



# **IV International Medical Tournament Regulations**

21-24 April 2017  
Novosibirsk

### **Part 1: General information about the International medical Tournament (IMT).**

- 1.1. The event aims to development of professional clinical thinking, logical and analytical thinking, the ability to use the knowledge and creative approach to solving complex diagnostic problems through the introduction and analysis of the cases of medical practice. During the event, participants will gain experience in scientific presentation of opposition and controversy that promotes the development of skills of consistent presentation of their ideas, reasoned proof of his point of view, the ability to carefully evaluate the alternative position to perceive and criticisms.
- 1.2. The organizer of the International Medical Tournament (the Tournament, IMT) is an initiative group of students and graduates of the Institute of Medicine and Physiology (Medical Faculty) of the NSU, with the support of the Novosibirsk State University, The Rybakov Foundation and other organizations-partners.
- 1.3. Team participating in the Tournament, may consist of 4-5 who are students of 4-6 year of medical school. Admission is participation not more than one intern or resident physician first year trained. Age team participants - up to 30 years inclusive.
- 1.4. IMT comprises of two leagues – Russian league (Russian working language) and International league (English working language).
- 1.5. IMT is held in two stages: qualifying and final. Teams may be listed in both leagues during qualifying stage. The Final stage is considered to have each team taking part only in one of the leagues. If a team make high scores in both leagues at the end of the qualifying stage, it automatically lists in the International league.
- 1.6. Results of the Tournament are determined according to the rating at the Final stage.
- 1.7. Participants are recommended to wear medical gowns during IMT's Games.
- 1.8. Correctness and politeness are preferred kinds of expression, competent and professional language is the greatest part of IMT. All presentations, comments, questions etc. should be made in working language of each league. Strong language and inappropriate behavior given by a participant of a team should be punished by penalty points, addressed to his or her team's score. In case of severe rule break participant may be banished from current Game or further participation in the Tournament under a decision of the Expert Committee.
- 1.9. The Organizing committee holds the right to change the rules of this Regulation in case of changing the number of participating teams or conditions of the tournament.

### **Part 2. Qualifying stage**

- 2.1 All teams who registered by using web-site <http://medtourn.ru> for the required period and meet the criteria of para. 1.3. are listed as participants of the Qualifying stage.
- 2.2 The Qualifying stage consists of extramural solving of 2 qualifying cases.
- 2.3 Evaluation of solutions of qualifying cases is conducted by the Expert committee on an anonymous basis in accordance with criteria, listed in para. 2.5.
- 2.4 The Organizing committee holds the right to make changes to the certain parts of solutions associated with team identification.
- 2.5 Evaluation criteria:  
The score of each case equals the sum of the following components:
  1. Solution details:

- Correct interpretation of given tests (0-1)
- Providing of main symptoms and syndromes (0-1)
- Optimal assignment of additional methods of examination (selection of the most appropriate tactics reasonable purpose to exclude or confirm the diagnosis) (0-3)
- Completing a full differential diagnosis (0-3)
- Formulation and justification of the diagnosis (0-3)
- Correct formulation of the diagnosis (0-1)
- The choice of treatment tactics (0-3)
- The usage of modern methods of treatment (0-2)

2. Layout, appearance:

- Structured and consistent presentation of the solution (0-2)
- Accessibility for understanding (0-1)

Additional points:

- Bonus: (usage of non-obvious facts and proposal of non-standard rational decisions) (0-2)
- Penalties: (factual errors, misconceptions) (0-2)

2.6 The total team's score equals the sum of two highest solution's scores considering all bonuses and penalties.

2.7 The teams who represent the countries, firstly attended to the Tournament, have the right to attend the Final stage with all range of total scores. Registration process and compliance with deadlines are still crucial.

### **Part 3. Final stage**

3.1 Only 12 teams with highest qualifying stage's scores of each league attends the Final stage. The number of teams, taking part in the Final stage may change under decision of the Organization committee.

3.2 In case of refusal of one of the teams attended to the Final stage, the next team with the highest score of given league is attended to the Final stage.

3.3 Replacements in teams are allowed. A composition of a team, attended to the Final stage, may vary no more than 50% comparing to the initial composition. In case of any replacement, team captain must notify the Organizing committee not later than one week before the Final stage starts.

3.4 Each team participating in the Final stage may invite an accompanying person as an expert. Experts participate in the Tournament as part of the Expert committee. All experts must meet the requirements of the Expert committee. The experts must not evaluate performance of the teams they associated with.

3.5 Each of 2 days of the Final stage consists of 2 units (cycles).

3.6 At the beginning of the Final stage all teams are separated in groups of three. Separation is based on results of the quiz held before in that day. Results of the quiz affect only initial separation of teams and speaking order.

3.7 Before the beginning of each Cycle all participating teams must complete registration process, as follows:

- a. **Provide theirs solutions** (both expanded solutions in .doc format and multimedia presentations in .ppt format, associated with each case) **to the Organizing committee using flash drive. Provided solutions may not be changed during Cycle.**
- b. **A number of case team rejects.** Every team has a right to reject of one case of each Cycle without losing of points. The number of rejected case should be stated in the team passport. Team cannot be invoked as the Speaker at the rejected case.

**3.8 Each participant of each team can appear only once as the Speaker, only once in the role of the Opponent and no greater than twice as the Reviewer during the Final stage.**

3.9 Total score of each team equals sum of scores of both days of the Final stage.

### **3.10 Basic Concepts**

3.10.1 The Speaker is a participant of the reporting team who orally presents a solution of a case. Presentations lasts no longer than 10 minutes. The Speaker is appointed by a team captain.

3.10.2 The Opponent is a participant of the opposing team, who orally assess presented solution within 5 minutes. The Opponent is appointed by the captain of the opposing team.

3.10.3 The Reviewer is a participant of the reviewing team, who orally summarizes pros and cons of work done by the Speaker's and the Opponent's teams, points out strengths and weaknesses.

3.10.4 The Experts committee (the Jury), consists of highly qualified specialists in the field of medicine. Experts evaluate performance of teams in accordance with the criteria prescribed in this Regulations.

3.10.5 The Polemic is consequence of interactions (like a dialogue) between the Speaker and the Opponent. These interactions are regimented responses of the Speaker to the comments of the Opponent, the parrying of these responses by the last and so on. Time for each of the participants of the Polemic is limited to 5 minutes and controlled by the section host.

3.10.6 The Challenge is the whole sequence of actions in the discussion of a single task.

3.10.7 The Cycle is a complete stage of challenges. If a section consists of 3 teams, then one cycle is 3 challenges long.

3.10.8 Winners of the Tournament in each league are the teams awarded with medals of the Tournament.

3.10.9 The Team Passport is a team's individual card, where rejected tasks, as well as reported, opposed and reviewed tasks are marked, information of participants is put down and also scores are recorded. During a single cycle the Team Passports are held by the Section host.

### **3.11 Speaker rules**

3.11.1 The team accepting a Challenge choose one person among team participants (the Speaker), who reports his team's problem solution. Report lasts no longer than 10 minutes, all teams should prepare multimedia presentation for their solutions. It is strongly recommended to submit presentations in MS PowerPoint 97-03 (.ppt) or (.pdf) format. MS PowerPoint .pptx format is not recommended because of possible problems with presentations appearance.

- 3.11.2 The Speaker is forbidden to use additional notes during presentation.
- 3.11.3 The Expert committee should be provided with extended solution ( 6 pages A4 max, 1.0 spacing , Times New Roman, 12 pt ) by the beginning of the presentation. Extended solutions should include reference list.
- 3.11.4 The Speaker should announce a conclusion of his report to the The Expert committee and the Opponent (e. g. **"Our report is complete"**). Reports, that are out of time bounds, should be terminated by the Section host.
- 3.11.5 The Speaker should be very brief while answering the clarifying questions of the Opponent, questions of the jury and audience. An answer prolonged beyond measure may be interrupted at any time by the head of the Expert committee or Section host.
- 3.11.6 The response to the opposition should be brief. The response may contain a certain clarification of the solution, in the parts pointed out by the Opponent, but not its retelling. Response to the opposition lasts no more than 5 minutes and can be interrupted by the head of the jury, or section host (with the consent of the jury) if this limit is exceeded or the topic of the report is avoided.
- 3.11.7 The Speaker should be very brief while answering the clarifying questions of the Opponent, questions of the jury and audience. An answer prolonged beyond measure can be interrupted at any time by the head of the jury or section host (with the consent of the jury).
- 3.11.8 The problem solution presented by the Speaker is scored by the jury on a 15-point scale.

### **3.12 Opponent rules.**

#### **3.12.1 The opposing team can challenge the reporting team to any task, except:**

- 1) those which the reporting team has officially rejected;**
- 2) those that were already reported by the reporting team;**
- 3) those that were already played in this cycle.**

- 3.12.2 If all these rules make it impossible to challenge a team, then rule 3) is canceled for this challenge.
- 3.12.3 After the challenge has been accepted and the Speaker assigned by the captain of the reporting team, the captain of the opposing team announces the name of the opponent (by saying" Full name of the team participant will be opposing").
- 3.12.4 The Opponent does not join the Speaker and stays with his team till the end of the Speaker's report. He can do whatever records and notes he wishes, without using literature and other sources of information.
- 3.12.5 After the end of the Speaker's report the Opponent can ask clarifying questions (no more than two). Questions should only explain unclear moments to the Opponent, without extending to the scope of the report. Questions that do not meet this requirement can be withdrawn by the head of the jury, or section host (with the consent of the jury). The Opponent can ask all questions that are not of specifying nature only during polemics.
- 3.12.6 The Opponent is given no more than 5 minutes to make his speech. The main task of the opponent is to evaluate the solution proposed by the Speaker. During his speech, the opponent must reasonably criticize the solution, find its weaknesses, point to incorrect statements, unfounded assumptions, logical errors, facts that have not been accounted for, misunderstandings of the conditions of the problem by the reporting team, etc. The Opponent

may also acknowledge the most successful parts of the decision, but still must explain why they are significant. Based on this analysis, the Opponent must conclude whether the problem was solved completely by the reporting team and to what extent it was solved.

3.12.7 The Opponent should not make comments about the design of the presentation or judge the public speaking skills of the Speaker.

3.12.8 At the end of his speech the Opponent must notify the jury and the Speaker that he has finished (by saying "The opposition is complete"). Upon rule violation the opposition may be interrupted by to the head of the jury or section host (with the consent of the jury).

3.12.9 After the Opponent's Speech, Speaker has to answer to the Opponent's questions and then the Polemics between Opponent and Speaker starts (see para.3.14)

3.12.10 During and after the Speaker's response to the opposition the Opponent must stay close to the Speaker to answer possible questions of the jury.

3.12.11 The Opponent's speech is scored by the jury on a 15-point scale.

### **3.13. Reviewer Rules.**

3.13.1 The Reviewer speaks after the Polemics between the Opponent and then Speaker.

3.13.2 The Reviewer gives a brief assessment of the speeches of the Speaker and the Opponent, determines how well they coped with their responsibilities, and analyzes the understanding of the problem under discussion by the Speaker and the Opponent.

3.13.3 The Reviewer should point out the weaknesses of the solution that had not been noticed by the Opponent, namely, incorrect statements, unfounded assumptions, conditions of the problem, which were not taken into account in the proposed decision, etc. If the Reviewer fully disagrees with the conducted opposition and believes that the Opponent did not cope with his task, he can take the role of the opponent for himself. The Reviewer also should pay attention to the unreasonable criticism of the report by the Opponent (if present).

3.13.4 The Reviewer's speech is scored by the jury on a 5-point scale.

### **3.15.3 «Speaker-Opponent» Polemics**

3.14.1 «Speaker-Opponent» polemics is a contest between the Speaker and the Opponent, which aims to show how quickly the representatives of the teams can respond to the arguments of the each other, their knowledge of the different medical aspects, as well as their ability to competently defend their point of view.

3.14.2 The discussion of «Speaker-Opponent» polemics should consider only the problem solution presented by the Speaker.

3.14.3 The beginning of the Polemics is declared by section host.

3.14.4 Each participant of «Speaker-Opponent» polemics is given exactly 5 minutes of speech time. The way of using the given time is up to the participant. The time consumption of each participant is strictly recorded by the section host or Counting committee of each section. After 5 minutes run out, the participant has no right to continue the debate.

3.14.5 Participants of the debate should express their criticism or arguments in a proper form. Incorrect behavior during Polemics influences the overall score for the debate.

3.14.6 The Polemics is scored by the jury on a 5-point scale for each participant.

### 3.15 Challenge

3.15.1 Sequence of actions during any Challenge consist of the following

Captain of the challenging team (the opposing team) determines the number of the problem that they challenge the Speaker to («We challenge team *...* to problem № ...»)	<b>1 min.</b>
Captain of the reporting team announces the Speaker's full name («(Full name) meets the challenge»)	<b>1 min.</b>
Captain of the opposing team announces the Opponent's full name («(Full name) will be opposing»)	<b>1 min.</b>
The Speaker's speech	<b>10 min.</b>
The opponent's clarifying questions (no more than two) and answers to them	<b>2 min.</b>
Preparation of the opposition (with the team). Scoring in the blanks.	<b>1 min.</b>
The Opponent's speech	<b>5 min.</b>
Response to the opposition	<b>5 min.</b>
«Speaker-Opponent» polemics	<b>10 min.</b>
The Reviewer's speech	<b>5 min.</b>
Expert committee questions. Final scoring (in the blanks)	<b>5 min.</b>
Public scoring of the report solution, the presentation and the opposition. Speeches of Expert committee participants, their comments on the problem, on the performance of the Speaker, the Opponent and the Reviewer.	<b>5 min.</b>
Total	<b>51 min.</b>

3.15.2 After the speech, followed by the Reviewer Expert committee gets right to answer questions. Questions may be addressed to both the Speaker and the Opponent or Reviewer. Questions should be discussed within the framework of the task.

3.15.3 After questions of Expert committee has been answered, the audience gets right to answer questions. Questions from the audience should also be discussed in the framework of the task. Any question that does not meet this requirement may be removed by the chairman of Expert Committee, or section host (with the permission of Expert committee). Depending on the given time, section host can adjust the number of questions.

### 3.16 Criteria for the solution of problems and exposure assessment

3.16.1 Expert committee on 15-point scale assesses the report of the solution. This score consists of the following elements:

1. Scientific part of the report: 10 points.
2. Presentation skills: 5 points.

3.16.2 The opposition is assessed by Expert committee on 10-point scale.

3.16.3 The reviewing is assessed by Expert committee on 5-point scale.

3.16.4 The Speaker and the Opponent scores are declared in oral after the end of the cycle.

3.16.5 The polemics and the reviewing scores are indicated in an evaluation form without any public declaration.

### 3.17 Tournament tables.

#### The section distribution in the final stage of the Tournament

- 3.17.1 Distribution of the teams over sections is determined by the Quiz during the briefing.
- 3.17.2 The number of teams in each section depends on the number of teams participating in the tournament.
- 3.17.3 Within each day of the Tournament two competition cycles are held. Every cycle contains 3 or 4 acts of each team depending on the overall number of teams in certain league. That means that during every cycle each team acts once as the Speaker (S), once as the Opponent (O) and once as the Reviewer (R).
- 3.17.4 The team with the best result of the Quiz chooses the role. Next, the other teams choose numbers in descending order according to scores from the previous competition days. This rule applies only to the cycles of first competition day.
- 3.17.5 The choice order at the beginning of the second day is considered according to scores of teams of the first competition day.
- 3.17.6 According to the choice order teams receive their role in the first challenge. After the first challenge the roles are change.

Scheme 1. **Role-playing order: S – speaker, O - opponent, R – reviewer, Ob - Observer.**

Circle 1/3

	Challenge №1	Challenge №2	Challenge №3
<b>Team 1</b>	S	O	R
<b>Team 2</b>	R	S	O
<b>Team 3</b>	O	R	S

Scheme 2. **Role-playing order: S – speaker, O - opponent, R – reviewer, Ob - observer.**

Circle 1/3

	Challenge №1	Challenge №2	Challenge №3	Challenge №4
<b>Team 1</b>	S	O	R	Ob
<b>Team 2</b>	Ob	S	O	R
<b>Team 3</b>	R	Ob	S	O
	O	R	Ob	S

3.17.7 Distribution of teams among sections and days is made considering the maximum mixing order after each cycle.

### 3.18 Section hosts of the tournament

3.18.1 The task of the section host is to create conditions for the tournament to pass according to the regulations. A host is assigned to each section separately.

3.18.2 The host:

- Enforces the challenge rules and prevents their violation;
- Introduces the teams and Expert commission, announces the scores;
- Declares the tasks to which the Opponent cannot challenge the Speaker;



- Monitors the polemics and stops it if it becomes non-constructive;
- Monitors the behavior of the teams and does not allow teams to consult with outsiders;
- Passes the word to participants of the tournament, the jury and the audience if necessary.

### 3.19 Team participants and the rights of the captain

3.19.1 Teams participating in the tournament may consist of 4-5 participants in the Russian league and 3-5 participants in the International league. Teams must choose a captain and a vice captain. The team captain is the leader of the team during the Tournament and is responsible for interacting with the organizing committee and Expert commission on organizational matters. The position of the captain and vice-captain are finally determined and formalized in the Team's passports during registration on the first day of the Tournament.

3.19.2 The captain appoints the Speaker / Opponent / Reviewer of the task, coordinates the team during the tournament.

3.19.3 Only the captain has the right to draw the attention of the host or Expert commission to inappropriate behavior of the Speaker, Opponent or Reviewer.

3.19.4 During the captain's performance all his rights and responsibilities as a team leader are automatically passed on to the vice-captain for the time of that challenge.

3.19.5 The captain should make sure that the team stays quiet and organized during the performances. If the captain does not perform his duties or in the case of incorrect behavior of the captain, the host or the jury may ask replace the team captain for the duration of one cycle.

### 3.20 Expert commission and the Scoring

3.20.1 The participants of the jury of the Tournament can be valid specialist in the field of medicine (MD, PhD, MD, Assistant Professor, Associate Professor or Professor of the Department Medical University, a practitioner with experience more than 5 years), the captains of teams who participated in the previous tournaments, the participants of teams who won previous tournaments, the representatives of science and technology or research companies with no less than 2 years' experience.

3.20.2 The final composition of Expert commission is determined by Organization committee.

3.20.3 During each challenge, Expert commission assesses the Speaker team for the solution of the problem, solution presentation and for the Speaker himself, the Opponent team for the opposition for the Opponent himself and the Reviewer and puts scores in their evaluation form. Counting committee calculates the average scores for each of these components. Counting accuracy for average scores is 0.01 points.

3.20.4 During assessment, Expert should consider criteria listed below:

- criteria of the scientific part of the report (max. 10 points)

Correct interpretation of given research. Highlighting of the main symptoms and syndromes	2 points
Optimal application of additional tests (choice of the most appropriate tactic, reasonable purpose to exclude or confirm the diagnosis).	2 points

Correct fulfillment of differential diagnosis.	2 points
Formulation and justification. Correct formulation of the diagnosis.	2 points
Treatment selection. Modern methods of treatment usage.	2 points
Bonus: correct application of non-obvious facts and non-standard approach.	1 point
Penalty: (factual errors, misconceptions).	1 point

- criteria of the presentation performance (max. 5 points)

Oratorical skills.	1 point
Consistency of the presentation.	2 points
Comprehensibility of explanation.	2 points

- criteria of the opposition (max. 10 points).

Scientific level of the opposition.	5 points
Oratorical skills.	4 points
Reasonableness of opposition	1 point
Bonus: correct application of non-obvious facts and search the non-standard approach	1 point
Penalty: (factual errors, misconceptions)	1 point

- criteria of the «Speaker-Opponent» polemics(max 5 points)

Scientific level of the polemics.	3 points
Oratorical skills.	1 point
Reasonableness of polemics.	1 point

- criteria of the reviewing (max. 5 points)

Correct evaluation of the speaker's report.	2 points
Correct evaluation of the opponent speech.	2 points
Correct evaluation of the «Speaker-Opponent” polemics.	1 point
Bonus: use of non-obvious facts and non-standard approach.	1 point
Penalty: (factual errors, misconceptions)	1 point

3.20.4 Bonus points aren't added in case of team's score exceeds maximum cap after the addition.

3.20.5 Penalty points aren't subtract in case of team's score dropped below 0 after the subtraction.