

# HOSA Bowl

<b>Dress Code</b>	Official HOSA uniform or business professional attire
<b>SLC Orientation</b>	Event explained to the competitors and individual timecards handed out. Students will return to the event room at least 5 minutes before their allotted time.
<b>Team Numbers</b>	Teams will consist of EXACTLY 4 people
<b>Round # 1 Online Test</b>	Competitors will take an online test during the testing window. Combined team scores will be used to seed teams into Round 2 of the competition. Advisors will be informed of which competitors have moved on from Round 1 to qualify to participate in Round 2 at SLC.
<b>Round # 2 Buzzer Competition</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> It is up to EACH TEAM to be ready for competition at their assigned times.</li> <li><input type="checkbox"/> Competitors going to the next round must wait in the “Holding” room between rounds.</li> <li><input type="checkbox"/> Viewers are only allowed in competition room for final round.</li> <li><input type="checkbox"/> Please note new structure for Round 2 beginning in 2020-2021</li> </ul>
<b>Scoring</b>	Scores from Round One will ONLY be used to seed teams into Round Two and will not be used to calculate the final score.

## Event Summary

HOSA Bowl provides members with the opportunity to gain knowledge and skills on various topics and situations in health, HOSA, and parliamentary procedure. This competitive event consists of 2 rounds and each team consists of exactly four (4) members. Round One is a written test. Top scoring teams advance to Round Two and compete by giving appropriate responses to items presented by a moderator in a “buzzer style” round. These items may be in the form of questions, incomplete statements, and/or definitions and may be multi-answer items. Winners will be determined by a series of elimination rounds as described in the event tournament bracket. This event aims to inspire members to be proactive future health professionals and motivate them to participate in teams, while learning about health, HOSA and parliamentary procedure topics.

## Official References

The references for verification shall be:

- [Simmers, L, Simmers-Nartker, K., and Simmers-Kobelak, S., \*DHO: Health Science\*. Cengage Learning. Latest edition.](#)
- [Ehrlich, A., and Schroeder, C. \*Medical Terminology for Health Professions\*, Cengage Learning. Latest edition.](#)
- [Taber's Cyclopedic Medical Dictionary, Edited by Donald Venes, M.D., F.A. Davis Company. Latest edition.](#)
- [NIH Medline Plus Magazine: Publications \(current school year editions\).](#)
- [Robert's Rules of Order Newly Revised In Brief, Latest edition.](#)
- Content from the [HOSA website](#) including HOSA publications, HOSA Handbook, HOSA and HOSA,

Inc. Bylaws, Policy and Procedures Manuals, current edition of the ILC Guide (published in February each year) and editions of the HOSA E-Magazine for the current school year.

- [Stanhope and Turnbull. \*Introduction to Medical Terminology\*. Goodheart-Willcox. Latest edition.](#)
- <https://www.cnn.com/health>
- <https://www.nbcnews.com/health>

### ROUND ONE: Test

Test Instructions: The competitors will be given instructions and will be notified to start the test. There will be a maximum of 60 minutes to complete the 50 item multiple choice test during the online testing window.

The percentage of questions for both the written test and Round Two- Six questions will be as follows:

- HOSA Related 20%
- Parliamentary Procedure 10%
- Current Health Topics 10%
- Health-related 60%
  - History and trends
  - Health care systems
  - Health careers
  - Legal and ethical
  - Medical terminology
  - Anatomy and physiology
  - Nutrition and diets
  - Safety
  - Infection control
  - Math Conversions

### ROUND TWO: Buzzer Competition

- Beginning with Round Two, two (2) teams compete against each other
- Round Two requires a paired match-up. If a team is more than 5 minutes late to their Round Two appointed time, the team forfeits their right to compete in accordance with the [GRRs](#).
- Teams must report to and remain in the holding room until their numbers are called for them to compete.
- During competition, teams are seated at a table facing the moderator. Each individual team member has a buzzer to respond to the moderator's question. Before each round begins, each team member should be asked to check his/her buzzer to confirm that it is working correctly.
- Each of the four (4) team members will be identified as "Team Member A, Team Member B, Team Member C, and Team Member D". Letter identification cards will be drawn by each team member prior to the start of each round, and will be placed on the table in front of each team member.
- For two (2) minutes, Team Member A from each team will compete head to head. The second two (2) minutes, Team Member B from each team will compete head to head. The third two (2) minutes, Team Member C from each team will compete head to head. The fourth two (2) minutes, Team Member D will compete head to head. The last two (2) minutes are open to all four team members and the entire team will be competing against the other team. During these

final two (2) minutes, any of the four (4) team members may buzz and answer questions. This process will also be used during any tie-breaker(s).

- Subsequent rounds will be 10 minutes and include 50 questions.
- The moderator presents one item and then:
  - A. Five (5) seconds is allowed after the moderator has finished presenting each item for a team member to push his/her buzzer.
  - B. The team member who pressed his/her buzzer has five (5) seconds to respond.
  - C. If a team member pushes the buzzer prior to the completion of the question, the moderator will stop reading immediately and the competitor must answer in five (5) seconds. If a team member buzzes in when it is not their turn, it will be treated like a wrong answer, and the other team will be given a chance to respond according to rule #14F.
  - D. Only the first answer given by the team member is to be judged. If the team member has started to respond when the 5 second timer buzzes, the judges may allow the team member to complete his/her response.
  - E. If answered correctly, the team earns one point.
  - F. If the answer is incorrect, or if the team member does not respond in five (5) seconds, the question will be reread in full for the other team, and the other team will have five (5) seconds to buzz in, following the same steps noted in 14A and 14B. This is the only instance in which an item may be repeated unless the judges specifically ask for an item to be re-read.
  - G. If no team member pushes the buzzer before five (5) seconds have passed, no points are given and the next question will be read.
- Team members may talk to one another during the final two (2) minutes of the round only, however, they are cautioned to speak softly enough to avoid being overheard by the other team, and to be mindful of the timing noted in rule #14. Teams are *not* permitted to use or write notes.
- The same list of questions are asked of each team in each section during a round starting with question 1A. The team that has the highest number of points in a ten (10) minute match is declared the winner of that match. The timekeeper will announce when there is one minute remaining in the round. If the ten (10) minute time is completed in the middle of an answer, the team is allowed to respond to the item. If missed, the other team is allowed to answer per rule 14F.
- The points shall be kept by the judges on a rating sheet. Scorekeepers and chalkboards may also be used so that the team and the audience can see the scores.
- In the event of a tie score, five (5) tiebreaker items are asked. First question will be asked of Member A, second question of Member B, third question of Member C, fourth question of Member D, and the last question of the entire team. The team with the high score is the winner. This process may be repeated if necessary.
- The moderator will not give the correct response to an item if neither team can answer correctly.
- The winning team members of each match, round and section are not allowed to observe and must return to the holding room until recalled. Waiting winning teams are not allowed to communicate with other teams.

## **Final Scoring**

**SEMI-FINAL ROUNDS:** When there are 4 teams remaining in the event, the semi-final rounds begin. There will be two matches. The winning team from each match returns to the holding room to face each other in the championship round. The two losing teams return to holding to face each other to determine 3<sup>rd</sup> and 4<sup>th</sup> place in the consolation match of the final round.

**FINAL ROUND:** The two semi-final losing teams play each other. The winner is 3<sup>rd</sup> place and the losing team is 4<sup>th</sup> place. Following the consolation match, the two undefeated teams play each other in the championship match.

- During the final rounds only, audience members may observe. Communication between the audience and team members or event personnel is NOT permitted.
- Audience members are:
  - a. NOT allowed to enter or leave the room while teams are in competition (only between matches).
  - b. NOT permitted to record, document, or communicate anything, and will be removed from the room if suspected of doing so, at the discretion of event personnel.
  - c. allowed to applaud teams only at the completion of the match.

### **Competitors Must Provide**

- Watch with second hand (optional-Round Two only)





# HOSA BOWL SCORE SHEET

Round: \_\_\_\_\_  
 Red Team = ID # \_\_\_\_\_

Section: \_\_\_\_\_  
 Green Team = ID # \_\_\_\_\_

Question #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Red Team																				
Green Team																				

Question #	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Red Team																				
Green Team																				

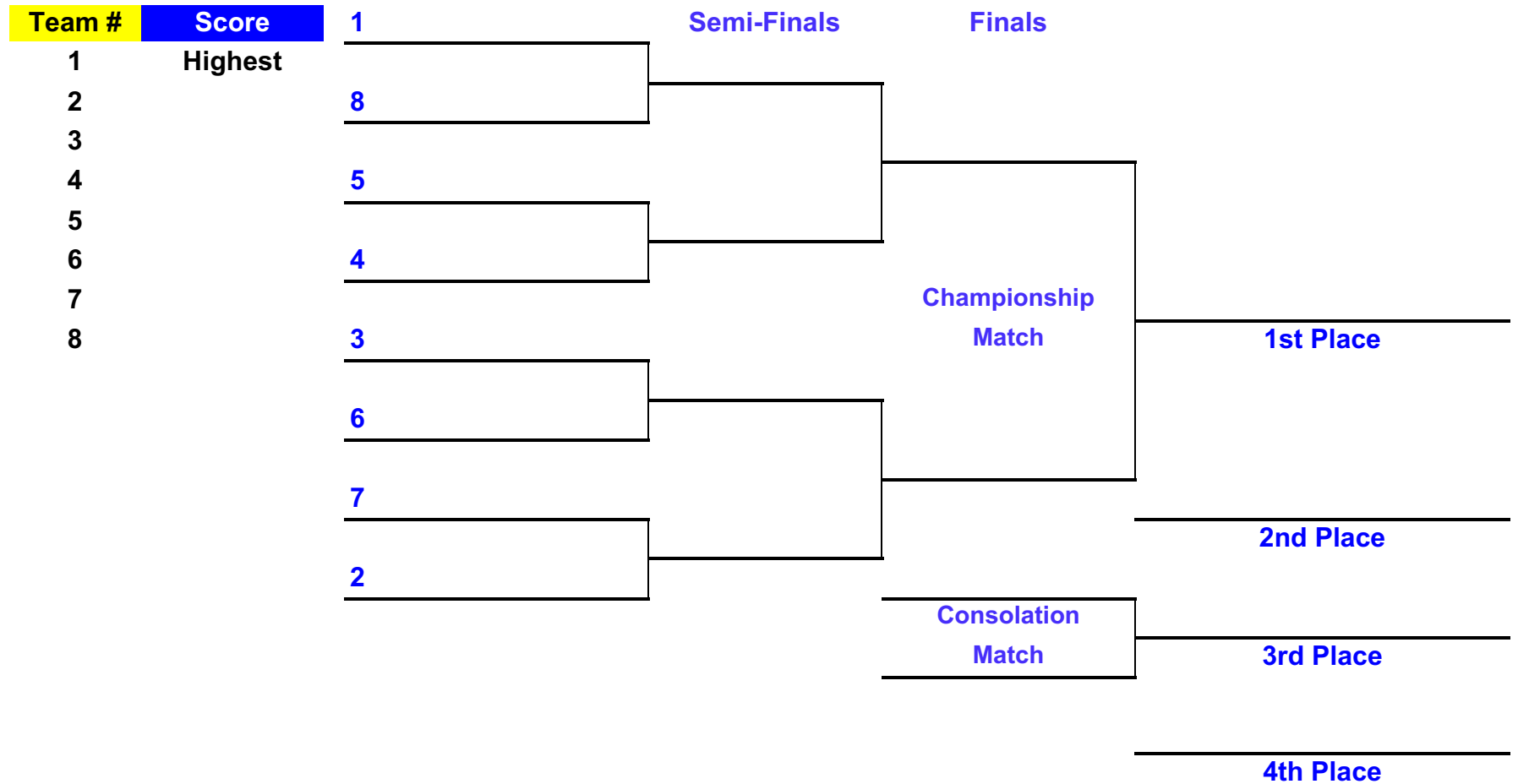
Question #	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
Red Team																				
Green Team																				

<b>TOTAL SCORE</b>
Red Team _____
Green Team _____

**Winning Team = ID#** \_\_\_\_\_

**Judge's Signature:** \_\_\_\_\_

## HOSA Bowl Seeding Chart for 8 Teams



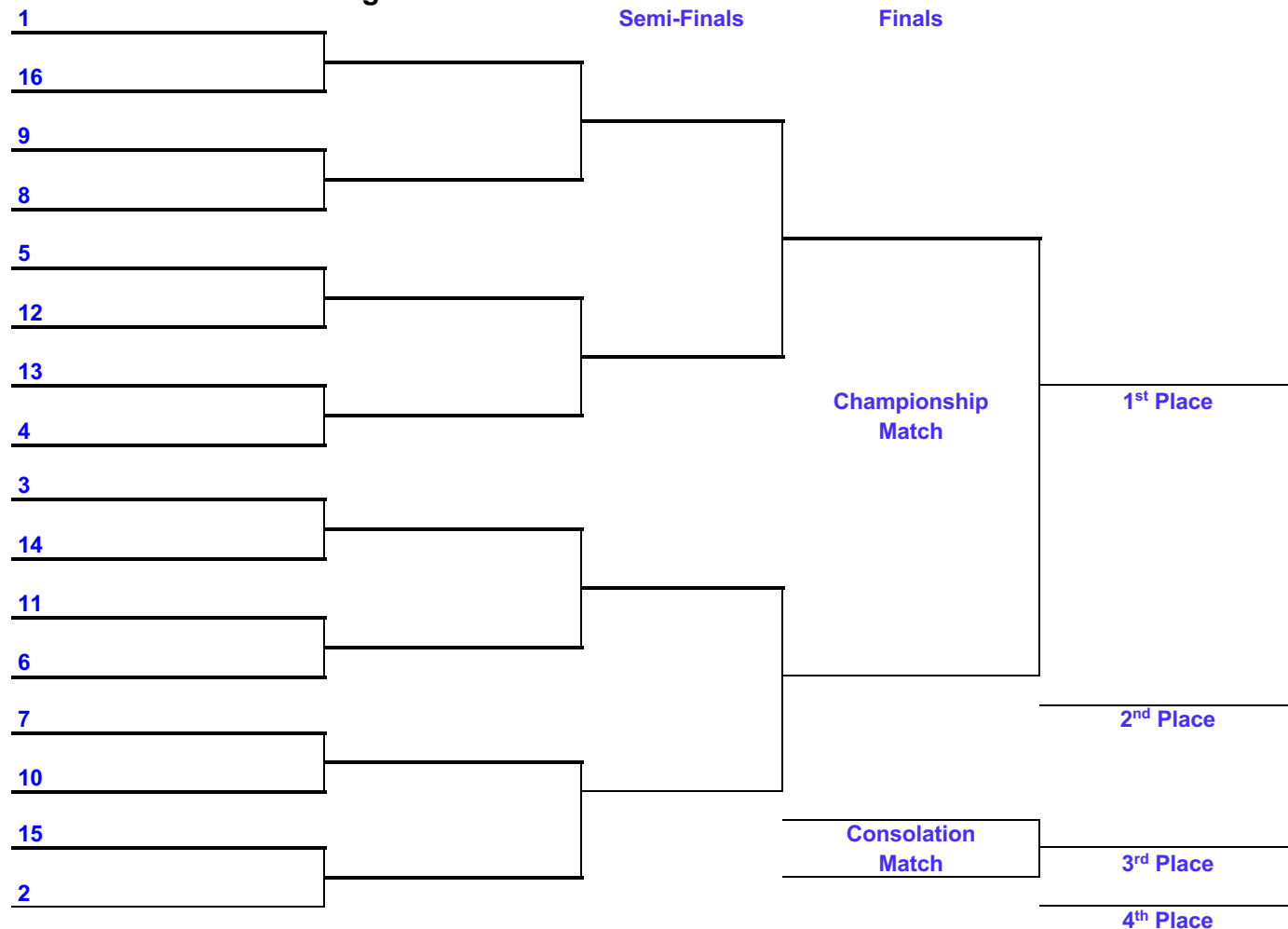
**Instructions:** Add the scores of team members to arrive at a team total, and then divide by the number of team members to get the team average. Sort team averages from highest to lowest scores. The team with the highest score after the test is seeded #1, the team with the next highest score is seeded #2, and so on until the chart is filled with the top 8 teams.

**Note:** The electronic version of the HOSA Bowl seeding process is available at the [CE Useful Tools](#) page.



Team	Score
1	Highest
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	

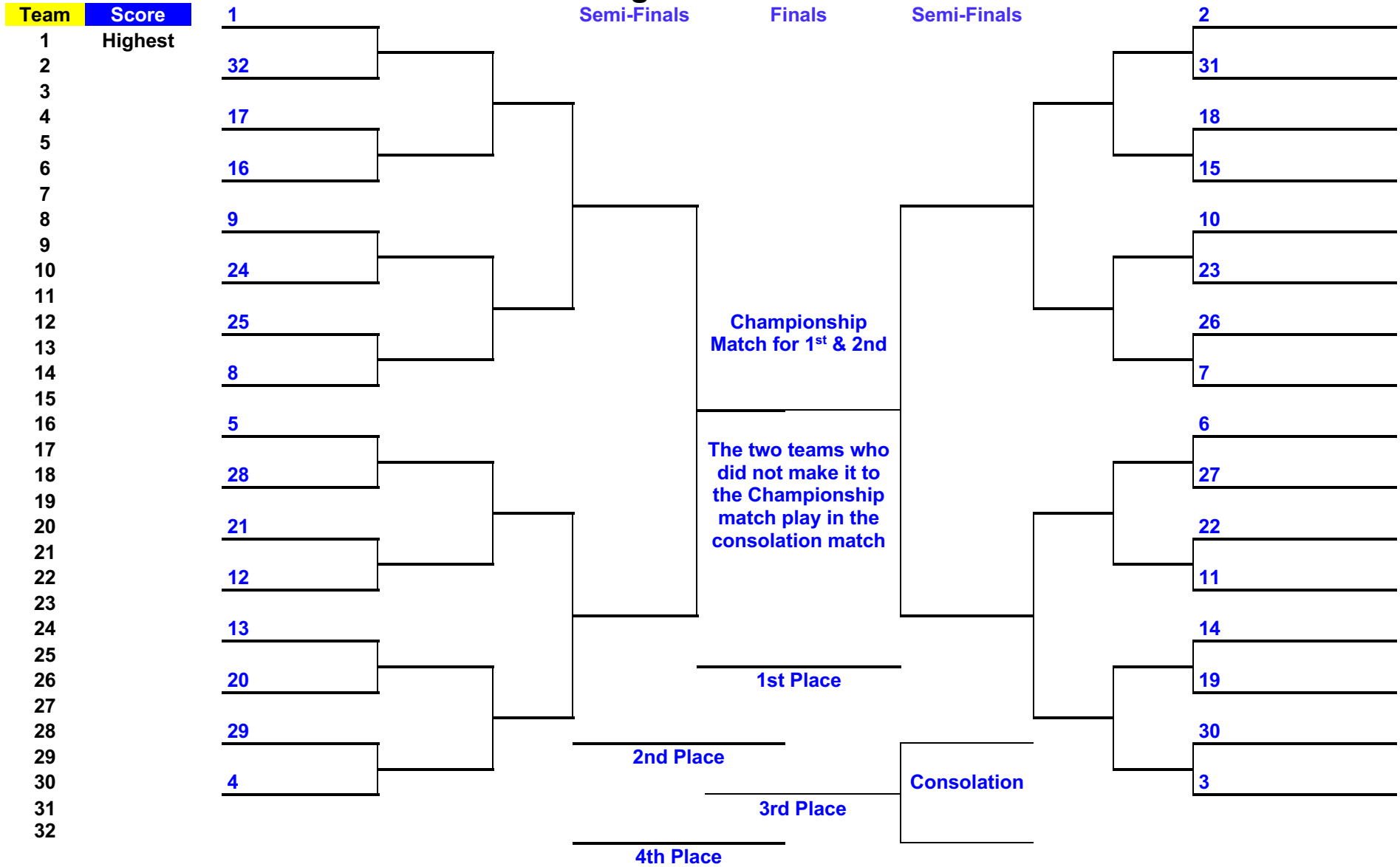
### HOSA Bowl Seeding Chart for 16 Teams



**Instructions:** Add the scores of team members to arrive at a team total, and then divide by the number of team members to get the team average. Sort team totals from highest to lowest scores. The team with the highest score after the test is seeded #1, the team with the next highest score is seeded #2, and so on until the chart is filled with the top 16 teams. The winners of each bracket play for 1<sup>st</sup> and 2<sup>nd</sup> place, the winner of the consolation match is the 3<sup>rd</sup> place team.

**Note:** The electronic version of the HOSA Bowl seeding process is available at the [CE Useful Tools](#) page.

# HOSA Bowl Seeding Chart for 32 Teams



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