

HOSA Bowl

New for 2019 – 2020

Competitors will not be required to show event guidelines at ILC. Time remaining announcements have been added to the test. Editorial updates and clarifications have been made to guidelines. Scholarship information has been added to guidelines. [Robert's Rules of Order Newly Revised In Brief, Latest edition](#) has replaced *Robert's Rules of Order, Newly Revised* as a resource.

- Purpose** To stimulate and motivate HOSA members to participate in teams and to test their knowledge on various topics and situations in health, HOSA, and parliamentary procedure.
- Description** Teams consisting of three-four (3-4) members each will take a written test in Round One. Written test will measure knowledge and understanding at the recall, application or analysis levels. Higher-order thinking skills will be incorporated as appropriate. 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 membership division in which they are registered to compete (Secondary or Postsecondary/Collegiate).
 2. Competitors must be familiar with and adhere to the ["General Rules and Regulations of the HOSA Competitive Events Program \(GRR\)."](#)
 3. [Round One 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 test. Competitors should leave the testing site promptly after submitting all testing materials and evaluations.
 - A. All competitors shall report to the site of the event orientation at the time designated. The Round One test will immediately follow the orientation. **No proxies will be allowed for the orientation.** At ILC, [photo ID](#) must be presented prior to competing in each round.
 - B. The team test score average from Round One will be used to qualify the team 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 ten (10) pre-selected questions. The test is only used to advance teams to Round Two and is NOT part of the final score.

4. The percentage of questions for both the written test and Round Two 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

5. **TIME REMAINING ANNOUNCEMENTS:** There will be a verbal announcement when there are 30 minutes, 15 minutes, 5 minutes, and 1 minute remaining to complete the test.

6. The standard 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.](#)
- [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.

Round Two

7. 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 two alternate teams will be posted prior to Round Two.

8. Alternate Teams Process: The first and second alternate teams will be posted with the Round Two teams. Alternate teams are to report to the holding room at the appointed time in the event a seeded team does not show up to compete. Alternate teams will be released when all seeded teams have reported. Should more than the first and second alternate team be needed, event personnel will contact them using the information given on the contact card collected at orientation. These additional alternate teams will have 10 minutes from contact to arrive on-site in order to compete.

9. Beginning with Round Two, two (2) teams compete against each other.

10. This event 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 and an alternate team will be invited to compete in accordance with the [GRRs](#).
11. Other teams and team members, including alternate teams, must report to and remain in the holding room until their numbers are called for them to compete.
12. 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.
13. 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.
 - 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 13A and 13B. 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.
14. 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 #13. Teams are *not* permitted to use or write notes.
15. 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. 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 13F.
16. 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.
17. 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.
18. The moderator will not give the correct response to an item if neither team can answer correctly.

19. 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.
20. Please refer to [GRRs](#) and [Appendix G](#) regarding the use of study materials in this event.
21. **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 3rd and 4th place in the consolation match of the final round.
22. **FINAL ROUND:** The two semi-final losing teams play each other. The winner is 3rd place and the losing team is 4th place. Following the consolation match, the two undefeated teams play each other in the championship match.
23. During the semi-final and final rounds only, audience members may observe. Communication between the audience and team members or event personnel is NOT permitted.
24. 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.
25. 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.
26. 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 5th through 8th and 9th and 10th 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.
27. HOSA offers numerous scholarships every year to its members interested in pursuing a variety of health careers. As you consider participating in this competitive event, please keep in mind there may be a HOSA Scholarship offered that fits your interests! For more information on the HOSA Scholarship program, please visit <http://www.hosa.org/scholarships>.

Competitors Must Provide

- [Photo ID](#)
- #2 lead pencils with eraser
- Watch with second hand (optional-Round Two only)

FOR SPECIFICS ON EVENT MANAGEMENT SEE [MANAGING COMPETITIVE EVENTS](#)

Required Personnel

- One Event Manager
- One Judge Manager (JM) to provide quality assurance for the event by ensuring that the guidelines are followed and all event documents are complete.
- One Section Leader per section
- One Moderator per section (must be skilled & knowledgeable in medical terminology)
- Two timekeepers (one for ten-minute match, one for items and responses) per section
- One-Two judges per section
- Recorder for scoreboard, if used
- Holding room attendant(s) as applicable
- One-two event assistants per section

Facilities, Equipment and Materials (Per Section)

Round One: **Written Test** (Reference: All resources)

- Testing room with tables/chairs for the number of registered competitors (see [HOSA Room Set](#))
- List of competitors for check-in
- One pre-numbered test per competitor
- Scantron/answer forms- one copy per competitor
- Evaluation forms - competitor and event personnel
- #2 lead pencils with eraser to complete evaluations (event personnel)
- Contact cards to be filled out by teams during Orientation

Round Two

- One large room of adequate size to accommodate personnel and as many observers as possible for semi-final and final round. (see [HOSA Room Set](#))
 - o Two tables with 4 chairs each for competing teams.
 - o Tables/chairs for judges and timekeeper.
 - o Moderator's table or podium with (optional) microphone.
- Two holding rooms - one for teams that have not competed; one for winning teams awaiting next match/round.
- Copy of competitors seeding chart for check-in
- One stopwatch/timer (for the 10 minute timer)
- 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.
 - o For 8 teams proceeding to Round 2 -- questions for Rounds 2-4 (buzzer rounds).
 - o For 16 teams proceeding to Round 2 -- questions for Rounds 2-5 (buzzer rounds).
 - o For 32 teams proceeding to Round 2 -- questions for Rounds 2-6 (buzzer rounds.)
- Bells or buzzer sets for each team in each section.
- A section diagram for "seeding" teams
- Judge's score sheet for each round.
- Scoreboard (chalkboard, newsprint, other device for visible reference to scores- optional)
- #2 lead pencils (judges & evaluations)
- Copies of each standard reference will be available in Competitive Events Headquarters and/or at the event site.
- Red Team and Green Team signs for each section (optional).
- 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.
- Copy of guidelines for judges
- HOSA Bowl Competition Script – one for each section
- Evaluation Forms – competitor, judge, and personnel
- Hand sanitizer (alcohol based handrub)

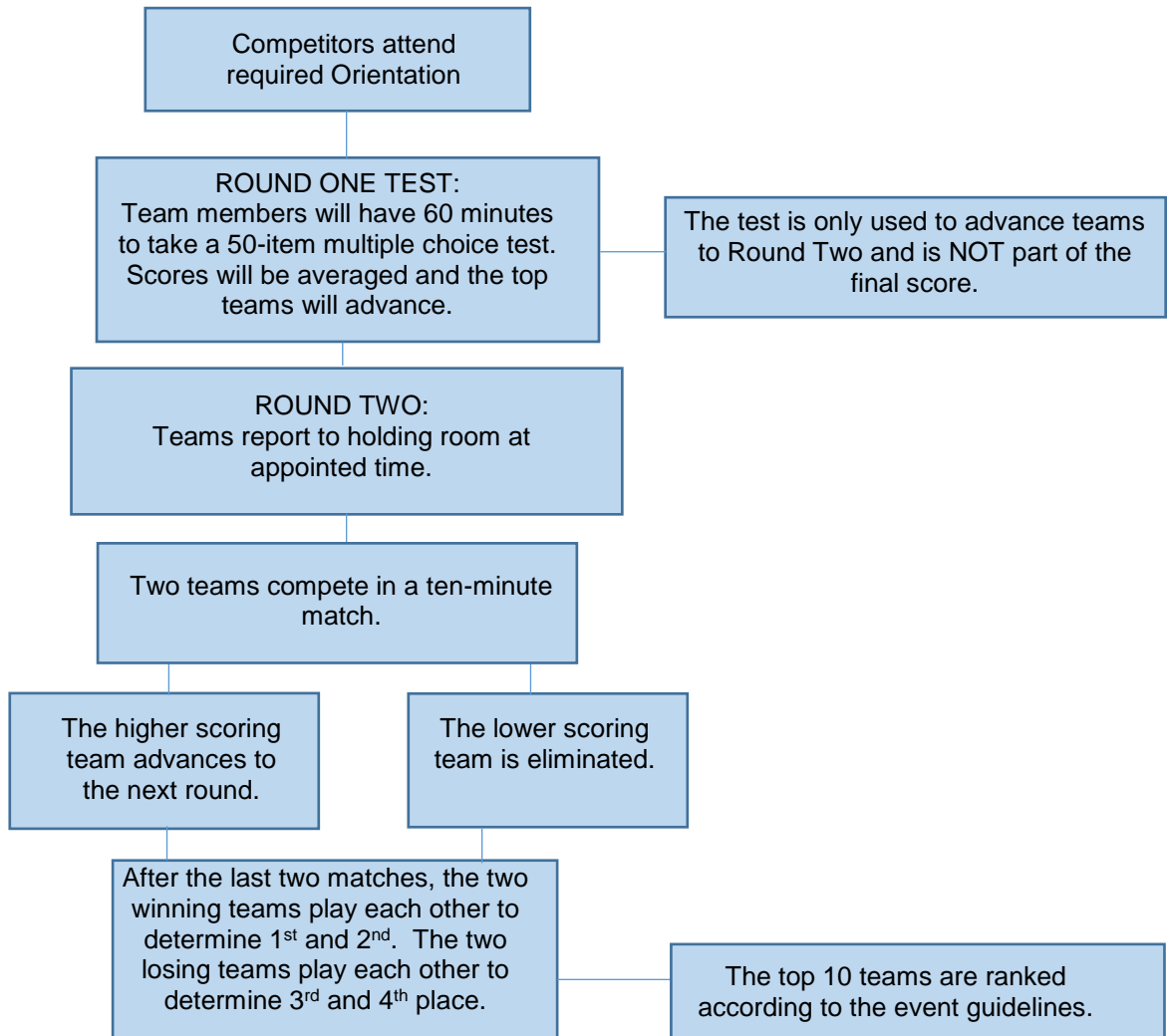
Sample Round One Questions

1. What type of shock is due to a decreased blood volume that may be caused by internal or external bleeding?
 - A. anaphylactic shock
 - B. hypovolemic shock
 - C. cardiogenic shock
 - D. septic shock

2. The President/Chairman of a group may vote:
 - A. in an election of officers.
 - B. if the motion deals with allocating funds.
 - C. to make or break a tie vote.
 - D. when the vote pertains to the Bylaws.

3. The mission of HOSA is to empower HOSA-Future Health Professionals to become leaders in the global health community through all of the following EXCEPT _____.
 - A. collaboration
 - B. experience
 - C. education
 - D. recognition

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

First – ask each team member to press his/her buzzer to confirm that it is working properly. Once confirmed, timing of the round begins.

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 team member who buzzes has five (5) seconds to respond
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 read 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.
5. Five (5) seconds after a team member buzzes, time will be called. Team members may talk with one another at any time; however, a team shall *not* be permitted to use notes. The team member who pushes the buzzer must be the one who answers the question.
6. Only the first answer given by the team is to be judged. One point is given for each item answered correctly. *It is no longer necessary to be recognized by the moderator before responding. The buzzer system used at the International level automatically tells the moderator which competitor is first to press his/her buzzer, and he/she will be allowed to respond first.*
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 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 and Event Personnel:

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

1. I will read the question and you will have 5 seconds to buzz in, and the **judges** will indicate whether the response is correct or incorrect.
2. You do not need to be recognized by the moderator before answering the question, and you will have 5 seconds to respond once the buzzer light activates.
3. The first answer given will be the answer used by the judges to determine if the response is correct or not.
4. The team member who buzzes **MUST** answer the question (no other answers from team mates will be accepted)
5. 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.
6. If no team member pushes the buzzer before 5 seconds have passed, no points will be given.
7. Competitors may position their hands anywhere in relation to the buzzer, as long as they do not cover up the buzzer light bulb (Hands **DO NOT** have to rest flat on the table beside the buzzer) It is encouraged that competitors do not hold the buzzer as it makes it difficult for the moderator to determine who has buzzed in.
8. Competitors may talk at any time with team members during the round, but will be warned **if the moderator feels** they are disrupting the other team when the other team is answering a question.
9. Time may be called in order for judges to deliberate on whether a response is correct or not. Once the decision is made, time will resume.
10. In the event that competitors feel event personnel have not followed these rules, they are to inform the event manager immediately after the round is over.”

Before beginning each round, to the HOSA Bowl Team Members:

- “As I call your team and letter, please test your buzzer. Red A, Red B, etc...”
- I will now read one (1) practice question.”

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

“In fairness to the teams involved in these final rounds, the following observer/audience rules will be enforced, per the event guidelines.

1. Audience members may **NOT** enter or leave the room while teams are in competition. Please do **NOT** attempt to leave this room until the round is over.
2. Communication between the audience and team members is **NOT** permitted.
3. Anyone attempting to speak, make noise, or communicate in any way with teams during the competition will be asked to leave.
4. Writing or otherwise recording anything during this event is **NOT** permitted, and anyone suspected of doing so will be immediately removed from the room, and materials confiscated, at the discretion of event personnel.
5. Cell phones may **NOT** be out for any reason during this event. Cell phones must be turned off (or in airplane mode) and placed in a pocket or purse; unless being used by assigned event personnel to time the event.
6. The audience **MAY** applaud at the conclusion of each round.

Your cooperation to assure that each team has a fair and equal opportunity in this event is appreciated.”

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

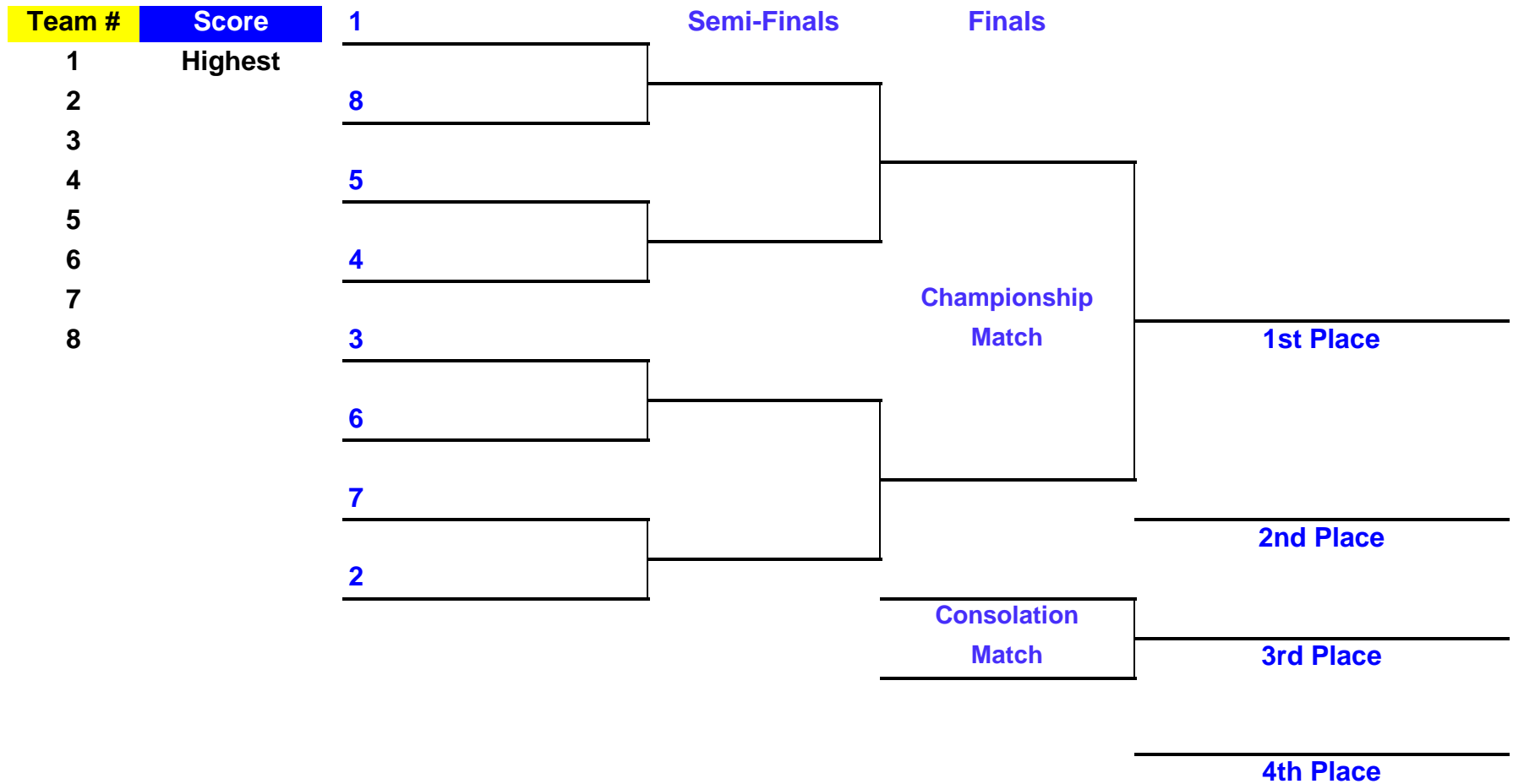
Red Team _____

Green Team _____

Winning Team = ID# _____

Judge's Signature: _____

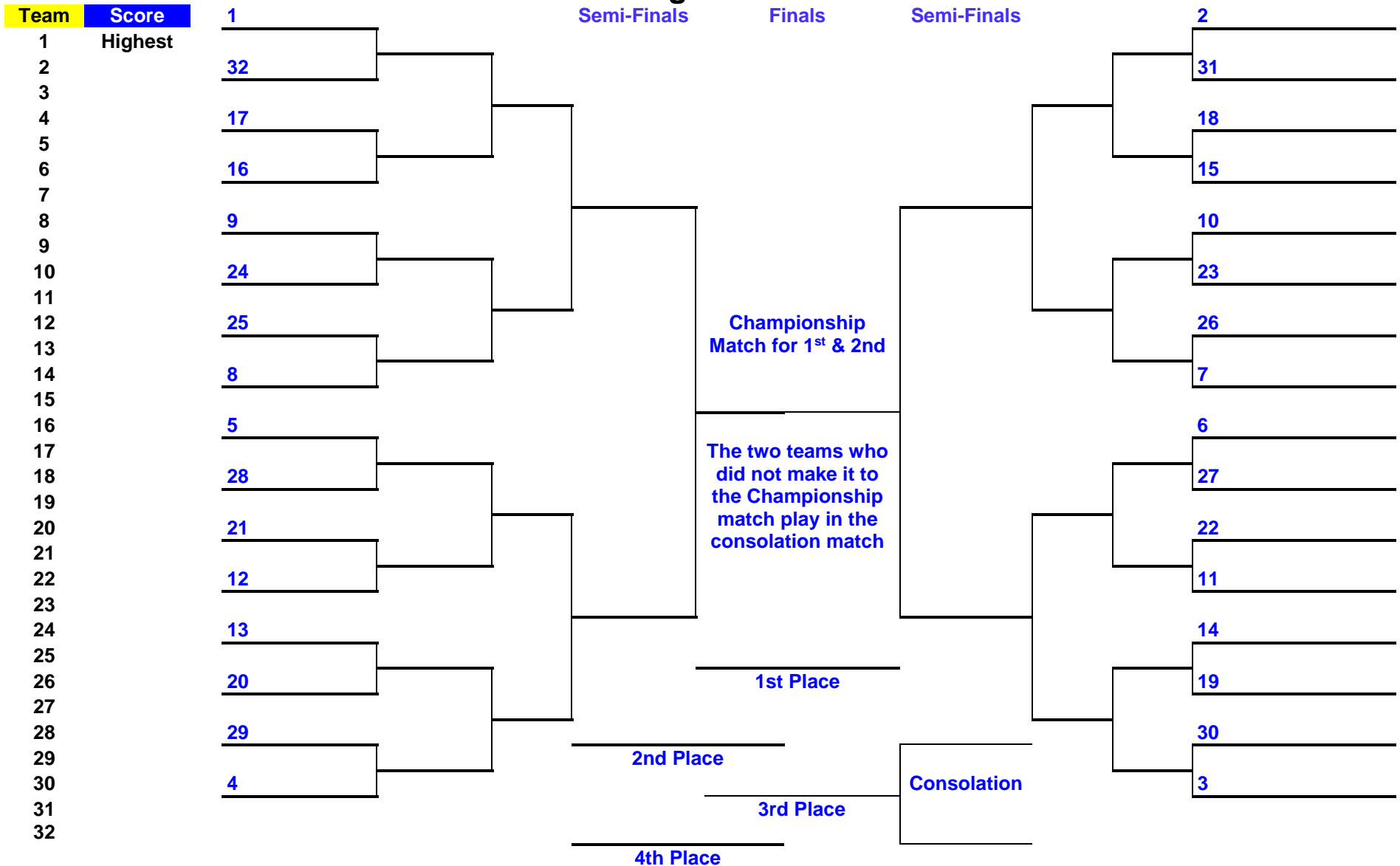
HOSA Bowl Seeding Chart for 8 Teams



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 the [CE Useful Tools](#) page.

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.

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