**HOSA Hi-Q**

**Attention**

This event is offered at the Fall Leadership Rally and does not qualify any competitor for any State or National Competition. This event is specific to Georgia HOSA only and offered only at the Fall Leadership Rally.

**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 consist of 4 members each. **This event will have a preliminary online testing round to determine top teams in each section to compete on-stage at the Fall Leadership Rally.** This testing will take place during the Testing Window: Sept. 30- Oct. 7. Teams will be notified prior to the Fall Leadership Rally if they are to report to the on-stage competition portion.

**Dress Code**

Please follow the Fall Leadership Rally Dress Code guidelines.

**Rules and Procedures for the onsite competition.**

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. No school may enter more than one team in the HOSA Hi-Q competition unless they have more than one chapter charter.

3. The preliminary online testing will consist of multiple choice questions. The top teams in each category (middle school, secondary, post secondary) will be invited to compete on stage at the Fall Leadership Rally.

**Live Round at the Fall Leadership Rally**

**Buzzer Round Rules:**

**Head-to-Head Individual Questions Rules**

Questions in the head-to-head individual part of the round are multiple choice. Each team member is assigned a number – member #1, #2, #3, #4. After the question and answer choices are read to team members #1, whichever individual buzzes in first has 10 seconds to respond. The individual cannot confer with team members. Individuals may give the full answer or the letter (a, b, or c) associated with the answer. A total of 4 questions will be asked.
If the individual who has buzzed in cannot answer in the time allowed, or gives an incorrect answer, the opposing individual team member has 10 seconds to provide an answer.

If a member buzzes in before the entire question is read, the individual must give an answer within 10 seconds. If the answer is incorrect, the moderator will re-read the question and answer choices. The opposing team member has 10 seconds to respond.

If neither individual buzzes in within 10 seconds, nor both members give incorrect answers, the moderator will give the correct answer.

Each correct answer is worth 10 points. There is no deduction for incorrect answers.

This process will continue through team member #4. Upon completion of the head-to-head individual part of the round, scores will be tabulated and announced by the scorekeeper and moderator.

Team Questions Rules

Questions in the team questions part of the round are open ended. The moderator will ask a question, and the first person to hit his or her button will have the opportunity to answer.

Teams may buzz in before the entire question is read. If this happens, the moderator will stop reading the question. The moderator will call on the team that buzzed in. The team member who buzzed in has 10 seconds to answer the question. The team may confer both orally and in writing until a team member buzzes in. Only the team member who buzzed in will be allowed to answer the question.

If an incorrect answer is given, the moderator will begin re-reading the question, and members from the other team may buzz in at any time.

If no one buzzes in within 10 seconds after the question has been read, or both teams give incorrect answers, the moderator will give the correct answer.

Each correct answer is worth 5 points. There is no deduction for incorrect answers.

This process will continue through all open ended questions. Upon completion of the team questions part of the round, scores will be tabulated and announced by the scorekeeper and moderator. If there is a winner, the winner will be announced. If there is a tie that must be broken, tie breaker question(s) will be read.

Tie Breaker Round Rules

Up to five tie-breaker questions will be asked. There is no deduction for incorrect answers. The first team that buzzes in will have 10 seconds to answer. The first team to correctly answer a tie breaker question will be announced as the winner.

General Rules:

Acceptability of Answers

Only the first answer from the team member who buzzes in will be accepted. Only one team member may buzz in per question. The moderator will determine if the answer given by the competitor matches the correct answer. If there is a question about the acceptability of the answer, the moderator may consult with the room judge.

Appeals

Following the correct answer being given by the moderator, either by one team or the moderator, the team captain of a team which has given an answer thought to be correct and in the appropriate manner
may buzz in to question the incorrectness of his/her team’s answer or the procedure by which the answer was not accepted. One additional team member may assist in explaining the reason for the appeal, but the appeal must be proposed by the team captain. The judge will make the final ruling based upon the explanation. Appeals must take place before the moderator begins the next question and will not be considered at another time during or following the round. Only one appeal is permitted per team, per match. Interference from the audience will result in the appeal being dismissed.

Consultation
Team members may confer with one another both orally and in writing until a team member buzzes in. From the time a competitor buzzes in until the time the moderator announces whether the answer is correct or incorrect, no one on that team must speak or write notes to another. If consultation continues while a team member has buzzed in, his/her answer will not be accepted even if it is correct. Team members of the opposing team may consult while a competitor on the other team is answering the question.

Dress Code
Participants must follow the approved conference dress code for participation in all levels of competition.

Moderator/Judge/Question Error
If the moderator misspeaks or misreads a question, but catches the mistake prior to either team buzzing in, they may repeat the question correctly and the time for answering will begin again at 10 seconds.

The judge and/or moderator may see that a replacement question is used if an answer is prematurely given by the moderator, judge, or spectator or if the way a question is read is deemed unfair for either or both teams. Replacement questions will not be used if a competitor reveals the correct answer out of turn or if a competitor or spectator disagrees with the correctness of answer as determined by the moderator and judge.

Repeating of Questions
Individual team members may request a multiple choice question to be repeated during the Head-to-Head Individual Round. No open-ended questions will be repeated once they have been read in their entirety. If there is an issue in which the moderator feels the question must be repeated (noise interference or equipment problem) they may repeat the question at their discretion.

Spectator/Participant Conduct and Sportsmanship
The final buzzer round is open to spectators (students, advisors, chaperones, alumni, and other conference attendees) as space in competition rooms permits. Spectators are not allowed to enter or leave the competition room during play. Spectators are prohibited from cheering, visual signaling, audible conversations, and the use of cell phones during competition. Any spectators who disrupt the round in any way or are thought to be communicating with competitors will be asked to leave by the room judge or moderator. The room judge and moderator have the authority to control the competition atmosphere within their room. Disputes concerning their judgment must be directed to the Daphne Dale, (Director of Competitive Events) or other State Staff Member.
Good sportsmanship is expected of all participants, advisors, chapter members, and other spectators. Poor sportsmanship on the part of any team member or their supporters may result in disqualification. Any use of extremely negative behavior (such as the use of profanity or yelling) will result in immediate disqualification of the team.

**Substitution**
Substitution of team members will be allowed. Substituted competitors must be affiliated members of the same HOSA chapter to qualify.

**Team Captain**
Each team must select one of its members to serve as the team captain. This member will be responsible for picking up team materials.

**Team Holding Room**
All teams in the buzzer round are required to remain in a holding room throughout the competition time period. Teams may utilize printed study material. The use of cell phones, or other electronic devices which may record, publish, or receive information are prohibited.

**Unanswered Questions**
If a question is not answered by either team, no points will be awarded or lost and no replacement question will be given. The moderator will give the correct answer and move on to the next question.

**Writing Instruments**
Paper and pencils for each competitor will be provided by Georgia HOSA. Competitors will not be allowed to bring any writing tools or paper into the competition room.
**HOSA Hi-Q SCORE SHEET**

| Question # | 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 10  | 11  | 12  | 13  | 14  | 15  | 16  | 17  | 18  | 19  | 20  |
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**TOTAL SCORE**

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*Winning Team = _______________*

*Judge's Signature: ________________________________*