

# RASACS

RESIDENT AND ASSOCIATE SOCIETY

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4.0

## Game Handbook A GUIDE TO HOSTING



AMERICAN COLLEGE OF SURGEONS

*Inspiring Quality:  
Highest Standards, Better Outcomes*

100+ years

**SURGICAL**  
**JEOPARDY**  
4.0

**RASACS**

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RESIDENT AND ASSOCIATE SOCIETY

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# Introduction to Surgical Jeopardy!

## WHAT IS SURGICAL JEOPARDY?

Surgical Jeopardy is a surgical knowledge adaptation of the famous television game show *Jeopardy!* and has been a resounding hit and staple at the American College of Surgeons (ACS) Clinical Congress for more than a decade. Resident teams representing programs and chapters from across the country and internationally compete to demonstrate their surgical knowledge and win the title of Surgical Jeopardy Champion.

What makes Surgical Jeopardy so special is its ability to promote resident participation in ACS activities and to motivate learning in the spirit of good-natured and friendly competition. The commitment of the College to the education and engagement of residents is evident in the continued success of the game. It is for these reasons that the Resident and Associate Society of the American College of Surgeons (RAS-ACS) would like to help you bring Surgical Jeopardy to your chapter!

## GENERAL GAME FORMAT

Surgical Jeopardy, in general, mirrors the traditional game show. So, if you can picture that in your head you are already halfway to picturing the surgical adaptation! The game is directed by a host, who is responsible for leading teams of resident contestants through the game. The number of teams competing in each round may vary by chapter.

Teams ring in using buzzers and are expected to respond in the form of a question in order to be correct. Points are awarded depending on the difficulty of the clue or “answer” that the moderator reads. Points are subtracted accordingly for incorrect responses. A panel of expert judges weighs in on controversial responses and monitors the scoring.

In the traditional game show, there are three rounds: Jeopardy, Double Jeopardy (where point values are doubled), and Final Jeopardy. In the last round, contestants are shown one category and must wager point values before seeing the clue. In Surgical Jeopardy, however, a new set of teams can compete in subsequent rounds, and a Final Jeopardy round can serve as the championship round (there are many ways to do this—see examples on page 8).

Hidden in the rounds are Daily Doubles, which allow the team that chooses that question a chance to place a wager on the correct response. The maximum wager for the Daily Double is two times the team’s current score or 1,000, whichever is higher. The other teams cannot attempt to give a response, even if the original team gives an incorrect response.

The team with the highest point value after Final Jeopardy is crowned champion.



### Five Reasons to Host Surgical Jeopardy!

1. It’s fun for both residents and Fellows.
2. It’s easy to do.
3. It promotes resident involvement in College activities.
4. It will test your own surgical knowledge.
5. It will let you pretend to be a game show host.

## COMPONENTS OF THE TOOLKIT

The toolkit contains all of the working parts (except buzzers) needed to put on a successful Surgical Jeopardy game at your chapter, including:

1. **Game Handbook**—This handbook should provide you with all of the things you need to know and what to think about as you prepare to host a game.
2. **Game PDF**—The most important component of the toolkit. It contains everything listed below (except the buzzers) in electronic form.
3. **Surgical Jeopardy**—

*Surgical Jeopardy for one set of teams:*

- Round 1 includes six categories of clues ranging in point values from 100 to 500. The round includes a single Daily Double.
- Round 2 includes six categories of clues ranging in point value from 200 to 1,000. The round includes two Daily Doubles.
- Final Surgical Jeopardy includes a single clue for which teams first wager a point value based on the category and then win or lose those points depending on the response.

*Surgical Jeopardy for two sets of teams:*

- Round 1 includes six categories of clues ranging in point values from 100 to 500. The round includes a single Daily Double.
- Round 2 looks exactly like Round 1 described above. It also includes six categories of clues ranging in point value from 100 to 500. The round includes a single Daily Double.
- Final Surgical Jeopardy includes a single clue for which teams first wager a point value based on the category and then win or lose those points depending on the response.

*The game is available in an uneditable, interactive PDF format in order to protect the integrity of the game as it has been developed. For best results, make sure you are using the PDF in Adobe Acrobat or Adobe Reader. On most devices, the PDF will play automatically when you open the file.*

### Test Your Device

*Please be sure to TEST the PDF on the device that you will be using prior to the start of the game.*

### User Tip: 1

If your chapter does not wish to purchase the buzzer system, there is also the option to download a buzzer app for a smart phone. One of the user-tested apps is called Trivia Bowl Buzzer. It's free to download, and only one device per team needs to have it. Please note that this app is only available in the Apple app store and is not available for Android devices.

4. **Score Card**—This is a PDF that is formatted to automatically update the total score each time the score keeper enters the point value (see page 7).
5. **Clue and Response Master Table**—This document lists the clues and responses in a table format for easy and quick viewing by the host and judges during the course of the game.

**Note:** *Buzzers are not included with this toolkit. We recommend purchasing the Trainers Warehouse Me First V3 Wireless Buzzer System available in small-group (four buzzers) or large-group (12 buzzers) sizes. These buzzer systems can be found at [trainerswarehouse.com](http://trainerswarehouse.com). Please follow the manufacturer's insert for specific instructions for use.*

# Let's Play Surgical Jeopardy!

## A Step-by-Step Guide

### NECESSARY PLANNING (WHO, WHAT, WHEN, WHERE, HOW)

#### *Who Participates?*

##### 1. Residents

Surgical Jeopardy is played on a national level once a year at the American College of Surgeons Clinical Congress. Hosting a Surgical Jeopardy game at your chapter will help get residents involved in College activities, expose residents to your chapter, and get them involved in a fun learning activity.

You will need to decide how many teams of residents you will have at your game and how many teams you will allow from each program represented at your meeting. The decision depends largely on the space and time that you have available. The only limiting factor to the number of teams that you can have play during each round is the number of buzzers available.

##### 2. Fellows

You will also need to recruit Fellows of the College to help put on the game.

*Specific roles include:*

- A. Someone to host the game—“Host”**— You might consider asking someone who is outgoing, humorous, and comfortable managing a group of people. The host is responsible for reading the clues aloud, calling on the team that buzzes in first, confirming or denying the response given, and helping to keep track of who last responded correctly. The last team to have given a correct response chooses the next category.
- B. Someone to run the game template—“Game Navigator”**— The host will need someone to navigate through the game template on the computer. The navigator will display the clues and responses as they are chosen and given.
- C. Someone to keep track of the score—“Score Keeper”**—The score card, which is essentially an interactive PDF calculator, is included with the toolkit. The score card can be projected onto another screen. Alternatively, you may want to use a whiteboard and update the scores manually. Regardless, the score should be displayed for all to see. Using a button on the score card, the score keeper will also help to keep track of the last team to respond correctly.
- D. One or Two Judges—“Judge”**—These judges will help settle any disputes that may happen over who buzzed in or whether a response is acceptable. They should also review the set of clues provided with the toolkit prior to the start of the game.

**Total personnel needed to run a game: 4 to 5 people**

## What Is It? (Rules and Flow of the Game)

Surgical Jeopardy is a surgical trivia adaptation of the beloved television game show. The number of teams can vary. There are multiple variations of the game that you can play to meet your chapter's needs (see examples on page 8), but let's say for ease of description that eight resident teams have signed up to participate at your chapter game. You have one room set up for the game. Four of the teams will begin playing Round 1.

The title slide should be projected, and the host should introduce the teams. The game board can now be projected (the game navigator should do this), and the host should introduce the categories for the round. The first team (determined in any number of ways—coin flip, rock-paper-scissors, by distance traveled) selects a category and point value (“We’ll take ‘Surgeons in the Media’ for 100”). The game navigator should choose this clue so that it is projected for all to see. The host should read the clue aloud. The first team to buzz in responds in the form of a question. If the response is incorrect or not in the correct format, play passes to the next team to buzz in. The last team to have correctly responded chooses the next clue.

**Remember, responses need to be given in the form of a question:**

*“Who are the Mayo Brothers?” = Correct!*

*“Mayo Brothers” = Incorrect*

After Round 1, the top two scoring teams are noted and will advance to Final Surgical Jeopardy. In Round 2, the next set of teams will play. The points are not doubled, the clues are no harder than the first round, and there is only one Daily Double. The game proceeds exactly the same way as in Round 1 (introduce the teams, introduce the categories, and choose who will start). The top two scoring teams from Round 2 advance to Final Surgical Jeopardy.

The top two scoring teams from Round 1 and the top two scoring teams from Round 2 will compete for the title of Surgical Jeopardy Champion. In Final Surgical Jeopardy, teams are given the category first and then given 30 seconds to submit a wager. Typically, the wager should not be more than the points they already have earned (if they have 1,250 points, the minimum wager is zero and the maximum wager is 1,250). After wagers have been made and submitted to the host and score keeper, the Final Surgical Jeopardy clue is revealed. Teams are given 60 seconds to write their responses in the form of a question privately before the final reveal. The team with the most points after Final Surgical Jeopardy is crowned Surgical Jeopardy Champion!

### General Planning Steps

1. Decide on a date (Chapter meeting? Other?).
2. Book a room and equipment (projector, screen, microphone, computer).
3. Recruit Fellows to help organize and participate.
4. Recruit residents to play.
5. Prepare materials and practice running the game and keeping score.

### User Tip: 2

In order to prevent quick-buzzing teams from dominating the game, you might consider implementing the following rule. Teams will not be able to buzz in until the host finishes reading the clue. Have the host activate the buzzer system after he or she finishes reading. Teams attempting to buzz in before the system is activated by the host are penalized by getting a short time delay before they can buzz in again for that clue.

### User Tip: 3

It may be helpful to set a time limit to keep the game moving and to keep response times fair. Use the buzzer app or a separate timer. You can set a time limit for buzzing in (for example, five or 10 seconds), for giving a response after buzzing in (for example, five seconds), and for responding to a Daily Double (for example, 10 seconds).

# Let's Play Surgical Jeopardy!

## A Step-by-Step Guide

### *When to Play*

You will need to decide when you will host a game. Likely, you will decide to play the game at your annual or biannual chapter meeting. Alternatively, you might decide to host a game at a different time, which is a nice option if you wish to encourage chapter involvement throughout the year.

The time needed to run the game depends on the format you choose and the number of teams participating (see examples on page 8).

Typically, you can expect one full game to take about one hour.

### *Where to Play*

At a minimum, you will need a room large enough to accommodate the teams, a projector and ideally two screens (one for the game board and one for the score card), a table for the judges and score keeper, and seats for the audience. If you decide to run multiple simultaneous games, you will need multiple rooms with the same capabilities.



## How to Score the Game

The score keeper should enter the team names in the appropriate fields. Each new row signifies when a new question is answered (whether correctly or incorrectly).

The score keeper should enter the point value, and the overall score for that team will automatically change.

**For example**, in the image above, Team 1 answered the first and second questions correctly, and those points were entered for a total of 400. Team 2 answered the next question correctly for 200 points but answered the very next question incorrectly for -100. Team 2's total score is 100. Team 3 answered the next question correctly for 400 points, and Team 4 answered the next question incorrectly for -300.

# Let's Play Surgical Jeopardy!

## A Step-by-Step Guide

### EXAMPLES

#### 1. Surgical Jeopardy for One Set of Teams

Best for two to four teams (or as many teams as there are buzzers available at one time). Play Rounds 1 and 2 and a Final Jeopardy Round. All teams play all rounds.

#### 2. Surgical Jeopardy for Two Sets of Teams

In this example, two different sets of teams play each round, and the highest-scoring teams advance to Final Jeopardy. The number of teams is only limited by the number of buzzers or location, and the number of residents per team is at your discretion.

For instance, some chapters may have four buzzers and seven programs who want to play, and they may allow any number of residents from a program to be on the team. Four teams might play in the first round, and three teams will play in the second round. The top two teams from each round move on to Final Jeopardy. Any number of variations on this scenario will also work. (Note: if you play with more than four teams, you will need to open two scorecards.)

#### 3. Simultaneous Games

Best for any number of teams. If you have enough space, equipment, and people to run a second game in another room, you could run two traditional Surgical Jeopardy games or two modified traditional games (if you have a very large number of teams participating, as in example two).

## PREGAME CHECKLIST

Before the game begins, make sure you have the following:

- Host, score keeper, game navigator, judges
  - Did the host and game navigator practice with the game board and score card?
- Computer and appropriate connecting cables for the projector
- Projector or large computer screens
- Score card and ability to project it for the whole room to see
  - Alternatively, you can use a white board to manually change scores.
  - Did the score keeper practice?
  - Are the team names inserted into the score sheet?
- Buzzers or instructions for the teams to download the buzzer app
- Clue and response master table for the host and judges
- Microphone system
- Tables/podiums for the teams
- Signs for team identification
- Prizes for the winner

Before the game, make sure these logistics have been considered:

- Decide which team is going to go first.
- How many teams will you have?
- Will you have simultaneous or consecutive games?

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