

FunFest 2026 Health Programs Skills Competition Rules High School



Objective: Teams will compete in the following health areas to demonstrate knowledge and skills: Handwashing Competition, Anatomy Identification, and Room of Errors.

Entries and Judging

Participants: (2) Teams per High School, with 3-6 members per team. Teams will participate in a scheduled 30-minute time block to complete the three-station challenge.

Submission: No submission prior to FunFest is required.

SCC Leader Coordinator: Tricia Donadio, Director, Health Programs and Student Support, and Adjunct Associate Professor, College Transfer Success

Judging Location: Foundation Hall 1003 (Fletcher Auditorium)

Notes: NA

Determining the winner: The team with the highest total points for all three activities wins!

Competition Rules

- 1. Each team will compete in each of the three Health Program Skills Competition activities. Each individual activity will be timed to ensure a total 30-minute event cycle.
- 2. After completion of all three events, the judges will add up the total points on the Team Rubric score card (attached).
- 3. The team with the most total points wins the Health Programs Skill Competition.
- 4. In the event of a tie, the tie breaker below will be utilized.

Tie Breaker:

Each tied team will select one team member to represent them. Each representative will do infection control items as quickly as possible.

Items to do:

- Pair of gloves
- Isolation gown
- Surgical mask with shield
- Booties

The team's representative that puts their items in the least amount of time wins!

Rules Revised/Checked: 07/15/24

Handwashing Competition Rules

- 1. Each team member will utilize Glow Germ to "soil" their hands.
- 2. Team members will take turns at the sink to wash their hands properly.
- 3. After all team members have washed their hands, a blacklight will be utilized to identify any remaining "germs".
- 4. Quadrants of the hands are identified in the image above- front and back of the hand will be assessed.
- 5. Team points will be determined utilizing the individual rubric below, adding up each team member's individual score, and dividing by the number of teammates on the team for an average score.

Anatomy Identification Competition Rules

- 1. Each team will identify 50 anatomy structures selected by the event coordinator. Structures may be presented in the form of diagrams, models, images, or specimens.
- 2. One point will be awarded for each correct identification. Partial credit may be awarded at the judge's discretion.
- 3. The total number of points will be accumulated into the total score.

Room of Errors Competition Rules

- 1. Designate one team member to write down identified safety errors.
- 2. When the timer starts, the team may enter the room.
- 3. Observe the room- do not touch or move equipment.
- 4. Once the timer stops, the writer must stop.
- 5. Errors identified on the activity key will be counted on the team's list.

Rules Revised/Checked: 07/15/24

FunFest 2026 Health Programs Skills Competition Middle School Team Rubric Score Card

ream Name:	
Team Members: _	
School:	
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Room of Errors Rubric

Team Points for this activity: _____

0-4 errors	5-7 errors	8-12 errors	13-17 errors	18-20 errors
identified	identified	identified	identified	identified
2 points	4 points	6 points	8 points	10 points

Handwashing Rubric

Team Average: _____ (Team points for this activity)

More than	0-4 spots	At least	At least	2-3	One hand	Both hands	$\alpha \alpha \alpha$
5 spots	identified	one	one	quadrants	no spots	no spots	\\
identified	in all 4	quadrant	quadrant	free of	remaining	remaining	1000
in all 4	quadrants	free of	free of	spots on			0
quadrants	of both	spots on	spots on	both			
of both	hands	one hand	both	hands			
hands			hands				
2 points	5 points	7 points	10	12 points	16 points	20 points	
			points				

Anatomy Identification Rubric

Team Points for this activity: _____

TOTAL TEAM POINTS FOR HEALTH PROGRAMS SKILLS COMPETITION: ____