American College of Physicians
ACP Doctor's Dilemma® Competition *Rules for Competition*

Competition Structure

The competition will consist of three rounds: the Elimination round, the Semi-Final round, and the Championship round.

First Round: Elimination (Thursday, March 30)
The Elimination round schedule will be announced on **March 2, 2017** through LeaderNet, ACP Online, emails to participants and representatives, and ACP social media.

In the Elimination Round, each of the 60 teams will compete in a game against four randomly determined opponents. These games will be split between two competition rooms.

A total of 20 teams will advance to the second round. The 20 teams advancing will include the winning team from each of the first round games, plus the 4 non-winning teams with the highest scores in each competition room.

Second Round: Semi-Final Battle Rounds (Friday, March 31)
The Semi-Final round schedule will be announced on the evening of **Thursday, March 30**, through ACP social media, the Internal Medicine 2017 meeting app, and signage at the San Diego Convention Center.

In the Semi-Final round, the each of the 20 advancing teams will compete in a game against four randomly determined opponents.

A total of five teams will advance the Championship round: The winner of each of the four Semi-Final games will advance, as will one wildcard team. The wildcard team will be the non-winning team with the highest overall score in the Semi-Final round. In the event of a score tie in wildcard-eligible teams, the scores from both the Elimination and Semi-Final rounds will be combined to determine the wildcard team advancing to the Championship round. If the combined scores result in a tie, a coin flip will determine which wildcard team advances.

Championship round (Saturday, April 1)

The Championship game will host the five teams on the afternoon of **Saturday, April 1**.

ACP Doctor's Dilemma® Competitors: Game Regulations

Arrival

Teams should arrive 15 minutes before the start of the first game each day.

Game Start

ACP Chapters designate their representative team. Each team may have no more than three players compete during any round. Teams will be assigned seats on the stage. Each team shares one microphone, one monitor, and one buzzer. Once the teams are seated, the moderator will welcome participants and invite them to introduce themselves. The moderator will then summarize competition rules and the game categories will be displayed. Each game consists of 5 categories with 5 questions in each, for a total of 25 questions plus one final dilemma question. All questions are written by physicians in ACP's Medical Education Division using ACP educational resources and peer reviewed by subspecialist physicians on the IM-ITE Writing Committee and others as appropriate.

The game software (Bravo by C3Softworks) will randomly select which team chooses the first category.

Answering Questions

Once a team selects a question by category and amount, the moderator reads the question. **Please note that the buzzers are locked until the moderator reads the question in its entirety and the question is displayed on the screen**. Teams who buzz in before the question is displayed on the screen will be locked out for approximately two seconds.

Once the question is read in its entirety and is revealed on the game board screen, any team can buzz in to answer. The team that buzzes in first is recognized by the software, and that team will be identified by the game assistant (do NOT answer until your team is identified). That team will have 15 seconds answer. When a team answers correctly, they retain control of the game board and will select the next question.

If a team answers incorrectly, the game board marks an X next to the team name. The team answering incorrectly will have the point value of that question deducted from their score. The screen will reset to allow remaining teams to buzz in. All remaining teams have 15 seconds to answer the question. This process continues until the correct answer is given, all teams answer incorrectly, or time runs out.

While software malfunctions are rare, the Moderator shall have the authority to take corrective action caused by game software malfunctions or any procedural errors. In the rare event when the software malfunctions in recognizing the team that buzzes in first, the moderator shall call upon the team first recognized as buzzing in; if that team answers incorrectly, the second team recognized by the software will have the opportunity to answer the question before it is opened to other teams. EXAMPLE: After the question is displayed, Team A is recognized by the software as buzzing in first; the software then jumps to recognizing Team B as the team first buzzing in. If this should happen, the Moderator will call upon Team A to answer the question. If Team A answers incorrectly, Team B will be given the opportunity to answer. If Team B answers incorrectly, other teams may buzz in to answer.

Game Scoring

Games consist of 5 categories with 5 questions in each category, for a total of 25 questions.
Question values range from 10 points to 50 points in each category.
The team that answers the question correctly will be awarded the point value of the question.
Questions answered incorrectly will have that point value deducted from the team score.

Final Dilemma

After the 25-question game board has been played, teams with positive point values are invited to play the "Final Dilemma" question, which is a wager-based question.

Each team is given a wager sheet and a final answer sheet. When the "Final Dilemma" category is announced, teams will write down the amount they wish to wager. The wager can be up to the number of points the team has entering The Final Dilemma. The wager sheets are then collected by a game assistant.

After the moderator reads the question and the question is displayed, teams have approximately 35 seconds to write an answer on the final answer sheet. After 35 seconds (the duration of the "Final Jeopardy" music), the answer sheets are collected and given to the moderator.

Teams answering the questions correctly will have their wager added to their total score.

Teams answering incorrectly will have their wager deducted from the total score.

Game Judges

Each Doctor's Dilemma game will be monitored by 2-3 Judges. Judges are ACP members with substantial medical knowledge who volunteer to serve in this role. Judges will receive the game questions and answers in advance of the competition, so they can review the content and make informed decisions during the games.

If a team's answer does not exactly match the acceptable answers provided to the moderator on the official answer sheet, the moderator may defer to the game judges. The judges determine if an answer is acceptable. **All judges' decisions are final**.