HOSA Bowl

Arizona HOSA Event Guideline Supplement

Team Event: Exactly 4 competitors

THIS EVENT HAS AN ONLINE QUALIFYING TEST
NO DIGITAL UPLOAD REQUIRED

Ask your local advisor for the testing window, location and instructions.

This supplement is written exclusively for Arizona HOSA events.
Use this checklist with the official event guidelines and scoring rules.

Conference	Event Offered	Required Upload Deadline	Details at a Glance
Regional Leadership Conference (RLC)	NO	N/A	**Not applicable:** Qualify for SLC through the online test, then qualify at SLC for ILC.
Online Test	YES	None required	**Round 1:** All 4 teammates test individually at school during the Arizona testing window. **Advancement:** Top-performing teams qualify for SLC. Test results determine bracket placement.
State Leadership Conference (SLC)	YES	None required	**Round 2:** Compete in the buzzer tournament. Win matches to advance through the bracket. **Advancement:** Qualifying teams advance to ILC, as confirmed by Arizona HOSA.
International Leadership Conference (ILC / nationals)	YES	None required	**Round 1:** Complete the test. **Round 2:** Top-scoring teams advance to the buzzer tournament. See official guidelines for ILC procedures.

Required Documents and Materials

Bring to state and nationals. No documents need to be uploaded.

☐ Photo ID for EACH of the 4 teammates and two nonmechanical #2 pencils with erasers per competitor.

☐ Wear official HOSA uniform or proper business attire. All 4 teammates must be appropriately dressed. Review the HOSA dress rules in Appendix D.

☐ Leave all study resources outside the holding room and competition room. You may NOT use or write notes during the buzzer competition.

Complete the online test

☐ Ask your advisor to register your team and arrange an approved proctor. Schedule the computer test at your school within the published Arizona HOSA testing window.

☐ All 4 teammates must test individually at the SAME time, with NO communication. Each takes a 50-question test with 60 minutes from pressing Start. Only registered proctors receive access information.

☐ Your advisor receives qualifying results. If your team qualifies, register for SLC. If it does not qualify, choose another SLC event with your advisor. Missing the online test means your team cannot qualify for the state buzzer tournament.

Check in and stay ready at state

☐ Arrive at the HOLDING ROOM at the START of the posted event time frame. All teams, including alternates, must check in and remain there until called. Show each teammate's photo ID.

☐ Be on time for every match. A team more than 5 minutes late to its Round Two appointment forfeits its right to compete. Event staff escort teams to and from the competition room.

☐ Check the posted bracket outside the assigned room. It is prepared using online test results. Higher-ranked teams may receive a first-round bye if the bracket is uneven; a bye lets a team advance without playing that match.

☐ Before each match, draw your A, B, C or D identification card. Sit facing the moderator and test your buzzer before play begins.

Know the buzzer round rules

Each match lasts 10 minutes and includes up to 50 questions. Follow the official rules for scoring and responses.

☐ First 8 minutes: Compete head-to-head by letter — A vs. A, B vs. B, C vs. C and D vs. D. Do NOT discuss answers with teammates.

☐ Final 2 minutes: The timekeeper announces this change. Any teammate may buzz in, but the person who buzzes MUST answer. You may discuss quietly before buzzing; once a buzzer is pressed, teammates may not help the responder.

☐ Wait for the moderator to recognize you, then respond within 5 seconds. If you buzz before the question is finished, the moderator stops reading and you must answer within 5 seconds of recognition.

☐ Do not buzz out of turn during head-to-head play. Follow the moderator's directions when the other team is given an opportunity to answer.

☐ After winning a match, all teammates return to the holding room until called again. Do NOT communicate with other teams there.

☐ With 4 teams remaining, semifinal winners play for 1st and 2nd place. Semifinal losers play for 3rd and 4th place.

☐ When dismissed at the end of your participation, complete the event survey and leave the competition area.

How scores and advancement work

Online test to SLC: The online test qualifies your team and determines its bracket placement. It is NOT added to the buzzer score. Match results determine advancement through the tournament.

SLC to ILC: Arizona HOSA confirms which teams qualify for nationals based on state results. Your SLC score does not carry over to ILC. Secondary and postsecondary teams are ranked separately.

Advisor and proctor requirements

The proctor cannot be a current HOSA advisor for any chapter. Before receiving testing access, the proctor must be registered as a proctor and submit the signed confidentiality agreement to Arizona HOSA.

Official guidelines and scoring rules

HOSA event guidelines — select HOSA Bowl under Teamwork Events. Review the current references, test plan, buzzer rules and brackets.

Your advisor can find testing details on the Arizona HOSA Online Testing webpage and the testing window on the Arizona HOSA Calendar of Events.