give a copy of this letter along with the rules and regulations to each student.

All students and Buzz Bowl coaches attending the conference **must pre-register**. This helps with the speed of the registration process (it does get quite hectic). The discounted rate for all students & Buzz Bowl Coaches is \$75.00 per day. Each team is allowed two coaches. Please note there will be an additional \$20 fee for on-site registration. In addition, each team must submit a \$100 Registration Fee with their application by February 26<sup>th</sup>, 2016. Registration forms are included in this application packet.

**Please remember** that all spectators, coaches and students competing in Buzz Bowl **must** be current MSRT members. Unfortunately because of time restraints and the number of participants, we must limit the number of teams participating in Buzz Bowl. Priority consideration will be given to Massachusetts' College Radiology Programs, followed by hospital teams affiliated with Massachusetts' colleges. Consideration will be given to out of state colleges/programs if space is available. Only one team per facility will be accepted unless there are fewer than eight applications received by the deadline.

Facilities who would like to submit two teams must complete the application by the designated due date. Acceptance of the 2<sup>nd</sup> team will occur after the team registration deadline but only if space is available. The Buzz Bowl competition is based upon a double elimination team bracket. If more than 8 teams register it may be possible that a team could play more than 1 game on the first day of competition and could be eliminated if they lose both games.

Plans are underway for a dance on Wednesday evening with a DJ and cash bar. In addition, we are once again hosting a T-Shirt Contest with a prize for best design. The winner will be announced at the Cocktail Hour on April 7<sup>th</sup> and winners must be in attendance to accept.

Dress attire for the conference is business casual. We ask that all students dress appropriately during conference events and behave in a professional manner.

If you have any questions, please contact the MSRT office by email [info@msrt-ma.org](mailto:info@msrt-ma.org) or by phone at (781) 422-3962.

~Best of Luck to All Participants~



***“Pathways to Excellence in  
Diagnostic Imaging”***

**MSRT 85th Annual  
Conference**

**Buzz Bowl 2016**

**Application Form**



Name of Institution:

Address:

***Type of Accredited Radiology Program***

Hospital Based

Affiliate of Community College or University

Name:

Type of Degree:    Associates Degree (AS)    Bachelors Degree (BS)

Educational Coordinator:

Email:

Buzz Bowl Coach:

Email:

Team Captain:

Email:

Please note: All Students, Buzz Bowl Coaches & Educational Coordinators participating in  
Buzz Bowl must be current members of the MSRT.

Signature of Educational Coordinator

Signature of Buzz Bowl Coach

Signature of Team Captain

# *MSRT Buzz Bowl 2016*

## *Team Roster*



*Name of School:*

### **Team #1**

- 1.
- 2.
- 3.
- 4.

### **Alternates:**

- 1.
- 2.
- 3.
- 4.

### **Team #2**

- 1.
- 2.
- 3.
- 4.

### **Alternates:**

- 1.
- 2.
- 3.
- 4.

Application must be received by February 26, 2016. If you are unable to include the \$100 application fee prior to the deadline, please enter PO# in the space below. Please make checks can be made payable to the MSRT. If you need an invoice to process the payment, please contact the MSRT office.

Check#:

PO#



## **MASSACHUSETTS SOCIETY OF RADIOLOGIC TECHNOLOGISTS 2016 BUZZ BOWL RULES AND REGULATIONS**

### Section I

#### **ELIGIBILITY:**

- A. Teams- Team members shall be enrolled in an accredited program in Radiologic Technology.
- B. Team Members- Team members are students actively involved in an accredited program of Radiologic Technology as of September 1<sup>st</sup> of the year previous to the time of the tournament and who remain involved continuously in the same program as of June 1<sup>st</sup> of the following year. All student members and respective coaches must be members of the Massachusetts Society of Radiologic Technologists (M.S.R.T.). Coaches must be A.R.R.T. registered. Each team is allowed a maximum of eight members with no more than 4 competing at any one time. There is no minimum number required for a team to compete.

### Section II

#### **APPLICATIONS:**

- A. Deadlines- Applications shall be filed no later than the stated date on the application contained in the M.S.R.T. conference booklet.
- B. Package- The package that is to be submitted to the BUZZ BOWL Coordinator shall include the application and proof of M.S.R.T. membership (student and coaches).

### Section III

#### **EQUIPMENT:**

- A. Equipment- Equipment, which is provided by the society, consists of a master electronic game board and buzzers. The electronic game board shall contain category names and point values that will be visible to all participants (to be decided by the game moderator). The buzzers shall be made in an order in which, if activated, will prevent other buzzers from activating.

## Section IV

### **COMPETITION:**

- A. Competition Schedule- The schedule of the competition shall be created based on the number of teams and the time allotted by the BUZZ BOWL Coordinator. The Conference Chairperson(s), BUZZ BOWL Coordinator, and the Executive Board of the M.S.R.T. will approve the schedule of competition.
- B. Matching of Teams- Teams will be matched by a random drawing for the first round of competition. Times and dates of the matches will be decided in the same manner. In the case where a tournament has an odd number of teams, the possibilities of one or more byes may become necessary. As the competition continues and teams are eliminated, teams will be matched per the win/lose game bracket accordingly.
- C. Byes- In the case of byes, the following rules will apply: If a team draws more than one bye and wins the final competition, that team will be deemed the champion, regardless of the byes. If a team draws one bye and wins all competitions previous to the final match but is defeated in the final match, that team may not necessarily be deemed runner-up for the competition. In order for that team to be runner-up, they must have scored more points in the final round than the losing team in the semi-final round against the champion team. If not, the semi-final losing team will be the runner-up.
- D. Initial tournament bracket assignments are determined RANDOMLY. Subsequent game assignments are based on the win/lose bracket format. The M.S.R.T. and the BUZZ BOWL Committee have no say in if a team has to play back to back matches, or at what time specific teams will be playing farther down the bracket as the tournament progresses, it's all a matter of who wins and loses. There will be NO change of game times because "a team player or coach can't make it until a certain time."

The dates and times of the conference are known before submitting a team to competition, if the team players and coaches can't commit to each day and time for BUZZ BOWL competition they have to accept that they may have to forfeit a match or withdrawal from the competition.

Yelling, foul and inappropriate language towards any member of the BUZZ BOWL Committee or other BUZZ BOWL teams may result in removal from the BUZZ BOWL auditorium and possibly removal from the competition completely.

## Section V

### **ANSWERING QUESTIONS:**

- A. Manner of answering questions- Each competition will begin with a coin toss with the winning team selecting the first category and point value from the electronic game board.  
The BUZZ BOWL Coordinator will ask the corresponding question as a toss up for both teams. The team that activates the buzzer first shall be recognized by the BUZZ BOWL Coordinator and allowed to answer the question.  
If the question is answered incorrectly, the point value will be deducted from that teams score. The BUZZ BOWL Coordinator will then direct the question to the other team. If the other team also answers incorrectly, the same point value will be deducted from their score. The second team may choose to refrain from answering without penalty. The team that answered the last correct question will choose the next category and point value.
- B. Restrictions- If members of the same team yell out conflicting answers, the first heard by the moderator will be the one considered.
- C. Timing- When the moderator has finished reading a question, both teams have five seconds to buzz in. The team that is called on to answer the question must start a continuous answer within three seconds. (The moderator has the option of extending the times allowed based on the difficulty of the question).
1. If a team buzzes in before the question is read and the answers are not displayed they forfeit their chance at answering the question. The answers will then be displayed and read. The opposing team will have 5 seconds to buzz in if they choose to answer the question
- D. Switching Players – Team members can only be switched at the end of each round. Following the final round, switching of team members must be complete at the end regular play, before the sting question category is announced. Only members that have already participated in regular play are eligible for participation in answering the sting question.

## Section VI

### **QUESTIONS:**

- A. Questions- All questions will be reviewed annually prior to the first competition. New questions may be added at that time. All questions in the first four technical categories will be selected from text, which is pertinent to the study of Radiologic Technology and will be as consistent with A.R.R.T. registry material as possible. The BUZZ BOWL Committee shall do the annual review of the questions.
- B. The members shall consist of a minimum of two Registered Radiologic Technologists who are current members of the Society and who are not involved in any of the training programs. One member shall be the BUZZ BOWL Coordinator.

C. Categories- There will be five categories involved in the competition from which questions will be chosen. The point value for each question will range from 10-50 points.

Each question will be upgraded by 10 points, according to difficulty, during the first half of the match. During the second half of the match, the point value will double.

The category headings are:

1) Radiation Protection:

This category will contain questions assessing knowledge in radiation protection, safety and radiobiology.

2) Equipment Operation and Maintenance:

This category will contain questions assessing knowledge regarding equipment and circuitry, general physics, maintenance and quality assurance of radiographic equipment and accessories.

3) Image Production and Evaluation:

This category will be composed of questions assessing the knowledge in film, film processing, radiographic quality and technical factors.

4) Radiographic Procedures/Patient Care:

Questions in this category will assess knowledge in positioning, radiographic procedures, anatomy and physiology, pathology, patient safety, comfort and care.

5) Miscellaneous:

The information in this category will contain information from other areas related to radiology and medical trivia.

D. Double Dose- There shall be two double dose bonus questions per full game; one in each match. Each will be assigned a point value according to difficulty (as determined by the Question Selection Committee). The team that chooses the double dose question will be the only team allowed to answer. This team has the option to answer the question at face value or at two to one odds. The team captain will announce the team's choice to the moderator before the question is read.

A. Sting Question- The sting question is the final question at the end of each full game.

1. In order to participate in the sting question a team has to have a score greater than zero. In the event that a team has a score less than or equal to zero, the opposing team is declared the winner. A sting question will not be played.
2. When a sting is played, before the question is read, the scorekeeper will read each team's score aloud. The point value of the sting question may be any portion of the team's score.
3. The moderator will announce the pre-selected category and the teams will be allowed thirty seconds to pass in their wager, on paper, to the moderator.
4. Once both teams have passed in their wager, the moderator will display the question while at the same time each team is given a paper copy of the question.



5. Teams have 3 minutes to complete their answer at which time the answers shall be passed to the moderator.
6. The Buzz bowl team will tally the number of correct answers and announce number of correct answers from each team. The team with the higher number of correct answers is announced the winner of the sting question and will be awarded their wager. The losing team (the team with the lower number of correct answers) will lose the amount they wagered. In the event of a tie, points wagered are added to both teams.

## Section VII

### **PROTESTS AND PENALTIES:**

- A. Protests- Protests of procedure, questions or answers may be made to the moderator at the end of the half or at the end of the competition (prior to the sting question) by the BUZZ BOWL Team Coach only. Team coaches of teams not competing will be involved in the protests along with the BUZZ BOWL Committee. They will be considered the judges. All judges are allowed to meet in private to discuss the vote on the protest. At this time, any judge may decide to withdraw from the discussion with reason. In a case of a tie among the votes, the moderator will make the final decision. No protest will be allowed to delay the competition.
- B. Penalties- Penalties include:

#### Penalties- Penalties include:

1. If a team buzzes in before the answers are displayed, they forfeit the right to answer the question. The answers will be displayed and read at which time the opposing team has 5 seconds to buzz in with an answer if they choose.
2. Teams that answer a question before they are acknowledged, will be penalized the point value of that question. The question is then offered to the opposing team who will have 5 seconds to buzz in with the answer.
3. Coaching or yelling of answers from the audience can cause a penalty that, upon judgment of the moderator, cannot exceed 25 points.
4. Delay of the game, persistent protests, or other misconduct of any member of the team/coaching staff may result in forfeiture of the game in the first offense.
5. Further delays or other misconducts will result in the removal of the team from the tournament.

## Section VIII

### **GAMES ENDING IN A TIE:**

- A. Ties- In the event that a game ends in a tie, additional sting questions will be asked until a winner is declared.

## Section IX

## OFFICIALS:

- A. Number- There will be a minimum of two officials involved in all competitions.
- B. Eligibility- Officials will be registered Radiologic Technologists and a member of the M.S.R.T.
- C. Selection- All officials will be selected by the Buzz Bowl Chairperson.
- D. Moderator - The moderator will serve as the tournament coordinator.. It will be his/her responsibility to present all questions and to accept or reject answers as given and to keep the official time allotted for all questions during the competition.
- E. Timekeeper – The timekeeper is responsible for keeping track of time allocations in every aspect of each game.
- F. Scorekeeper- It will be the scorekeeper's responsibility to keep a comprehensive scoring record of all competitions.
- G. Judges- One coach, from each of the participating schools will be a judge for the competition.

## Section X

### RAMIFICATIONS AND AMENDMENTS

These rules and regulations were reviewed and accepted by the 2016 Buzz Bowl Coordinator & Committee.



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