



PHYSIOLOGY
Faculty of Medicine
Chulalongkorn University



Hosted by
Faculty of Medicine,
Chulalongkorn University

IMSPQ 2025

RULES AND DETAILS FOR THE COMPETITION



✉ physio@chula.md

🌐 <https://imspq2025.md.chula.ac.th>

Written (True/False) Examination

- **Scoring rule**

- Correct answer 1 point
- Blank 0 point
- Wrong answer -1 point
- The average score from all team members will be ranked in order. The 1st to 30th teams receiving the highest scores will qualify for the on-stage round.
- In case of a tie, the team with fewer 'blank answers' will be ranked higher.

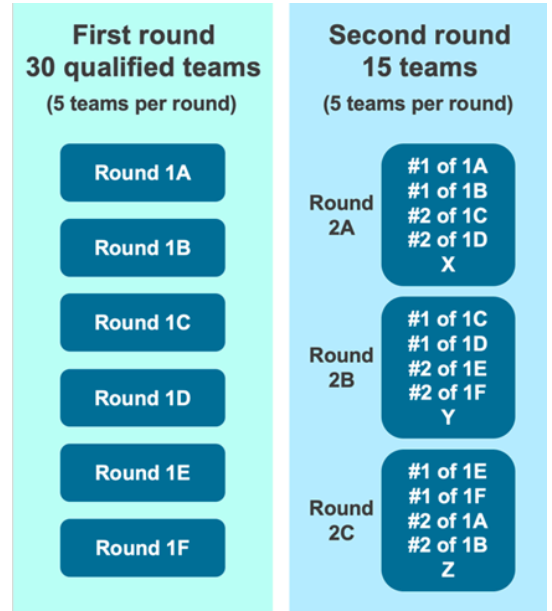
- **Table of specification for true/false examination**

Topic	Number of Item
Basic concepts in human physiology	5
Cell physiology	5
Musculoskeletal physiology	5
Neurophysiology	15
Respiratory physiology	10
Cardiovascular physiology	10
Renal physiology	15
Gastrointestinal and liver physiology	15
Endocrine and reproductive physiology	15
Exercise physiology	5
Total	100

Allocation for the First On-Stage Round

The top 30 teams from the true/false exam (rank #1 to #30) will qualify for the first on-stage round and be divided into 6 groups (rounds): **1A, 1B, 1C, 1D, 1E, and 1F**. Round assignments will be determined by a lottery system in the following order:

- Stratum 5: Teams ranked #25 to #30 will first be randomly assigned to one of the six rounds.
- Stratum 4: Teams ranked #19 to #24 will be randomly assigned next.
- Stratum 3: Teams ranked #13 to #18 will follow.
- Stratum 2: Teams ranked #7 to #12 will be randomly assigned after that.
- Stratum 1: Finally, teams ranked #1 to #6 will be randomly assigned for their round.



Allocation for the Second On-Stage Round

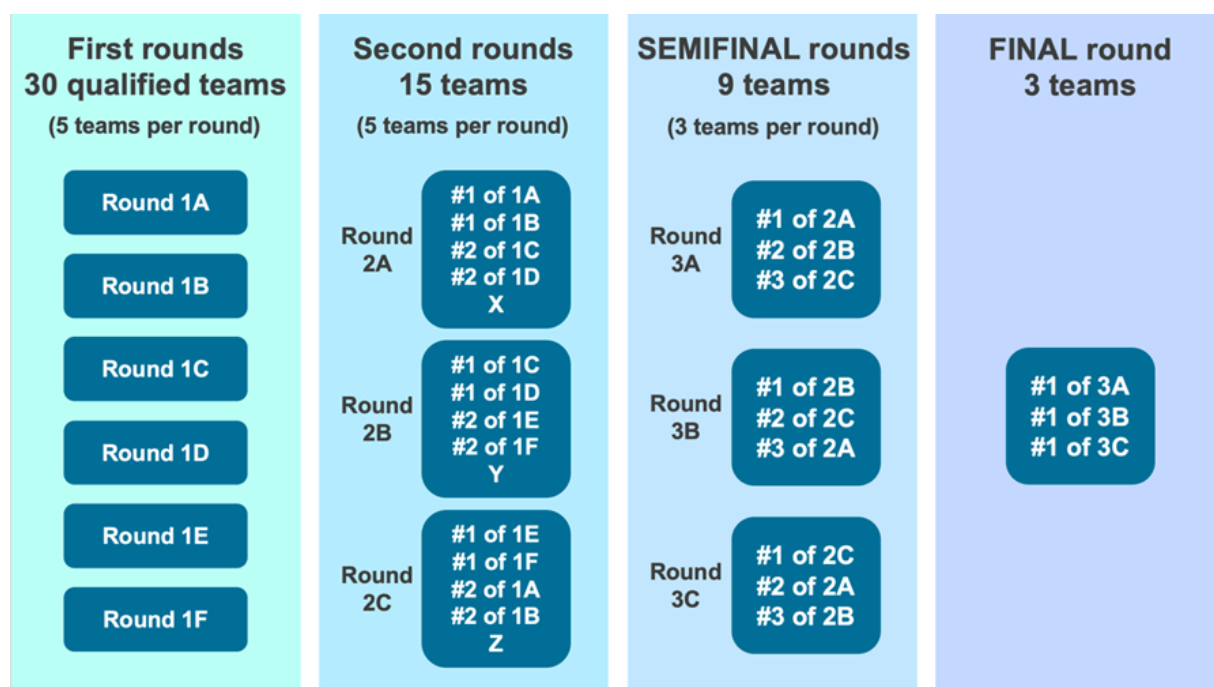
There will be a total of 15 teams qualified for the second on-stage rounds. These include:

- Teams receiving **rank#1 and rank#2 from rounds 1A-1F**. The placement of these 12 teams in rounds 2A, 2B, or 2C is demonstrated in the figure above.
- Teams receiving **rank#3 from round 1A-1F, who also have the three highest scores on the true/false exam** (indicated as teams X, Y, and Z in the figure above), will then be randomly assigned to rounds 2A, 2B, or 2C.

General Rules for the First and Second On-Stage Rounds

- 1) Only 3 team members are allowed on stage. On-stage team members in the 1st and in the 2nd round can be different. Team members cannot be changed during the competition in each round.
- 2) Each round will consist of 6 questions, covering the following topics:
 - Neurophysiology (or musculoskeletal physiology),
 - Respiratory physiology (or exercise physiology),
 - Cardiovascular physiology (or exercise physiology),
 - Renal physiology,
 - Gastrointestinal and liver physiology,
 - Endocrine and reproductive physiology.
- 3) All teams must write their answers to each question on a whiteboard and display them only when the bell rings. The bell will ring within 15 seconds after the MC finishes reading the question, which will be read twice. **Failure to show the whiteboard in time will result in a wrong answer.**
- 4) “The answer is correct” = 1 point; “The answer is wrong” = 0 point
- 5) Each team has one chance to use “×2” to earn 2 points for a correct answer. **The decision to use “×2” must be made before the MC starts reading the question. If a team answers incorrectly while using “×2”, the team will lose 1 point.**
- 6) In the event of a tie during the first or second on-stage rounds, the tie will be broken based on the teams' rankings from the true/false exam.

Allocation for the Semifinal & the Final rounds



- There will be **9 teams** qualified for the semifinal rounds (3A, 3B, and 3C). These include teams receiving **rank#1, rank#2, and rank#3 from rounds 2A, 2B, and 2C**. The placement in the semifinal rounds for these 9 teams is demonstrated in the figure above.
- There will be **3 teams** qualified for the final round. These include teams receiving **rank#1 from the three semifinal rounds (3A, 3B, and 3C)**.

General Rules for the Semifinal & the Final Rounds

1) Number of Questions and Topics

Each round consists of 9 questions, covering the following topics:

- Basic concepts in human physiology or cell physiology,
- Musculoskeletal or exercise physiology,
- Neurophysiology,
- Respiratory physiology,
- Cardiovascular physiology,
- Renal physiology,
- GI and liver physiology,
- Endocrine and reproductive physiology,
- General knowledge related to medical physiology.

The 9 topics will be randomly ordered and displayed on the screen as letters A, B, C, ..., I (the topic names will not be shown).

2) Team Composition

- Only **3 team members** are allowed on stage during each round.
- On-stage team members in the semifinal and the final rounds can be different. Team member cannot be changed during the competition in each round.

3) Randomization for Question Order

Before each round, the **3 teams** will be randomly assigned for their answering order:

- **First team:** questions 1, 4, and 7
- **Second team:** questions 2, 5, and 8
- **Third team:** questions 3, 6, and 9

For each set of 3 questions (subround), each team must choose **one representative** to answer. **A different representative** must answer in each subround (subround 1: Q1-3, subround 2: Q4-6, subround 3: Q7-9).

General Rules for the Semifinal & the Final Rounds

4) Question Format and Answering Rules

- The **representative** will choose the question by selecting a letter from A to I (as described in rule #1), which has not been previously chosen in that round.
- The **topic** of the question will be revealed, and the MC will read the question **twice**.
- The representative must begin answering **within 10 seconds** after the MC finishes reading the question. After the MC finishes reading, the representative will have **a total of 30 seconds** (unless stated otherwise by the MC) to complete his/her response. Failure to respond within the time limit will be counted as **a wrong answer**.
- **A correct answer earns 3 points for the team.**

5) Stealing Opportunity

- If the representative answers incorrectly, the other two team representatives can attempt to **steal** the question by pressing the buzzer.
- The buzzer may only be pressed after the MC finishes announcing, **“The answer is wrong”**. Pressing the buzzer **too early** will result in a fault, and the other team representative will get the chance to steal instantly (the MC will ask if he/she wants to attempt the steal or pass the question).
- The team representative who presses the buzzer first gets the first chance to answer. **A correct steal earns 2 points, while a wrong answer results in losing 1 point.**
- If the first team to steal answers incorrectly, the other team representative will be offered the chance to steal. **If he/she answers correctly, the team will earn 1 point, but an incorrect answer will result in losing 0.5 points.**
- **Time Limits for Stealing:** The representative must begin his/her response **within 5 seconds** after pressing the buzzer (or after the MC allows). The representative must complete his/her response **within 20 seconds** (unless stated otherwise by the MC) after pressing the buzzer (or after the MC allows). Failure to respond in time will result in **a wrong answer**.

Tiebreaker Rule for the Semifinal Rounds

In the event of a tie during the semifinal rounds, only the teams tied for first place in each round will compete by answering up to two spare questions, which will be randomly selected from a pool of 12 prepared spare questions. Teams will compete by **pressing the buzzer to get the chance to answer**. The MC will read the question twice, and the buzzer can be pressed at any time after the MC begins reading. However, the MC will stop reading immediately once the buzzer is pressed. The team that presses the buzzer **must begin their response within 5 seconds** and **has a total of 20 seconds** (unless stated otherwise by the MC) to complete their response. **If a team answers incorrectly or fails to respond within the time limit, the other team(s) will get a chance** to answer, while the MC will read the question one more time. **The first correct answer will determine the winner of the round**. During the tiebreaker, **'the team' will collaborate to answer, not by a representative**.

If the tie remains unresolved after these 2 questions, the result will be decided based on the teams' rankings from the true/false exam.

Tiebreaker Rule for the Final Rounds

In the event of a tie during the final round, **only the teams involved in the tie** will continue answering the spare question(s), which will be randomly selected. Teams will compete by **pressing the buzzer to get the chance to answer**. The MC will read the question twice, and the buzzer can be pressed at any time after the MC begins reading. However, the MC will stop reading immediately once the buzzer is pressed. However, the MC will stop reading immediately once the buzzer is pressed. The team that presses the buzzer **must begin their responses within 5 seconds** and **has a total of 20 seconds** (unless stated otherwise by the MC) to complete their response. **If a team answers incorrectly or fails to respond within the time limit, the other team(s) will get a chance** to answer, while the MC will read the question one more time. **The first correct answer will determine the winner of the tiebreaker**. During the tiebreaker, **'the team' will collaborate to answer, not by a representative**.

If the tie remains unresolved after **all** spare questions, the result will be decided based on the teams' rankings from the true/false exam.

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21st Inter-Medical School Physiology Quiz Hosted by **MDCU**