



Last updated: February 25th, 2022

HOSA Bowl

PLEASE NOTE THE FOLLOWING DIFFERENCES IN HOW THIS EVENT WILL BE RUN AT HOSA CANADA'S FALL LEADERSHIP CONFERENCE (FLC) AND SPRING LEADERSHIP CONFERENCE (SLC):

1. Written test time shortened to 40 minutes (still 50 questions) for both FLC and SLC.
2. Written test will take place online and be open book for both FLC and SLC.
3. Only the written test portion of the event will be evaluated at FLC
4. Round Two at SLC will be **virtual**.
 - a. *If students participate over Zoom, they must have their cameras on for the entire duration of the event and show the judges their surroundings to help us minimize cheating as much as possible.*
 - b. HOSA Bowl will be run virtually in the same format it would be in person (as detailed in the event guidelines). The only difference will be that competitors will buzz in by entering their assigned letter + number combination (e.g. 1A) into the chat box. The letter/number combination that appears in the chat box first will determine who buzzed in first. Please make sure you have a stable internet connection throughout the duration of the event.

HOSA Bowl

New for 2021-2022

The initial eight (8) minutes of the round will have individual team members competing head-to-head with members alternating turns.

Changes have been made to the test plan for all rounds.

DHO Health Science by Simmer 9th Edition has been released.

The 9th edition of *Medical Terminology for the Health Professions* by Ehrlich has been released.

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.

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 may not be allowed to compete.

General Rules

1. Competitors in this event must be active members of HOSA in good standing.
2. Secondary and Postsecondary / Collegiate divisions are eligible to compete in this event.
3. Competitors must be familiar with and adhere to the [“General Rules and Regulations of the HOSA Competitive Events Program \(GRR\).”](#)
4. All competitors shall report to the site of the event at the time designated for each round of competition. At ILC, competitor’s [photo ID](#) must be presented prior to ALL competition rounds.

Official References

5. The references for the test and buzzer rounds 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: Summer and Fall 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.

ROUND ONE: Test

6. [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.
7. 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.
8. The percentage of questions for both the written test and Round 2 – 6 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
9. **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.
10. **Sample Round One Questions**
 1. What type of shock is due to a decreased blood volume caused by internal or external bleeding?
 - A. Anaphylactic
 - B. Hypovolemic**
 - C. Cardiogenic
 - D. Septic

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2. When is it appropriate for a President/Chairman of a group to vote?
 - A. During 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 organization bylaws
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3. Which of the following in not included in the HOSA mission statement related to empowering HOSA-Future Health Professionals to become leaders in the global health community?
 - A. Collaboration
 - B. Experience
 - C. Education
 - D. Recognition**

ROUND TWO: Buzzer Competition

11. Beginning with Round Two, two (2) teams compete against each other
12. 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.
13. 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](#).
14. Teams must report to and remain in the holding room until their numbers are called for them to compete.
15. 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.
16. 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.
17. For eight (8) minutes Team Members from each team will compete head-to-head against each other with questions alternating between the four team members - Team Member A vs Team Member A , Team Member B vs Team Member B , Team Member C vs Team Member C. and Team Member D vs Team Member D. This process repeats for eight (8) minutes. The last two (2) minutes of the 10-minute round 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).
18. Subsequent rounds will be 10 minutes total and include up to 50 questions.
19. 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 #19F.
 - 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 19A and 19B. 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.
20. Team members may talk to one another during the final two (2) minutes of the round only (not during the first 8 minutes), 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 #19. Teams are *not* permitted to use or write notes.
 21. 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 two minutes remaining in the round and all team members may answer. 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 19F.
 22. 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.
 23. 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.
 24. The moderator will not give the correct response to an item if neither team can answer correctly.
 25. 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.
 26. Please refer to [GRRs](#) and regarding the use of study materials in this event.

Final Scoring

27. **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.

28. 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.
29. 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.
30. 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.
31. 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.
32. 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.

Competitors Must Provide

- [Photo ID](#)
- #2 lead pencils with eraser
- 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																					

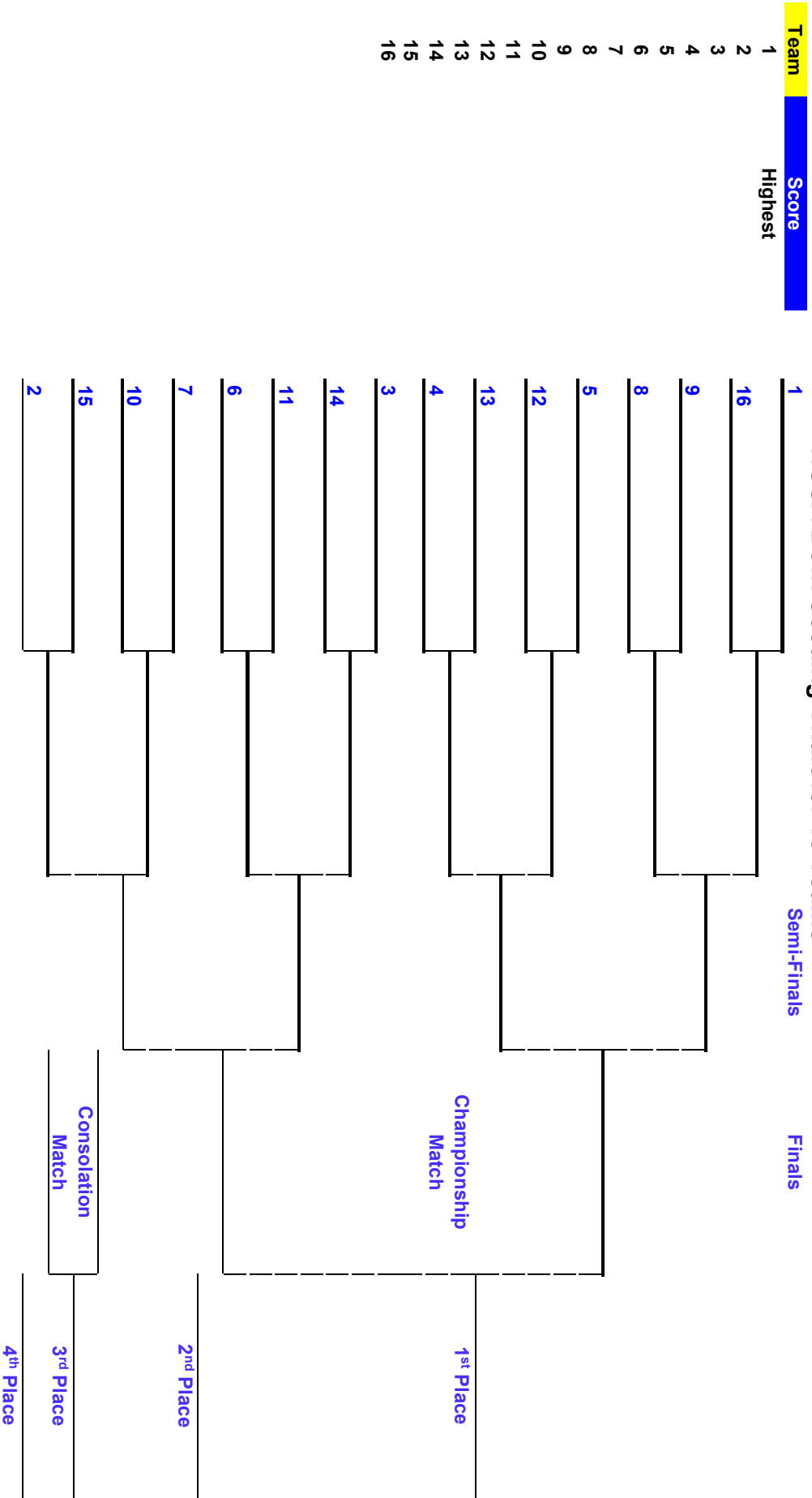
Question #	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
Red Team																					
Green Team																					

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																					

TOTAL SCORE
Red Team _____
Green Team _____

Winning Team = ID# _____
Judge's Signature: _____

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.

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

