	CONTEST SCOPE
- 3	<u>Contest Chair</u>
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Contest:	Health Knowledge Bowl
Purpose:	To test the knowledge of a team of competitors preparing for employment in the health occupations field and to recognize outstanding students for excellence and professionalism.
Clothing:	Class A: SkillsUSA Official Attire or scrubs for District competition
Equipment and Material:	

Equipment/Tools/Materials Provided by Host School:

- Computer equipped with Microsoft Office Power Point for questions
- Projectors with screen able to be viewed by all competing teams
- Tables/desks clearly labeled with team number set up with 4 chairs each all must allow students to view screen
- Individual dry erase boards with markers and erasers (1 per team)
- Plain colored paper for scratch
- Timer

Equipment/Tools/Materials Provided by the Contestant:

• Pencil or pen One writing utensil per student for both written and oral competitions (#2 Pencil recommended). Calculators (1 per team) – must be non-programmable. (graphing calculators will not be permitted)

Scope of Contest

Scope of the Competition

Core standards from the National Consortium for Health Science Education (<u>https://healthscienceconsortium.org/standards/</u>) make up the categories from which questions are developed for the Health Knowledge Bowl competition. Questions from the SkillsUSA Framework will also be included.

Knowledge Performance

A written knowledge test will be administered prior to the Skill Performance. This test consists of 25 multiple choice questions. The team will have a maximum of 20 minutes to complete the exam. The score from the written test will NOT be announced but will be used as a tie breaker based on time completed and questions answered correctly.

Skill Performance

Teams will demonstrate communication skills, teamwork, problem-solving and time management skills by determining and presenting the answer to each question presented during the quiz bowl portion of the competition.

Competition Guidelines

Contest Guidelines

General Information

- a. The contest will be two halves consisting of 52 questions total (1st half 26 questions; 2nd half 26 questions) worth 10 points each. A 5-minute break will be given at the end of the first half. Competitors will not be allowed to speak with advisors or spectators or consult any reference materials, mobile devices, cell phones, recording devices, or any other item deemed hazardous to the integrity of the contest during this break.
- c. Contestants will turn in all scratch paper before leaving the contest area.
- d. Possession of mobile devices, cell phones, smart watches, recording devices, or any other item deemed hazardous to the integrity of the contest is grounds for disqualification of whole team.

Scoring

- a. Each team begins each half with 0 points.
- b. A team must answer the question it is presented. They can choose to not answer the question 2 times during the half and they will get 0 points. If they pass, the play moves to the other team. Teams can pass on an answer two times per half. The team with the "passed" question, must now answer the question and receive 10 points for correct answer and get a deduction of 10 points if they get the incorrect answer.

Score discrepancies must be addressed by the team prior to the next question.

No rescoring of a question will occur once we have moved on to the next question.

Marking Answers

- a. The answer will be written on an individual dry erase board. It must be written legibly and large enough to be seen by the floor judge.
- b. The question will be read once and visually displayed. The team will have 30 seconds after the question has been read to determine and write the answer (40 seconds for math questions). A five-second warning will be given before time is up. Any team member may write the answer. He/she must complete writing the answer before the team member may stand. A team member must be standing with the answer before time is called.
- c. If a team member is not standing prior to the end of the allotted time, it will be considered a pass and score will remain the same. If the team has already used its 2 passes for the half, it will be scored as an incorrect answer and 10 points will be deducted.
- d. Teams may discuss answers among themselves. Competitors are cautioned to whisper to each other so they are not overheard by other teams.
- e. Answers must be spelled correctly. Spelling errors will be counted as an incorrect response.
- f. The team member will display the answer when directed to do so by the judge. The reader will announce the correct answer. The floor judges will check the team answer. If correct, the scorer will add 10 points to the team's score. If incorrect, the scorer will subtract 10 points from the team's score. If the team chooses not to answer the question, they will receive a '0' score. This is allowed for 2 questions per half. Any unanswered questions after the 2 'passed' questions will be scored as an incorrect answer and 10 points will be deducted from the team score and that question is not passed.

Judging

- a. The judging team will make all decisions regarding score, correct answers and rule violations. The decision of the judging team will be final and will be announced by the contest chair. Disqualifications may result upon repeated rule violations.
- b. A team that wishes to challenge an answer must address the issue with the judges before the next question begins. This is signified by a team member raising their hand prior to the next question being announced.
- c. Judges will convene and decide prior to moving on to the next question. No judging of a previous question will occur once competition has moved on to the next question.
- d. It is the responsibility of all team members and advisors to know the rules of the contest.

Determining a Winner:

The winning team is that team which has accumulated the highest total points combined from both halves. The written test will be used as a tie breaker if necessary.