



HOSA BOWL

- Purpose:** To stimulate and motivate Health Science students to participate in teams and to test their knowledge on various topics and situations in Health Science Education, HOSA, and parliamentary procedure.
- Description:** Teams consisting of three-four (3-4) members each will take a written test in Round One. Top scoring teams advance to Round Two and compete by giving appropriate responses to items presented by a moderator. These items may be in the form of questions, incomplete statements, and/or definitions. Winners will be determined by a series of elimination rounds. The last remaining team becomes the first-place winner of a section. Section winners play in final rounds to determine the top three teams.
- Dress Code:** Competitors must be in official HOSA uniform or in proper business attire. Bonus points will be awarded for proper dress in Round One. All team members must be properly dressed to receive the bonus points. Teams who are not dressed appropriately for Round Two will not be allowed to compete.
- Rules and Procedures**
1. Competitors in this event must be active members of HOSA in good standing in the category in which they are registered to compete (Secondary or Postsecondary/Collegiate).
 2. The written test and questions for the remaining rounds shall be developed from the National HOSA test item bank.
 3. Round One is a 50-question, multiple choice test. There will be a one-hour time limit. No study lists will be provided. Team scores will be averaged to determine who will qualify for Round Two. The teams progressing to Round Two will be seeded according to their scores in Round One. A tie-breaker is determined by pre-selecting 10 questions.
 4. The number of teams selected for Round Two is determined by the number of entries in order to avoid a "bye" in the second round. There are usually 32 secondary and 8 postsecondary/collegiate teams seeded for Round Two. Three alternate teams per division will be ranked for replacement of a finalist team who is absent or disqualified at the beginning of Round Two. Round Two pairings and three alternate teams will be posted prior to Round Two. Alternate teams will only compete in the absence or disqualification of a finalist team.
 5. Beginning with Round Two, two (2) teams compete against each other. Other teams and team members, including alternate teams, must remain in the holding room until their numbers are called for them to compete.
 6. 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.

7. The moderator presents one item. Five (5) seconds is allowed after the moderator has finished presenting each item. A team member must push the buzzer before five (5) seconds are up. That team member has five (5) seconds to respond after the moderator has recognized the team member. (No score shall be given unless the team member is first recognized by the moderator.) 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 answered incorrectly, the question will be reread in full for the other team. If no team member pushes the buzzer before five (5) seconds have passed, no points are given. The team member who pushes the buzzer must answer the question.
8. Five (5) seconds after a team member has been recognized time will be called. During this 5 seconds the recognized team may confer with other members; however, a team shall *not* be permitted to use notes.
9. If the item is not answered at the end of five (5) seconds or is answered incorrectly, the other team is given the opportunity to respond to the item. The moderator automatically repeats the question and the timing starts as in rule #7. The team must push the buzzer and be recognized to respond to the question. This is the only instance in which an item may be repeated unless the judges specifically ask for an item to be re-read.
10. Only the first answer given by a team is to be judged. One point is given for each item answered correctly. The same list of questions are asked of each team in each section during a round starting with question 1. The team that has the highest number of points in a ten (10) minute match is declared the winner of that match. If the ten (10) minute time is completed in the middle of an answer, the team recognized is allowed to respond to the item. If missed, the other team is allowed to answer. 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.
11. In the event of a tie score, five (5) tiebreaker items are asked and the team with the high score is the winner. This process may be repeated if necessary.
12. The moderator will not give the correct response to an item if neither team can answer correctly.
13. 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.
14. During the semi-final and final rounds only, audience members may observe. Communication between observers and team members or observers and event personnel is not permitted. Any audience member who attempts to communicate in any way during the competition will be asked to leave the room.
15. Observers are not allowed to enter or leave the room while teams are in competition (only during team changes), unless requested to do so in reference to item #14 above. Observers are not permitted to tape or otherwise record items. Applause is permitted only at completion of the match.

16. The questions shall not be given to a participating team prior to the competitive event. Judges will be furnished with a copy of the questions. Judges make all rulings. A lead judge will respond to the competitors' answer by saying correct or incorrect. Only judges are allowed to challenge answers. (Competitors may not challenge any answer or the event process.) Judges will call time to make a ruling.
17. The percentage of questions will be as follows:
- HOSA Related 15%
 - Parliamentary Procedure 10%
 - Health-related 75%
 - History and trends
 - Health care systems
 - Health careers
 - Legal and ethical
 - Medical terminology
 - Anatomy and physiology
 - Nutrition and diets
 - Safety
 - Infection control
- Twenty-five percent (25%) of the questions will measure higher order thinking.
18. The ten (10) finalists will be the eight (8) teams remaining at the beginning of Round 4 plus the two teams that did not advance from Round 3 with the highest point totals from Round 3. The third (3rd) place team will be determined by playing a consolation round between the losing semi-finalist teams. The first (1st) and second (2nd) place will be determined in the final round.
19. The standard references for verification shall be:
- (Primary resource for all health-related questions) Simmers, Louise, *Diversified Health Occupations*. Delmar, Latest edition.
 - *Taber's Cyclopedic Medical Dictionary*, Edited by Clayton L. Thomas, M.D., F.A. Davis Company. Latest edition.
 - *Robert's Rules of Order, Newly Revised*. Scott, Foresman and Company. Latest edition.
 - Current HOSA Publications which can be found on HOSA's Web Site at www.hosa.org including the HOSA Handbook, HOSA and HOSA, Inc. Bylaws, Policy and Procedures Manual, current edition of the NLC Guide (published in February each year) and editions of the HOSA E-Magazine current to the school year.
20. Competitors must be familiar with and adhere to the "**General Rules and Regulations of the National HOSA Competitive Events Program**"

Required Personnel (Per Section):

1. One Event Manager (per event)
2. One Section Leader
3. One Moderator
4. Two Timekeepers (one for ten-minute match, one each for items and responses)
5. Three to four Judges (Health Care Professionals; parliamentary procedure and/or HOSA knowledgeable)
6. Recorder for scoreboard, if used (see item #11 below)
7. Courtesy Corps Members

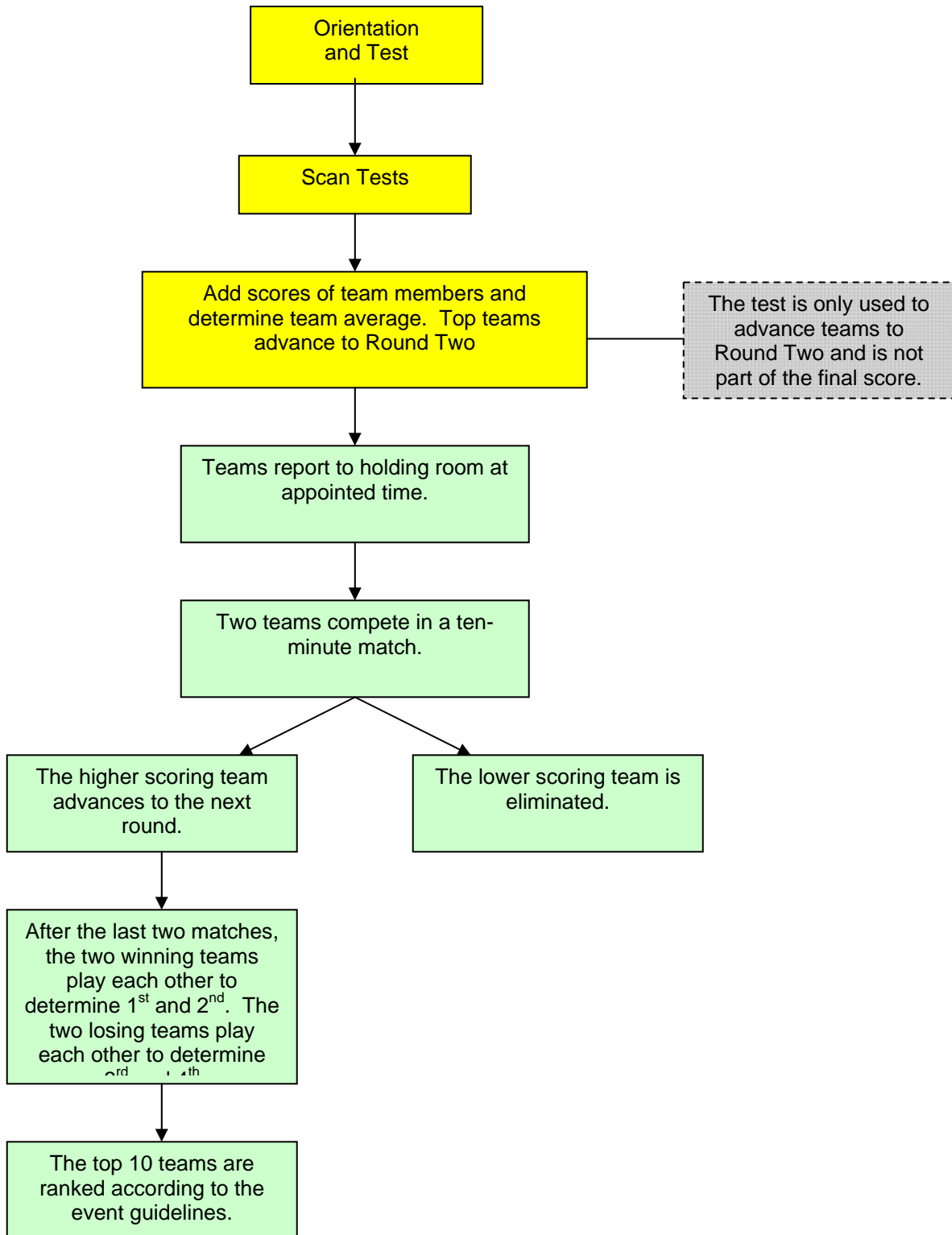
Facilities, Equipment and Materials (Per Section):

1. One large room of adequate size to accommodate personnel and as many observers as possible for semi-final and final round.
2. Two holding rooms - one for teams that have not competed; one for winning teams awaiting next match/round.
3. Two tables with 4 chairs each for competing teams.
4. Tables/chairs for judges and timekeeper.
5. Moderator's table or podium with (optional) microphone.
6. One stopwatch (10 minute timer)
7. A list of at least 50 items and responses per round for judges and moderator. The items progress from the simple to more difficult. The moderator and judges have a list of items and responses.
 - For 8 teams proceeding to Round 2 -- questions for Rounds 2-4 (buzzer rounds).
 - For 16 teams proceeding to Round 2 -- questions for Rounds 2-5 (buzzer rounds).
 - For 32 teams proceeding to Round 2 -- questions for Rounds 2-6 (buzzer rounds.)
8. Bells or buzzer sets for each team.
9. A section diagram for "seeding" teams
10. Judge's score sheet for each round.
11. (Optional) Scoreboard (chalkboard, newsprint, other device for visible reference to scores).
12. Pads and pencils for judges.
13. Copies of each standard reference (Rule #19) will be available in Competitive Events Headquarters.
14. Pencils for participants' evaluation
15. One large room with tables and chairs for all competitors will be provided for the test (Round One).
16. Blank scantron forms for all competitors in Round One.
17. Scantron Machine
18. Red Team and Green Team signs for each section.
19. Large letters (A, B, C, and D) to identify each individual team member (two sets for each section).
20. HOSA Bowl Competition Script – one for each section

Examples of Types of Items

Question:	What is the study of cells called?
Incomplete Statement:	The study of cells is called _____.
Definition:	Give the term defined by this statement/phrase: "The study of cells."

Event Flow Chart



HOSA BOWL COMPETITION SCRIPT

This is Section # _____ and Division _____ [SS or PS/C Division]

Congratulations for advancing to Round _____.

Identify: Red Team # _____
 Green Team # _____

To the HOSA Bowl teams:

Please listen carefully as I remind you of the following HOSA Bowl rules:

- No official score shall be given unless the team member is first recognized by the moderator
- I will read the question and you will have 5 seconds to buzz
- You must be recognized by the moderator before you can confer or respond
- Once you buzz, you will have 5 seconds to confer and respond
- The team member who buzzes must answer
- If the answer is incorrect or if there is not an answer, the question will be repeated for the other team. The other team will have 5 seconds to buzz and 5 seconds to confer and respond
- If no team member pushes the buzzer before five seconds have passed, no points will be given

In Semi-Final and Final Rounds, please share the observers with the following information:

In fairness to the teams involved in these final rounds, the following audience rules will be enforced:

- Communication between observers and team members is NOT permitted. Any audience member who attempts to speak, make noise, or communicate in any way during the competition will be asked to leave the room.
- You may not tape, write or record anything during this event.
- Cell phones are not permitted in any competitive event room.
- You may applaud at the end of the round.
- Please do not leave this room until the round is over.
- Your cooperation to assure that each team has a fair and equal opportunity in this event is appreciated.

To the HOSA Bowl Team Members:

- I will now read one (1) practice question.

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																					

TOTAL SCORE

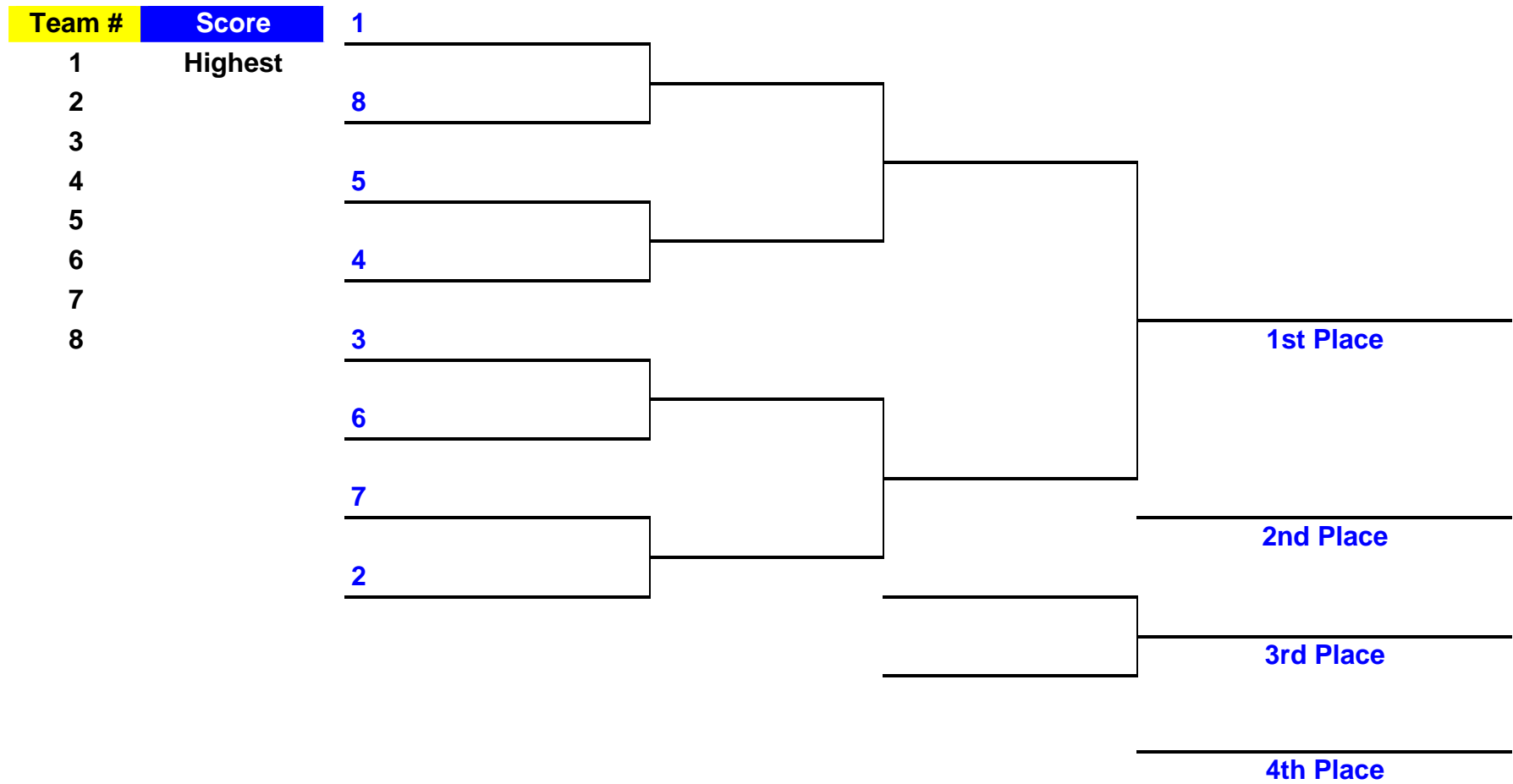
Red Team _____

Green Team _____

Winning Team = ID# _____

Judge's Signature: _____

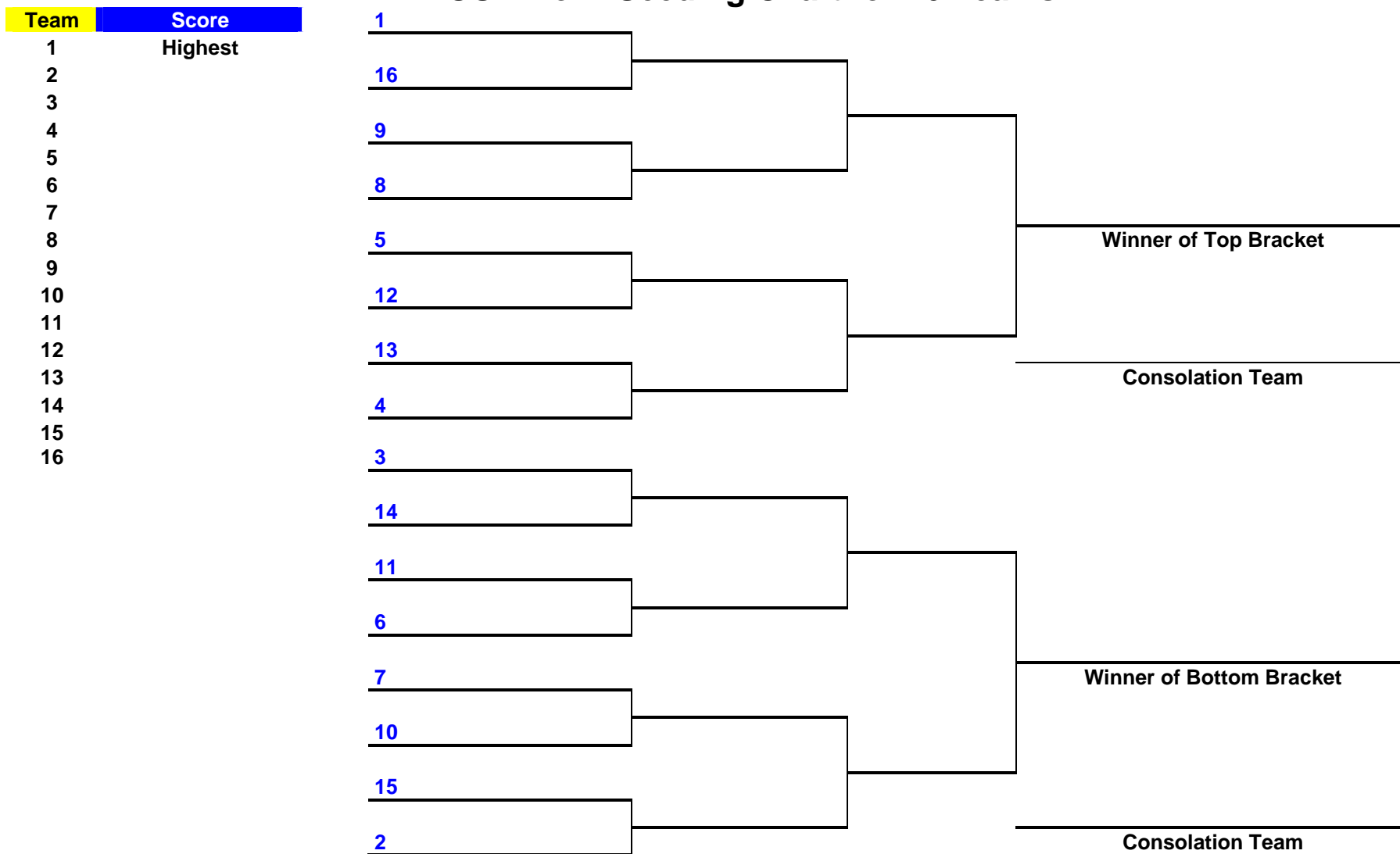
HOSA Bowl Seeding Chart for 8 Teams



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.

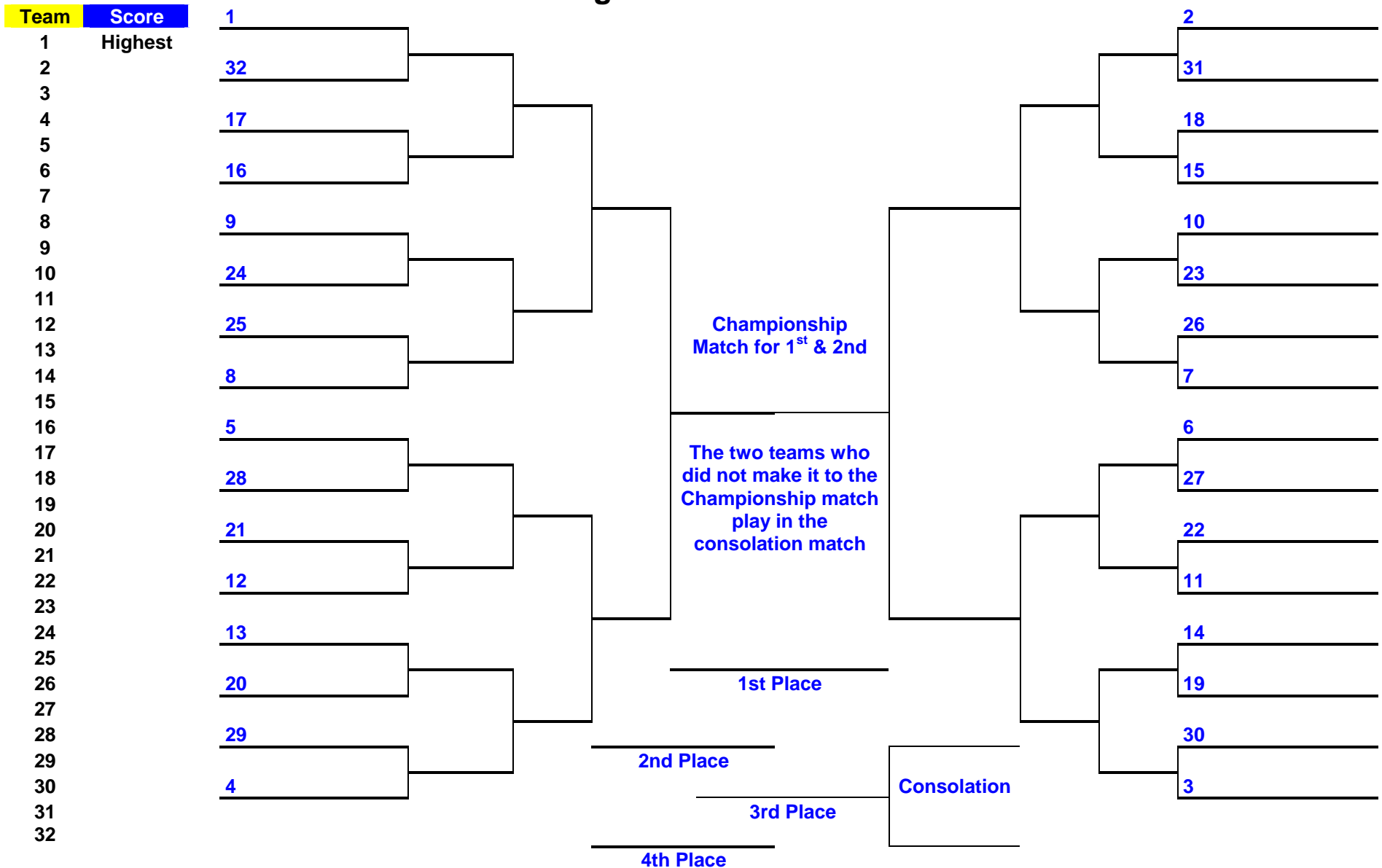
Note: The electronic version of the HOSA Bowl seeding process is available at www.hosa.org.

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 1st and 2nd place, the winner of the consolation match is the 3rd place team.

Seeding Chart for 32 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 32 teams.

HOSA Bowl Room Diagram

