



## 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. Round Two pairings and three alternate teams will be posted prior to Round Two.
  5. Alternate team selection process: All teams will fill out a contact card during the Round One written test. The first, second and third alternate teams will be posted with the Round Two teams. In the event a team does not show up to compete at their scheduled time, the first alternate team will be called and will have 30 minutes to present themselves for the event. If they cannot be reached or cannot arrive in proper attire in the time allowed, the next alternate team will be called.
  6. 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.
  7. 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.

8. 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 after the moderator has recognized him/her. (No score shall be given unless that team member is first recognized by the moderator.)
  - 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.
  - D. Only the first answer given by the recognized 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 recognized 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 7A and 7B.
  - G. If no team member pushes the buzzer before five (5) seconds have passed, no points are given.
9. Team members may talk to one another at any time during the round without penalty, 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 #7. Teams are *not* be permitted to use or write notes.
10. If the item is not answered at the end of five (5) seconds or is answered incorrectly, the moderator automatically repeats the question and the timing starts as written 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.
11. 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.
12. 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.
13. 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.
14. The moderator will not give the correct response to an item if neither team can answer correctly.
15. 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.

16. **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.
17. **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.
18. 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.
19. 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.
20. 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.
21. 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.
22. 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 test average score from Round 1. The placing of the 5<sup>th</sup> through 8<sup>th</sup> and 9<sup>th</sup> and 10<sup>th</sup> place finalists will be determined by the Round One test score. 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.

23. The standard references for verification shall be:
- Simmers, Louise, *Diversified Health Occupations*. Delmar, Latest edition.
  - Ehrlich, Ann. *Medical Terminology for Health Professions*, 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](http://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.
24. 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 per section
3. One Moderator per section
4. Two - three timekeepers (one for ten-minute match, one each for items and responses)
5. Two to three judges (Health Care Professionals; parliamentary procedure and/or HOSA knowledgeable)
6. Recorder for scoreboard, if used (see item #12 below)
7. One-two event assistants per section

**Facilities, Equipment and Materials (Per Section):**

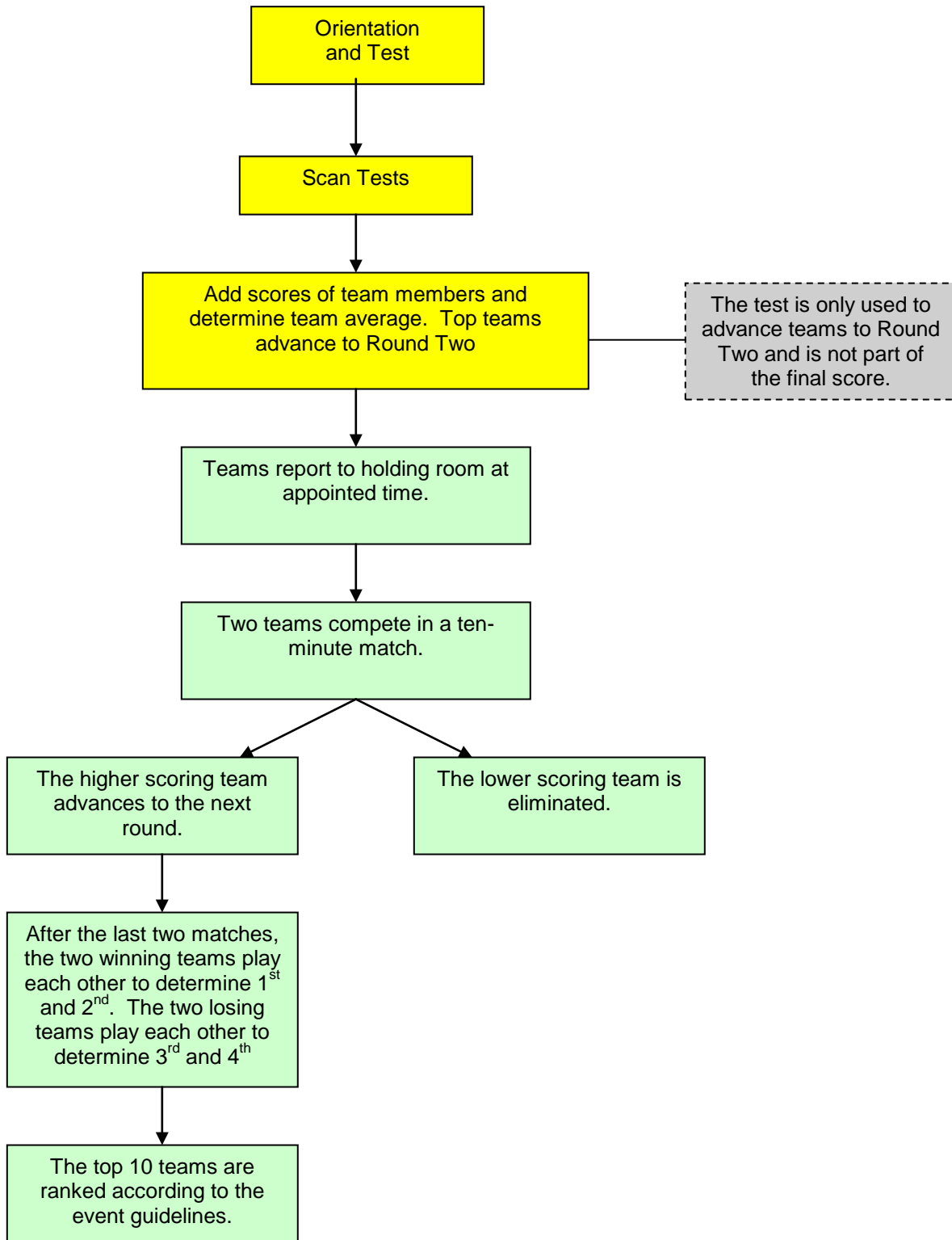
1. One large room with tables and chairs for all competitors will be provided for the test (Round One).
2. One large room of adequate size to accommodate personnel and as many observers as possible for semi-final and final round.
3. Two holding rooms - one for teams that have not competed; one for winning teams awaiting next match/round.
4. Two tables with 4 chairs each for competing teams.
5. Tables/chairs for judges and timekeeper.
6. Moderator's table or podium with (optional) microphone.
7. One stopwatch (for the 10 minute timer)
8. 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.)
9. Bells or buzzer sets for each team.
10. A section diagram for "seeding" teams
11. Judge's score sheet for each round.

12. (Optional) Scoreboard (chalkboard, newsprint, other device for visible reference to scores).
13. Pads and pencils for judges.
14. Copies of each standard reference (Rule #19) will be available in Competitive Events Headquarters.
15. Pencils for participants' evaluation
16. Red Team and Green Team signs for each section (optional).
17. Large letters (A, B, C, and D) to identify each individual team member, 2 sets for each section, may be color coded red and green.
18. HOSA Bowl Competition Script – one for each section
- \*\*\* 19. Print copy of the event guidelines for the event orientation (one per team).
20. Contact cards for alternate teams.

**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:<br>"The study of cells." |

Event Flow Chart



## HOSA Bowl

### Moderator and Judge Instructions

In HOSA Bowl, the moderator facilitates the event process while the judges determine the accuracy of responses, keep score, and make all rulings and judgments to preserve the integrity of the event.

#### Process Steps

1. The moderator reads the question.
  - a. Five (5) seconds is allowed after the moderator has finished reading the question. A team member must push the buzzer before five (5) seconds are up.
  - b. The moderator announces the member whose buzzer is lit. (Green or Red - A, B, C or D.)
  - c. That team member has five (5) seconds to respond after the moderator has recognized the team member. (No score is given unless the team member is first recognized by the moderator.)
2. 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.
3. If answered incorrectly or if there is no response, the question will be reread in full for the other team. A member from the other team **MUST** push the buzzer to respond.
4. 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.
5. Five (5) seconds after a team member has been recognized, time will be called. Team members may talk with one another at any time; however, a team shall *not* be permitted to use notes.
6. Only the first answer given by the properly recognized team is to be judged. One point is given for each item answered correctly.
7. The moderator will not give the correct response to an item if neither team can answer correctly.
8. If the ten (10) minute time is completed in the middle of an answer, the team recognized is allowed to complete their answer. If missed, the other team is allowed to answer.

**The Role of the Judges** - Judges assure that the event is run fairly for all competitors.

1. Judges will be furnished with a copy of the questions. A lead judge will respond to the competitors' answer by saying correct or incorrect.
2. Only judges are allowed to challenge answers. In other words, if the answer given by the competitor is not exactly as written on the question list, the judges will determine if the competitor's answer is acceptable. (Competitors may not challenge any answer or the event process.)
3. Judges make all rulings. If the judges wish to confer about the accuracy of a response, they may call time (to stop the 10-minute stopwatch) to discuss and make a ruling. Generally speaking, judges do not stop the time for short conversations that last 5 seconds or less.
4. If a competitor has begun to answer a question when the 5 second buzzer sounds, or if the competitor provides a partially correct answer, the judges may say "continue" and allow the competitor to finish his/her answer. It is up to the judges to determine if the competitor was clearly in the process of providing a correct answer.
5. The points shall be kept by the judges on the HOSA Bowl Score Sheet.

## 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 respond
- Once you are recognized, you will have 5 seconds to answer the question
- The team member who buzzes MUST first be recognized and MUST answer the question
- 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 may not be used 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**

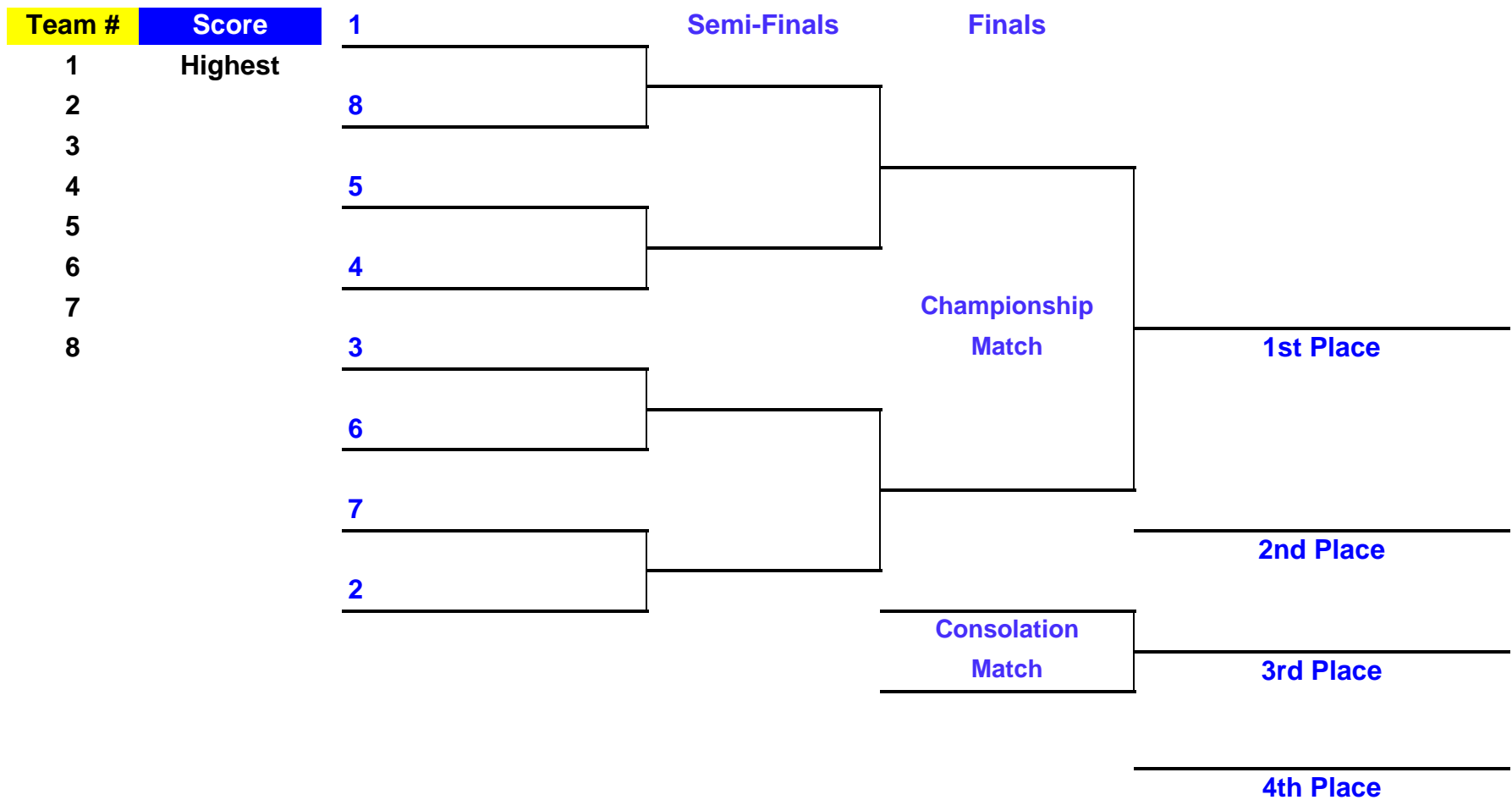
Red Team \_\_\_\_\_

Green Team \_\_\_\_\_

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

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

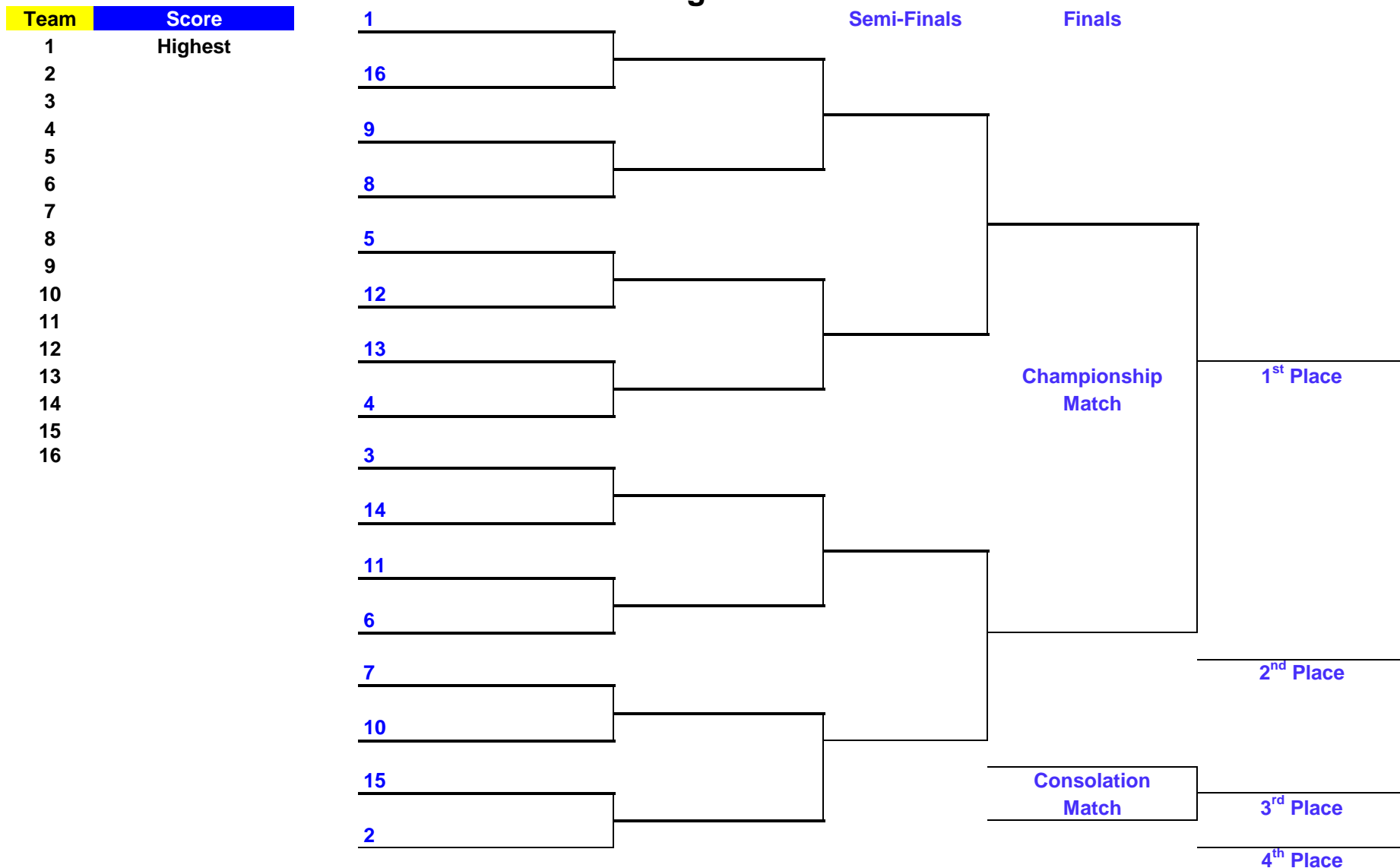
## HOSA Bowl Seeding Chart for 8 Teams



**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.

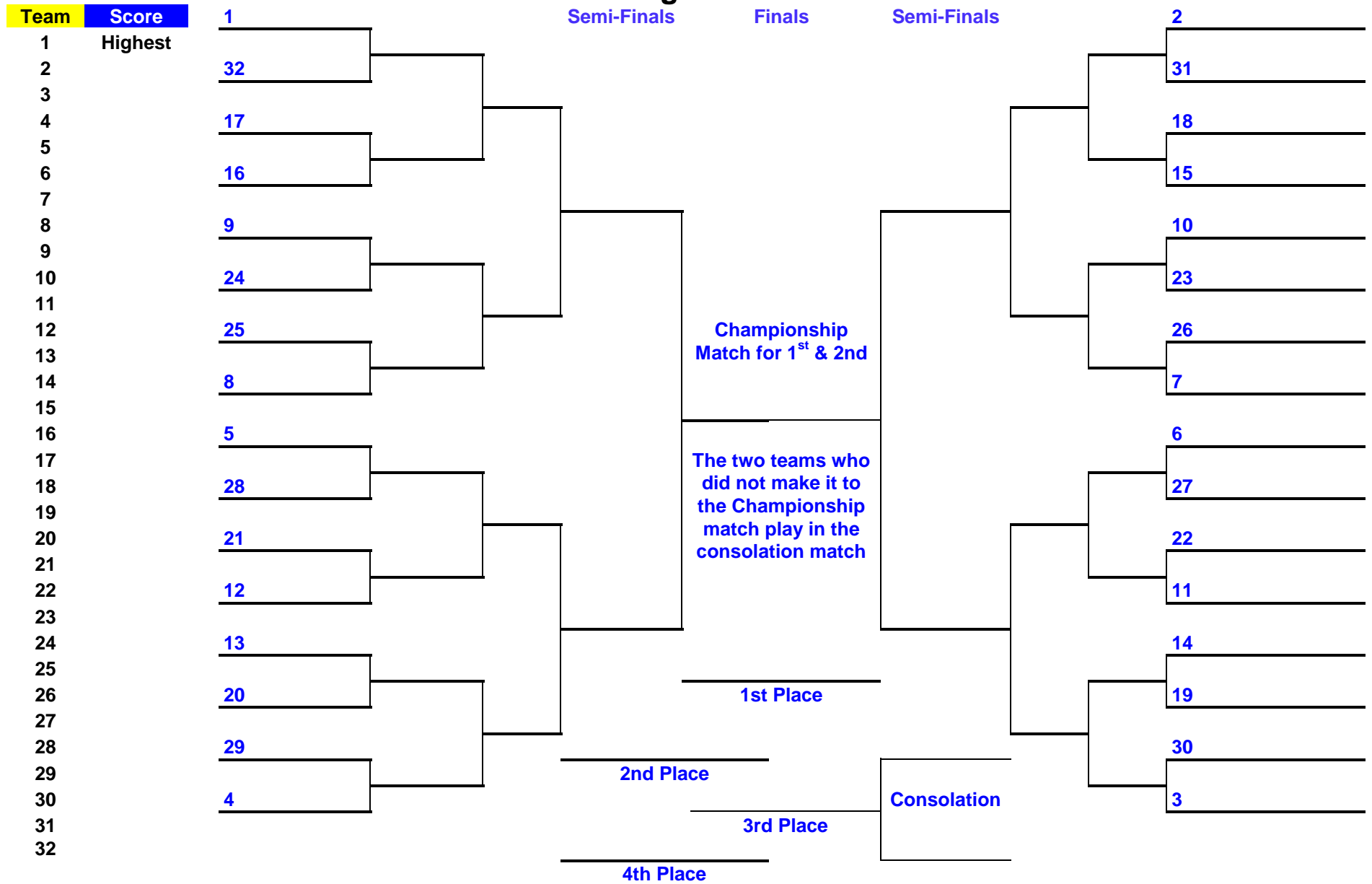
**Note:** The electronic version of the HOSA Bowl seeding process is available at [www.hosa.org](http://www.hosa.org).

## 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 1<sup>st</sup> and 2<sup>nd</sup> place, the winner of the consolation match is the 3<sup>rd</sup> place team.

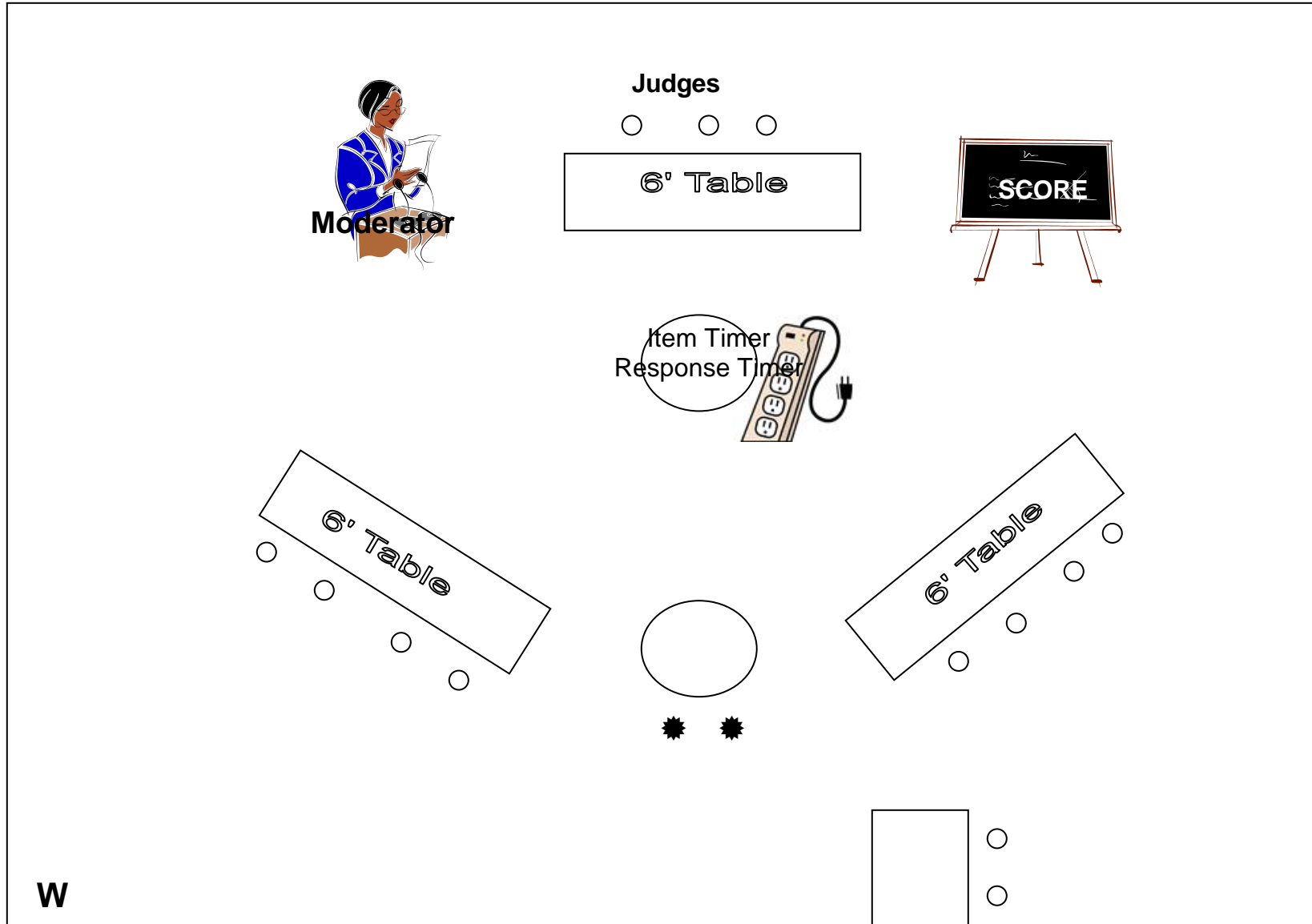
# HOSA Bowl Seeding Chart for 32 Teams



**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

\* Sample room set. Actual room set may vary.



**W** = water table

★ = score recorder and match timer

○ = chair