

RULES FOR 2014 NUBC BIOETHICS BOWL COMPETITION

PROCEDURAL RULES:

1. The cases on which teams will be asked questions at the Bioethics Bowl will be taken from the fourteen cases they received in advance. The teams, judges and moderators will not be informed of the cases or questions selected for each round before the round begins. Important note: while teams receive a packet of fourteen cases, only 12 will be 'in play' for the National Bioethics Bowl competition. The teams will not know in advance which of the cases will be used during the Bioethics Bowl. The teams will be asked to address only one of the three questions that follows the case. The teams will also be asked additional questions about these cases during the Bioethics Bowl rounds by the Judges.

2. Teams are allowed to register up to 7 members but only five (5) or fewer can be active participants at any time. Substitutions cannot be made once the initial five or fewer are seated and ready for action. Substitutions CANNOT be made once the case is announced. Team members must be undergraduates. Any student who leaves the table during a match cannot return to the table until the case being discussed at the time they left is no longer being discussed.

3. During competition books and notes will not be allowed, however, scrap paper to jot down thoughts is permissible. The teams will be given a copy of the case and the question to which they must respond. Teams should wait to use the scratch paper until the case has been announced. Students are permitted to pass notes to one another at any point. At the halfway point in a match teams will be instructed by the moderator to clear notes taken during the first half of the match from the table, and placed out of sight of all participants.

4. Teams may use their own timers but no devices that can store data (smartphones, etc.) are acceptable as timers. Teams may also not time the other team, as any beeps may be distracting.

5. During each part of the competition teams have the option of requesting time warnings. If the team requests time warnings, they will receive one warning with three minutes remaining and one warning at one minute remaining. Teams are not permitted to request any other time warnings.

6. The Moderator will indicate the case with which the team that goes first (hereinafter Team 1) will deal, and then read Team 1's question about the case. (The Moderator will not read aloud the entire case).

7. Team 1 will then have two (2) minutes to confer, after which they may use up to ten (10) minutes to respond to the Moderator's question. More than one team member may contribute to the response, but only one team member may speak at a time.

8. The opposing team (hereinafter Team 2) receives one minute to confer, and then may

use up to five minutes to comment about Team 1's answer to the Moderator's question. More than one team member may contribute to the commentary, but only one team member may speak at a time.

9. Team 1 receives one minute to confer and then may use up to five minutes to respond to Team 2's commentary. More than one team member may respond to the commentary, but only one team member may speak at a time.

10. The judges then may ask questions to Team 1. **EACH JUDGE MAY ASK NO MORE THAN ONE QUESTION WITH A BRIEF FOLLOW-UP QUESTION. THE ENTIRE PERIOD FOR JUDGES QUESTIONS SHALL LAST NO MORE THAN TEN (10) MINUTES.** Before asking questions the judges may confer with one another to discuss briefly areas that they want to cover during the question period. Different team members may respond to the questions of different judges. Teams may huddle briefly to discuss their answers to the judges' questions.

11. The judges will evaluate Team 1 and Team 2 on score sheet provided to them (see scoring rules below). **AT THIS POINT, HOWEVER, THE JUDGES WILL NOT ANNOUNCE TO THE TEAMS THE SCORES THEY HAVE GIVEN THEM.**

12. Team 1 and Team 2 will reverse roles for a second round with a different case.

13. At the close of the second round the Moderator will ask the judges to announce the teams' scores for the match (see scoring rules below).

14. The team with the greatest number of judges declaring them winner is the winner of the match. Any team that wins on two judges' scoresheets wins the match. If a team wins on one judge's scoresheet and ties on the other two they win the match. If neither team wins on more of the scoresheets, then the match is deemed a tie (even if one team scores a greater number of total points).

RULES FOR ACCEPTABLE BEHAVIOR

1. The moderator is in charge of the room. Should any problem arise that indicates unacceptable behavior (see below), the moderator should attempt to address it. Should that become impossible or if the issue is very serious, the designated disputes official should be called in and a time-out must begin, until the issue is resolved.

2. Examples of unacceptable behaviors include: a) Coaches communicating with students excessively while a match is in progress. Note that a simple smile or nod is not inappropriate. b) Coaches acting demonstrably to potentially distract the opposing team (e.g., rolling eyes or shaking head while the other team speaks). The degree of demonstrability should be taken into consideration. c) Judges berating students. d) Students (audience and team members) being loud during opposing team's presentation and discussion. e) Foul, graphic or insulting language by any/all parties. f) Any behavior that might be construed by a reasonable person as sexual harassment is unacceptable.

FEEDBACK

On the back of the Judge's scoresheet is a place for Judges to provide feedback to the teams. This is optional, and will be contingent upon time factors.

Time permitting (for up to 5 minutes after a match) students may ask questions of the judges on their performance and for constructive criticism. Students are not permitted to argue with the judges about their scores or to berate them.

SCORING RULES

1. Judges shall evaluate the responses of teams solely in terms of the following criteria:

A. Clarity and Intelligibility - Was the presentation clear and systematic, and did the team answer the moderator's question? Regardless of whether or not you agree with the conclusion, did the team give a coherent argument in a clear and succinct manner?

B. Identification and Discussion of Central Ethical Dimensions: Did the team's presentation clearly identify and thoroughly discuss the central ethical dimensions of the case?

C. Deliberative Thoughtfulness: Did the team's presentation indicate both awareness and thoughtful consideration of different viewpoints, including especially those that would loom large in the reasoning of individuals who disagree with the team's position?

2. The judges will score each team as follows:

0-30 for a team's answer to the Moderator's question (30 best); in evaluating a team's answer the judges will give the team a score of 0-10 relative to each of the three evaluation criteria indicated above and total the sum.

0-10 for the opposing team's commentary (10 best).

0-10 for the response to the opposing team's commentary (10 best).

0-10 for the response to the judges questions, by the team that answered the Moderator's question (10 best).

In evaluating a team's commentary, the other team's response to the commentary, and a team's response to the judges' questions the judges will take into account the three evaluation criteria indicated above, but give the teams an overall score, rather than a separate point score relative to each of the criteria.

Scoring Rules – Overall Totals

The competing teams in the National Bioethics Bowl will be rank-ordered in the following manner:

Teams will be ranked based on a) the number of wins, followed by b) the number of ties, followed by c) the total points awarded by judges, with the highest and lowest individual judge scores being dropped. Thus, all teams with three wins will rank ahead of all teams with two wins. All teams with two wins will rank ahead of all teams with one win. Within rankings, a team with more ties ranks above a team with fewer ties. Finally, for teams with the same number of wins and ties, a team with a higher number of total points (with the highest and lowest individual judge scores thrown out) would rank above a team with a lower number of points. For example:

TEAM	WINS	TIES	LOSSES	POINTS	RANK
School R	4 wins	0 ties	0 losses	590 points	1st
School M	4 wins	0 ties	0 losses	565 points	2nd
School B	3 wins	1 tie	0 losses	580 points	3rd
School S	3 wins	0 ties	1 loss	585 points	4th
School H	3 wins	0 ties	1 loss	570 points	5th

Note, for example, that School B has more points than School M, and School S has more points than School B. Nonetheless, School M is ranked higher than School B because School M has more wins, and School B is ranked higher than School S because, while they have the same number of wins, School B has a tie while School S has a loss.

Further Tie-Breaking Methods -

a) If 2 teams have the same ranking, which means they have the same record *and* the same amount of total points, with the highest and lowest individual scores thrown out, then, if they played against each other during the three rounds of play, whoever won that competition will receive the higher ranking.

b) The method in number a) above will also apply to a 3 (or more) way tie in ranking, just in case all teams played each other and transitivity holds (e.g. A beat B, B beat C, but C did not beat A).

c) In case a) and b) do not determine a winner, then the first way to break the tie will be to take the team with the highest point total *including* the highest individual judge's score from the day.

d) In cases where two or more teams are still tied after a), b), and c), then the total points will again be compared, this time including the lowest individual judge's score from the day.

e) Finally, if a-d above fail, an impartial random process will determine the final outcome between the teams. In case 2 teams are still tied, a coin toss will be used. If more than 2 teams still remain, the high card drawn from a standard deck of playing cards will decide. This process will be repeated until the outcome is decided.