



NASPA-NMA Student Pharmacist  
Self-care Championship  
Endowed by Procter & Gamble



**OTC Challenge! A Student Competition**  
**VPhA Conference**



## **RULES OF THE GAME!**

*The questions from each of the two rounds are organized into five categories of questions and five questions per category. Questions are worth varying amounts of points and the difficulty level of the question usually corresponds with the increasing point values. Point values will double in Round 2. All questions are related to Over-the-Counter medications and Self-Care treatments.*

*After time is up in Round 2, there will be a FINAL QUESTION. Teams will be able to wager any amount of their total accumulated points on the FINAL QUESTION.*

- 1) A coin toss will be done prior to the start of the game to determine which team will select a question first.  
If more than two teams are playing, create flash cards that correspond to the order in which they teams will start. Have each team pick a card at random.
- 2) Prior to the start of each round, the HOST will read the descriptions of each category.
- 3) When a team selects a category and point value, the question will be read by the HOST. ALL teams have the chance to answer the question by writing their response on a dry-erase board at their table.
- 4) When time is up (likely 20 seconds), the teams will reveal their responses. The HOST will read each team's response and the correct answer for the audience to hear.
- 5) Teams that answer correctly will have the corresponding point value added to their total score by one of the SCOREKEEPERS. Teams that answer incorrectly will have the corresponding point value deducted from their total score. If a team chooses not to answer a question, they will neither have points added nor subtracted.
- 6) The team that is selecting the category and point value will rotate every question in order as seated.
- 7) When team answers are questionable, the JUDGE(S) will determine if an answer is acceptable. Their judgment is final and cannot be contested.
- 8) There is a BONUS QUESTION hidden in each Round. The team that selects the BONUS QUESTION may wager all or part of their accumulated points and will be the only team allowed to answer the question. If a team has less than 1000 points, they may wager up to 1000



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points. The wager will be verbally stated and monitored by the team SCOREKEEPER. If the team answers correctly, the wagered point value will be added to their score. If the team does not answer the question or the answer is incorrect, the team will lose the wagered points.

**A TWIST!** Each team will have two LIFELINES that they may use at any point during the game (except to assist with a BONUS QUESTION or the FINAL QUESTION). During the time that the team is responding to a question, if they choose to use a LIFELINE, they must verbally request "LIFELINE" before the other team has revealed their answer. After the 20-second answer period is complete, the team using the LIFELINE will select a volunteer from the audience to answer the question for them. (The answer on the white board from the other team will remain hidden until the audience volunteer answers the question.) The team using the LIFELINE must use the audience response. If more than one team selects the LIFELINE option, then the HOST will select an audience volunteer to answer the question for the respective teams.

#### THE FINAL QUESTION

At the conclusion of Round 2, the HOST will read the FINAL QUESTION category and allow the teams to make their wagers. Teams may wager any amount of points up to their total points on the FINAL QUESTION. When wagers have been completed and recorded by the HOST, the question will be revealed. Teams will have 30 seconds to complete their answer. The team with the lowest number of points will reveal their answer first, and so on. The team with the highest number of points will reveal their answer last. When the teams' responses have been revealed the actual answer will be read by the HOST. The team with the lowest number of points will then reveal their wager and their SCOREKEEPER will adjust their score. Finally, the team with the highest number of points will reveal their wager and their SCOREKEEPER will adjust their score.

#### THE WINNER

The team with the highest accumulated score will be the WINNER and will be named "OTC and Self-Care Champs"! They will receive a trophy to be displayed at the School of Pharmacy.