

10th Annual Explorer Fire-Rescue Competition
Coral Springs Academy
2010

Fire Rescue Explorer Challenge

Rules and Regulations:

1. All team members shall be active members of the Explorer/Cadet Post they represent.
2. No more than 6 team members shall participate in any one event.
3. Teams shall be allowed up to 10 team members, including the Team Captain.
4. All protective gear worn must have **NO** modifications. **Only NFPA approved structural firefighting gear will be accepted. NO COMPETITION GEAR!** *Long pants are required in all events. Liners must be intact. Pull-on fire boots (no zippers) are the only acceptable boots for use in the events. Failure to wear required personal equipment will result in a five (5) second penalty for each infraction.
5. Improper latching or loss of personal equipment shall result in a five (5) second penalty for each infraction.
6. *After the completion of each event, the judge shall tell each team what their penalties are. The Team Captain shall be the only member authorized to protest to the Event Judge. If the Team Captain and the Event Judge cannot reach a decision on the protest, the event committee will be called in. The decision of the event committee will be final and binding.
7. 1 false start is allowed per event resulting in warning. 2nd false start shall result in a five (5) second penalty being assessed and the event shall continue. A false start is defined as any starting before the judge gives the signal.
8. Winners of each event will be determined by the lowest time for that event. With the exception of the First Aid and Trauma Evolutions, where the points are counted first then the lowest time. Overall winners will be determined by adding the times from all events for that team.
9. No equipment shall be broken down until the Event Judge gives the signal to do so. Any infraction of this rule shall result in a five (5) second penalty for each infraction.
10. Any un-sportsmanlike conduct from any team member or Department member shall result in a specified penalty per event being assessed to that team. Any continuing un-sportsmanlike conduct from a team will result in the team being disqualified from the event.
11. The use of intoxicants by a team member shall result in the team member being disqualified from the competition. No substitute member shall be allowed to replace such a disqualified team member.
12. At the start of each event, only six (6) team members and the judges shall be allowed on the competition field. A five (5) second penalty shall be assessed for each infraction.
13. Prior to the start of each event, it will be the responsibility of the Team Captain to check and ascertain that all equipment is ready and prepared for the event. In case of uncontrollable equipment, malfunctions (breakage or failure) not due to team error, an immediate restart will be granted without penalty.
14. In the event of pump operator error due to circumstances beyond the control of the judges, a rerun will be allowed.
15. No sideline coaching is allowed. Offense will result in a specified penalty per event.

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16. At the beginning of the competition all teams are rated as a 3 for sportsmanship. Teams can go up to a 5 for the best sportsmanship or down to 1 for the worst sportsmanship. Teams will be rated on a 1-5 scale for sportsmanship for all events and will be averaged together at the end of the competition.
17. Un-sportsmanlike conduct is defined as any of the following but not limited to: profanity, fighting, arguments, side line coaching, and or any derogatory comments, etc.....
18. Any conflicts shall be directed to the event committee.
19. In the event of a real emergency, “**CODE REAL SHALL BE IDENTIFIED**” at that time the clock will be stopped and then restarted from where it was stopped after emergency is cleared.
20. Helmets with shields or goggles shall be worn for all events except Trauma and First Aid. **NO EXCEPTIONS!**
21. No specialty gloves permitted, i.e. extrication or competition gloves. **NO EXCEPTIONS!**
22. Any un-safe act shall result in a specified penalty. Un-safe act is defined as any of the following but not limited to: Throwing equipment, maintaining full control of hose lines, and judge’s discretion.
23. * **First Aid and CPR / Trauma Only:** In the event of a point tie, the team with the highest total points and lowest time will determine the winner.
24. **Overall Trophy Tie Breaker:** In the event of an overall tie the following events will decide the winner.
 - a. 1st – Combat Challenge- Lowest time
 - b. 2nd –Search and Rescue- Lowest time
25. Each participant in the Competition must have their parent/guardian complete the attached **PARENTAL RELEASE AND WAIVER OF LIABILITY**. Prior to beginning of the competition these waivers will be checked against the team roster. If there is no waiver, the team member will not be able to participate in the competition.

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Combat Challenge Relay Evolution

Team: _____ Judge: _____

Participant One	Participant Two
Participant Three	Participant Four
Participant Five	Participant Six

Overview: The evolution consists of two-person relay evolution that encourages teamwork.

The first task consists of the first two member team **one person** to carry one section of 2 1/2 “ hose to the fifth floor landing and place it down on the “X”. From there the members must walk through the apartment on the fifth floor to the outside window landing. The members must pull up a straight roll of 2 1/2” hose on utility rope and bring the hose over the railing onto the landing. Finally, the **second team member** must pick up the 1st section of 2 1/2” hose left on the landing and bring it back to the first floor. Once both members are off the stairs, the baton is passed to the next team members. **(Both team members must be together before the baton is passed)**

The second team’s task consists of hitting the “Kaiser Sled” with a sledge hammer and having the end of the sled pass the end of the housing. **Note: Only one member of the team may hit the “Kaiser Sled” at a time.** Next, the team must pull 100’ of hydrant pressure charged 1 1/2” hose to the marking on the ground and then knock down one target. The second team member, not the one hitting the Kaiser must be on the nozzle. After the target is knocked down, the two members must run to the other team and pass the baton.

The third team’s task consists of pulling a dummy 100 feet to the finish line. The dummy must completely pass the finish line. The time stops when the dummy passes the finish line.

Note: Dummy will be placed at south end of the field and dragged to the north end.

Protective Gear: All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmet with shield or goggles, and fire gloves.

Equipment provided: Kaiser Sled, sledge hammer, 1-50’ section of 2 1/2” hose as high rise pack, storage rolled 50’ section of 2 1/2” hose with rope attached, 100’ of 1 1/2” hose with combination pistol grip nozzle, 1-target, 1-hose dummy, 4 cones, 1-inline valve, 1- small flash light as relay baton.

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Combat Challenge Relay Evolution

Scoring:

Combat Challenge Score

Function	Penalty Time	Add Time
1. All six members line up on their designated starting area.		
2. Team 1- starts 20 feet behind the first step of the stairs		
3. Pick up 2 1/2" hose and carry to 5th floor landing		
<u>Penalty- skipping steps during ascent and descent & not holding railing- member 1</u>	20 seconds	
<u>Penalty- skipping steps during ascent and descent & not holding railing- member 2</u>	20 seconds	
4. Leave hose on 5th floor landing and walk through window to outside landing		
5. Pull up 2 1/2" hose roll attached to rope.		
6. Pull hose completely over rail.		
<u>Penalty- both members must be behind line while pulling hose up to rail.</u>	20 seconds	
7. Return to stair landing and pick up 2 1/2" hose and carry back down.		
8. Pass baton to Team 2		
<u>Penalty- Passing baton before both members are off of the stairs.</u>	20 seconds	
9. Team 2- move the Kaiser sled passed the end of the housing with the sledge hammer.(No pre staging on Kaiser)		
<u>Penalty- Must strike the Kaiser w/ the hammer. If member hits it, and drags it they will be disqualified from the event</u>	D/Q	
<u>Penalty-Participant can not raise hammer above head. 1st offense will be a warning and the 2nd will be a penalty</u>	5 seconds per swing	
10. Move to the hose pull area and pull 1 1/2" hose to the marked area.		
<u>Penalty- nozzle does not pass into the designated area before the target is knocked down.</u>	30 seconds	
<u>Penalty- if nozzle is passed out of the designated area when target is knocked down.</u>	30 seconds	
<u>Penalty- flowing water without having both members on the nozzle.</u>	30 seconds	
11. Pass baton to Team 3		
<u>Penalty- passing baton before target is knocked down.</u>	20 seconds	
12. Team 3 pulls the dummy 100 feet passed the finish line.		
13. Time stops when the entire dummy passes the finish line.		
Unsportsmanlike &/or Unsafe Act	20 seconds	
Un-Safe Act: _____	SPORTSMANSHIP (1-5)	
	TIME	
	PENALTIES	
	TOTAL TIME	

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Search and Rescue Evolution

Team: _____ Judge: _____

_____	_____
Participant One	Participant Two
_____	_____
Participant Three	Participant Four

Overview: The event consists of two members that are the search team and two members that are the rapid intervention team. The search team will carry one radio and both teams have 5 minutes to stage equipment. All participants will start at the designated starting line 25 feet from the equipment staging area. All four members should be wearing shoes for the start. Once at the equipment staging area, all of the members must put on bunker boots, pants, coat with suspenders, helmet, fire gloves and don the provided air pack and blacked out face mask. Once all members are dressed out, the time will stop once all members have clapped there hands. (Members will not connect to air and will be assisted by the judge to the third floor).Once entry is made time starts again. Search team will do right hand search pattern once at the door. Upon finding the victim, the judge will designate one of the search members to pass out (member without radio) and the second member must activate the rapid intervention team via radio. Conscious team member can start moving downed firefighter out before R.I.T. IS there. The rapid intervention team must do a right hand search, and locate the search team. Both Search and R.I.T. shall remain in contact with the wall at all times In & Out. The members must pull the firefighter out first (pass the front door) and then pull out the victim. The time stops when the victim is out the door. While rescuing victims no member shall stand upright.

Protective Gear: All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmet, and fire gloves,

Equipment provided: Air packs and Radios (Teams can use their respective department air packs if they wish)

Location: TBA

Time Limit: This event will have a 15 minute time limit for the Search and Rescue portion. If the 15 minute time limit is reached, and the evolution has not been completed, the team score will result in a non completion score.

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Search and Rescue Score

Function	Penalty Time	Add Time
Penalty- if gear is outside staging box.	20 seconds	
1. All participants start behind starting line 25 feet from staging area		
2. Once at staging area all members must be dressed prior to entering building		
Penalty- member 1:		
not completely fastened pants with suspenders	10 seconds	
jacket not completely fastened	10 seconds	
jacket collar not fastened properly	10 seconds	
helmet not buckled	10 seconds	
Penalty- member 2:		
not completely fastened pants with suspenders	10 seconds	
jacket not completely fastened	10 seconds	
jacket collar not fastened properly	10 seconds	
helmet not buckled	10 seconds	
Penalty- member 3:		
not completely fastened pants with suspenders	10 seconds	
jacket not completely fastened	10 seconds	
jacket collar not fastened properly	10 seconds	
helmet not buckled	10 seconds	
Penalty- member 4:		
not completely fastened pants with suspenders	10 seconds	
jacket not completely fastened	10 seconds	
jacket collar not fastened properly	10 seconds	
helmet not buckled	10 seconds	
Time for Bunker Gear _____		
3. Search team enters and does right hand search pattern.		
Time starts when all members are ready and judge says start.	(start time)	
Search team must advise on radio		
"search team entering structure doing right handed search pattern"		
Penalty - missing any of the above radio information	30 seconds	
4. Locate victim		
5. Upon locating victim, judge advises which member is unconscious and other member must radio for help.		
6. Uses emergency language "mayday x3" tells incident command firefighter down in 3rd floor apt.		
Penalty-missing any of above radio information (mayday info)	30 seconds	
7. Judge outside will send in R.I.T. after radio transmission from search team		
8. R.I.T. shall do right hand search pattern.		
R.I.T. must advise on radio prior to entering:		
"R.I.T. entering structure doing right handed search pattern"		
Penalty-missing any of above radio information	30 seconds	
Penalty- All teams shall remain in contact with the wall at all times In and Out while moving 1st offense will be a warning 2nd will be penalty each time	10 seconds	
Penalty- All team members must keep at least 1 knee in contact with the floor at all times, 1st offense will be a warning 2nd will be penalty each time	10 seconds	
9. Remove firefighter from building then victim.		
10. Time ends when all members of crew are outside door & victim clears door		
Unsportsmanlike &/or Unsafe Act	20 seconds	
Un-Safe Act: _____		
	SPORTSMANSHIP (1-5)	
	TIME	
	PENALTIES	
	TOTAL TIME	

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Ladder Evolution

Team: _____ Judge: _____

_____	_____
Participant One	Participant Two
_____	_____
Participant Three	Participant Four

Overview: The event consists of four participants raising a 24-foot ladder. The participants will start 20 feet away from the ladder staging area. Each member will grab a corner of the ladder and perform a flat shoulder carry to the designated laddering area. The ladder will be placed on the ground and use two persons to raise. Once the ladder is in the air, all four participants should be properly footing the ladder. The ladder will be positioned against the wall in between the designated marks. The ladder will be properly secured and tied with a clove hitch. **The ladder must be placed against the wall and will then be flipped with the fly out.** The ladder than must be checked for proper climbing angle and the time stops when the person states the ladder is ready for climbing.

Protective Gear: All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmet with shield or goggles, and fire gloves.

Equipment provided: 24 foot extension ladder

Prior to the beginning of event the ladder will be stored bed down on the ground

Location: TBA

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Ladder Evolution

Scoring:

Ladder Score

Function	Penalty Time	Add Time
1. All of the members will start behind the starting line 20 feet from the ladder		
2. Each member will take a corner and perform a flat shoulder carry		
Penalty if any member does not perform the following:	20 seconds	
a. kneel on one side facing the tips	20 seconds	
b. stand and lift the ladder	20 seconds	
c. pivot toward the butt when the ladder is chest high	20 seconds	
d. place bottom beam on shoulder	20 seconds	
3. Carry ladder to setup location		
4. Prepare ladder for raising (flat raise only)		
Penalty if team does not perform the following:		
a. 2 people must heel ladder	30 seconds	
b. 2 people must raise ladder	30 seconds	
Penalty- Lead firefighter does not call "no overhead obstructions"	30 seconds	
c. one of the members unties and raises the fly section with the halyard		
Penalty- if extension is not locked	30 seconds	
d. Lower the ladder to the building in between the marks		
5. Ladder is checked for proper climbing angle (on the ground with feet on heels, arms should be nearly extended)		
6. Halyard is tied with clove hitch		
7. Knot is finished with a safety		
Penalty- if heel comes off of the ground at any time other than moving the ladder	60 seconds	
Penalty- clove hitch not tied properly	30 seconds	
8. Ladder flipped on the wall with the fly out		
Penalty- safety hitch not tied	30 seconds	
9. One person footing the ladder		
10. Lead member calls "ladder is ready for climbing"		
11. Fly must be out at completion of event before time stops		
Penalty- If ladder is not raised above designated marks on wall	10 sec. per rung	
Penalty- no-one footing the ladder after the lead member states ready to climb.	30 seconds	
Unsportsmanlike &/or Unsafe Act	20 seconds	
Un-Safe Act: _____	SPORTSMANSHIP (1-5)	
	TIME	
	PENALTIES	
	TOTAL TIME	

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Barrel Push Evolution

Team: _____ Judge: _____

Participant One	Participant Two
Participant Three	Participant Four
Participant Five	Participant Six

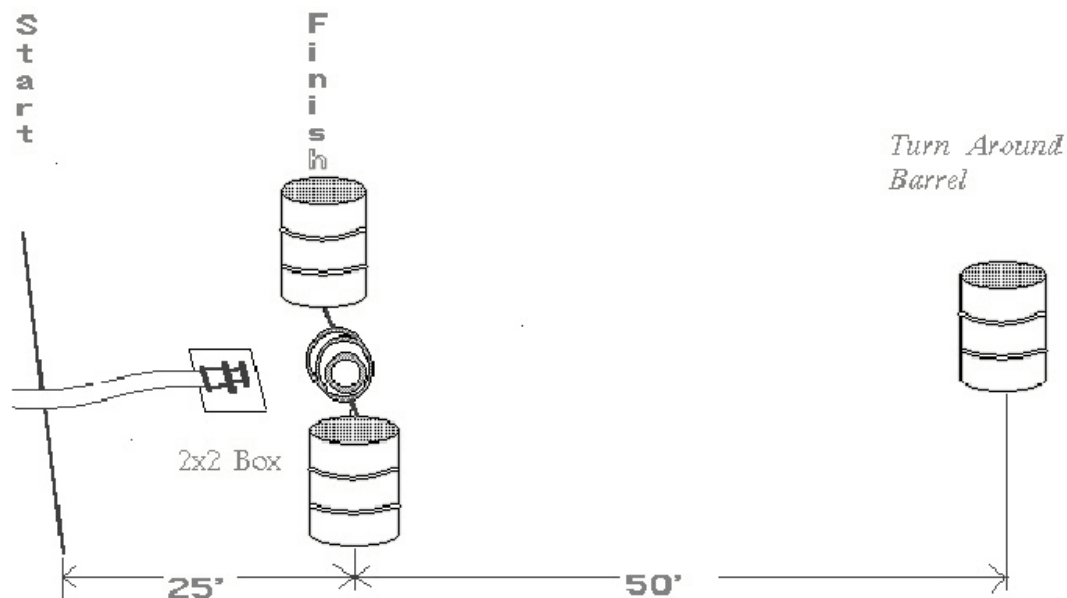
Overview: Six team members will start 25' behind the start/finish line. Nozzle man should check the nozzle for the desired pattern prior to the start of the event. The keg can be placed in any position as long as it is behind the start/finish line. When the start signal is given by the judge, the team will proceed toward the nozzle and hose. The nozzle man shall push the keg with a water stream from the start/finish line. The nozzle man can adjust the nozzle pattern at anytime while pushing the keg. At no time during the event shall the keg be touched with anything but water, a penalty shall be assessed for each infraction of this rule. The nozzle man and the backup man are required to pass through the barrels at the beginning of the event and required to go around the "turn around barrel". Only the keg is required to pass through the barrels to complete the event. Time is stopped when the keg passes through the barrels at the finish line. If the keg crosses over the start line without passing between the two gate barrels the event will be stopped and the highest time + 60 sec. will be awarded if team is unable to correct action and finish the proper way.

Boundaries: Gravel Pit & Grass Viewing area

Protective Gear: All participants must wear Helmet and Boots.

Equipment provided: 150' of 1 1/2" hose, a 1 1/2" combination nozzle and a double ribbed beer keg. Water will be supplied at 100 P.S.I. nozzle pressure. All hose shall be double jacketed.

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Barrel Push Scoring:

Penalty- Anything touching the keg other than the water stream **30 sec** _____

Disqualification- Keg out of bounds and can't be reached by hose line. (Boundaries are the gravel pit and the grass) **Highest time + 60 sec.** _____

Unsafe Act -	20 sec each	
SPORTSMANSHIP (1-5)		
TIME		
PENALTIES		
TOTAL TIME		

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Bucket Brigade Evolution

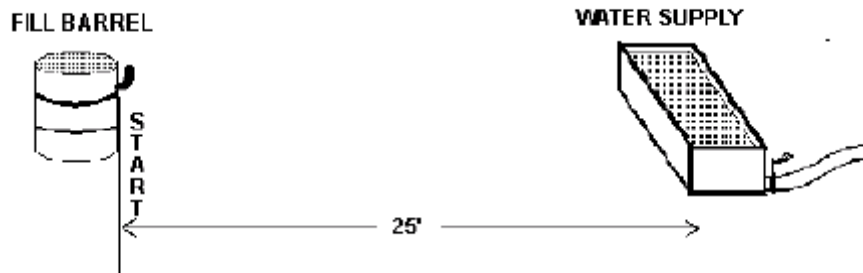
Team: _____ Judge: _____

Participant One	Participant Two
Participant Three	Participant Four
Participant Five	Participant Six

Overview: Six team members will be positioned at the start line located 25' from the water source. At the start signal from the judge all six team members will proceed to the water source and fill their buckets with water. Then they will proceed to the 55 gal barrel and empty their individual buckets. This will repeat until the barrel is full. Time will stop when the judge indicates the barrel is full. **“NO SPLASHING OF WATER INTO BARREL”** Prior to the start of the event the buckets can be placed either at the start line or at the water source. No team members shall touch their buckets until the start signal is given, by the judge.

Equipment provided: Water source, buckets, and fill barrel.

Protective Gear: Helmet and boots shall be supplied by team. Bunker Coats are optional.



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Bucket Brigade Evolution

Scoring:

Unsafe Act -	20 sec each	
SPORTSMANSHIP (1-5)		
TIME		
PENALTIES		
TOTAL TIME		

***If splashing the water into barrel makes the ping pong ball come out before it is completely full, the judge will stop the clock and check the water level. If the water level is not full, the clock will restart until the barrel is full.**

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First Aid and CPR Evolution

Team: _____ Judge: _____

Participant One

Participant Two

Participant Three

Overview: Teams will have 5 minutes to review the location of the equipment to utilize for the evolution. All three members will start behind the designated starting line. The evolution will have two patients. One patient will require minor first aid, and patient evaluation. (Injury to be determined the day of event) The second patient will be unresponsive and require CPR in accordance with the new AHA Guidelines. The scoring is based on points for skills provided for the patients; however, a maximum of 15 minutes will be given for each team.

Equipment provided: BLS airway bag, trauma bag, gloves, eye protection, AED, and splints

Protective Gear: gloves, eye protection

Scenario Narrative: Unit responds to an injury at the sports park.

Dispatch Information: Dispatched advises that a 30 y/o male injured himself while playing soccer.

Scene Information: Upon arrival you find patient

Additional Scene Information:

2 minutes into the scenario judge advises: a bystander approaches and tells you that an elderly male has collapsed. Upon arrival you find the patient lying on the ground.

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First Aid and CPR Evolution

First Aid Score			
	Function	pt's available	pt's rcv'd
Patient 1-			
1. All members start at designated area			
	Team leader asking if scene is safe	14	
	Member 1- wearing gloves and eye protection	4	
	Member 2- wearing gloves and eye protection	4	
	Member 3- wearing gloves and eye protection	4	
	a. Airway-assess need for cervical immobilization	2	
	b. Breathing- requests respirations	2	
	c. Listens to lung sounds	2	
	e. Determine need for Oxygen	2	
	f. Circulation- radial pulse	2	
	g. Skin color	2	
	h Skin Temperature	2	
	i. Blood Pressure (must show applying)	2	
	k. Expose- Head to Toe (Points for defining DECAPBTLS) verbalize		
	Deformities	2	
	Contusions	2	
	Abrasions	2	
	Punctures	2	
	Burns	2	
	Tenderness	2	
	Lacerations	2	
	Swelling	2	
	1. head	2	
	2. chest	2	
	3. abdominal	2	
	4. Pelvis	2	
	5. Legs	2	
	6. Arms	2	
	7. Back	2	
	l. Focused History		
	1. Signs / Symptoms	2	
	2. Allergies	2	
	3. Medications	2	
	4. Past Medical History	2	
	4. Last oral intake	2	
	5. Events leading to incident	2	
	m. immobilize injury (above and below injury site)	8	
	n. Reassess distal pulse	2	
	o. Reassess vital signs		
	pulse	2	
	blood pressure	2	
	respirations	2	
	Penalty- abandoning patient	-20	
		Total Pts	

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First Aid and CPR Evolution

Scoring: Page 2

First Aid Score cont'd

Function	pt's available	pt's rcv'd
2. Patient 2-		
Team leader asking if scene is safe	10	
Member 2- wearing gloves and eye protection	4	
Member 3- wearing gloves and eye protection	4	
a. Establish unresponsiveness-shake and shout	6	
b. Recognizes need for AED/ Calls for AED	4	
c. Open the airway- head tilt chin lift (trauma not suspected)	6	
d. Check for breathing- look	2	
listen	2	
feel	2	
e. Give two ventilations with BVM	5	
f. Check for pulse- carotid	5	
g. Give 30 compressions	2	
h. Give 2 Ventilations	2	
i. Give 30 compressions	2	
j. Give 2 Ventilations	2	
k. Give 30 compressions	2	
l. Give 2 Ventilations	2	
m. Give 30 compressions	2	
n. Give 2 Ventilations	2	
o. Give 30 compressions	2	
p. Give 2 Ventilations	2	
q. Check for pulse- carotid	5	
AED ARRIVES		
r. Proper placement of AED Pads	10	
s. Follow AED Prompts	10	
Penalty-Not verbalizing "I'm clear, your clear, we are all clear"	-10	
t. check for pulse when prompted-patient transferred to ALS providers	5	
Penalty- performing procedures out of order	-20	
Penalty- not clearing before shock	-10	
Total pts possible	100	
	points from Pt.#1	
Unsportsmanlike &/or Unsafe Act	20 points	
Un-Safe Act: _____		
	SPORTSMANSHIP (1-5)	
	TIME	
	PENALTIES	
	TOTAL POINTS	

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Hose Roll Evolution

Team: _____ Judge: _____

Participant One	Participant Two
Participant Three	Participant Four
Participant Five	Participant Six

Overview: Six participants will start on the marked line that is twenty-five feet behind a section of 2 ½” diameter hose. The hose must be straight rolled and placed into the box, which only fits six tightly rolled hose. All six hoses must fit in the box with the lid shut. **The time stops when the last participant has crossed the starting line and the lid is closed properly.**

Equipment provided: 6-50’ sections of 2 ½” hose, Wood box.

Protective Gear: All participants must wear bunker boots, bunker pants with suspenders, helmets and fire gloves.

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Hose Roll Evolution

Scoring:

Hose Roll Score

Function		Penalty Time	Add Time
1. All six participants are behind the designated line			
2. Each participant rolls a straight roll			
3. Hose is lifted and carried to the box			
Penalty- Picking up hose with back, must lift using legs:			
	Participant 1	10 seconds	
	Participant 2	10seconds	
	Participant 3	10 seconds	
	Participant 4	10 seconds	
	Participant 5	10 seconds	
	Participant 6	10 seconds	
4. Hose placed into box			
5. Lid to the box is closed and sits flush on the box			
6. Time stops when last participant crosses the starting line			
Unsportsmanlike &/or Unsafe Act		20 seconds	
Un-Safe Act: _____		SPORTSMANSHIP (1-5)	
		TIME	
		PENALTIES	
		TOTAL TIME	

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Hose Deployment Evolution

Team: _____ Judge: _____

Participant One	Participant Two
Participant Three	Participant Four
Participant Five	

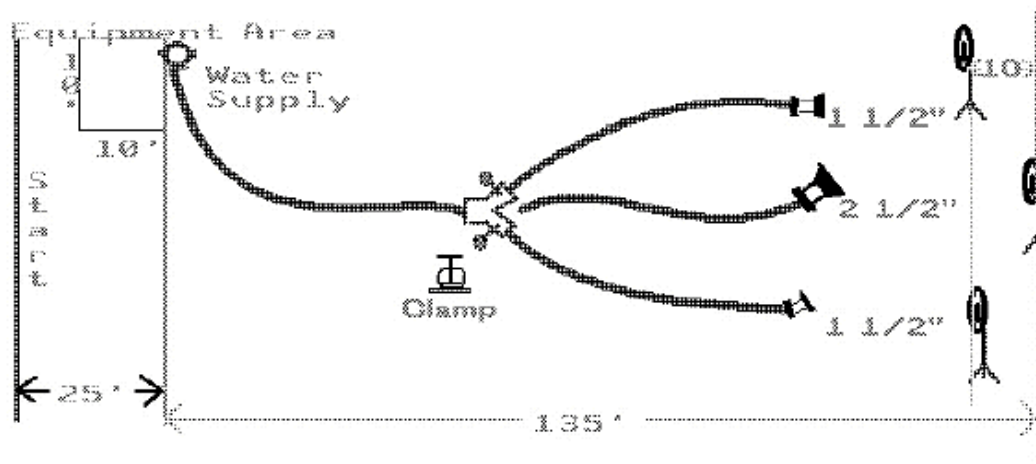
Overview: Each team is given ten minutes to setup equipment inside the designated outlined box (10x10). Five participants will start on the marked line that is fifteen feet behind the equipment box. The evolution has three task objectives. First task is to connect to the hydrant with two sections of 2 ½” hose and knock down the middle target. The second task is to attach the hose clamp and shut down the water before the coupling of the two connected 2 ½” hoses. The third task is to attach the gated wye to the end of the first section of 2 ½” hose and then attach one section of 1 ½” hose to each side of the gated wye. These two hoses will be used to knock down the remaining targets. Time stops when the last target has been knocked down. **All required equipment will be supplied for the event. NO PERSONAL EQUIPMENT CAN BE USED.**

Equipment provided: 2-50’ sections of 2 ½” hose, hose clamp, gated wye, 2-50’ sections of 1 ½” hose, 1-2 ½” smooth bore nozzle, 2-1 ½” adjustable nozzles, 3 targets, hydrant wrench, and 1-pumper.

Protective Gear: All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmets, and fire gloves.

Note: Ground and all hoses must be wet for all teams before start.

Location:



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Hose Deployment Evolution

Scoring:

<u>Hose Deployment Score</u>			
Function	Penalty Time	Add Time	
Penalty- Gear outside the setup box	10 seconds		
Task One			
1. All five participants are behind the designated line			
2. One end of the 2 1/2" hose attaches to hydrant at 2 1/2" connection			
Remove Hydrant Cap			
Connect Hose			
3. Section 1 of 2 1/2" hose is connected to section 2 of 2 1/2" hose			
4. Section 2 of 2 1/2" hose is connected to nozzle			
Penalty- charging hose before both sections of 2 1/2" hose and nozzle are connected, and two participants are on the nozzle ready for water.	30 seconds		
Penalty-couplings are not completely hand tight:			
	Hydrant-	30 seconds	
	Middle-	30 seconds	
	Nozzle-	30 seconds	
5. Two participants on 2 1/2" nozzle call for water			
6. Knock down middle target			
Penalty- knocking down wrong target	30 seconds		
Task Two			
7. Attach hose clamp to shut down water before the end of section 1 2 1/2" coupling.			
8. Shut down water			
Penalty- kicking open hose clamp lock	60 seconds		
Task Three			
9. Attach 1 1/2" hose coupling to each end of the gated wye			
10. Attach nozzle to the end of both 1 1/2" hoses			
11. Two participants on each 1 1/2" hose calling for water.			
Penalty- charging hose before nozzle 2 and hose are connected two participants must be on nozzle before flowing water	30 seconds		
Penalty- charging hose before nozzle 3 and hose are connected two participants must be on nozzle before flowing water	30 seconds		
Penalty-couplings are not completely hand tight:			
	hose 3	30 seconds	
	hose 4	30 seconds	
	nozzle 2	30 seconds	
	nozzle 3	30 seconds	
12. Each hose knocks down their side's target			
Penalty- Assisting with knocking down addtl target	30 sec each		
Penalty- straddling hose at any time	30 seconds		
13. Time ends after the last target is knocked down			
	Unsafe Act-	30 sec each	
	SPORTSMANSHIP (1-5)		
Un-Safe Act: _____		TIME	
		PENALTIES	
Note: If target is knocked down with the help of other side, target will be reset and time does not stop.		TOTAL TIME	

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Trauma Evolution

Team: _____ Judge: _____

_____	_____
Participant One	Participant Two
_____	_____
Participant Three	Participant Four

Participant Five	

Overview: All five members will start inside the rescue truck. The time begins when the back doors open. The evolution involves a motor vehicle accident. There are two patients with suspected spinal injury and needs rapid extrication and transport to a trauma facility. One of the patients has numbness to the legs and because of positioning needs to be removed with a KED from the car and then placed on the backboard. The equipment is kept on the stretcher inside the rescue truck. The participants must remove the equipment from the rescue truck. Stabilize the patient and extricate the patient from the vehicle. Finally, the patient is placed on the stretcher and loaded into the rescue truck. The time stops when the entire team is in the rescue truck and they are closed. **Teams must utilize stretcher at all times for moving patients. There is a Maximum of 12 minutes for this event.**

Equipment provided: Backboard, KED, Stretcher, Cervical collars

Protective Gear: Gloves and Eye Protection

Scenario Narrative:

Dispatch Information: Rescue and Engine respond to MVA at 7700 Broward Fire Academy Avenue.

Scene Information: Two vehicles with moderate damage. Driver of the first car fled the scene. No complaints. Second car has driver and passenger complaining of injury. Driver c/o neck and back pain. Passenger c/o neck pain with numbness.

Location: Scenario will be performed in the bays at the fire academy, with exhaust fans providing ventilation.

Note: Teams must maintain control of the backboards and stretchers at all times, if control is lost that is considered an unsafe act and will require a penalty.

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Trauma Evolution
Scoring Page 1:

Trauma Score

Patient #1

Function	pt's available	pt's rcv'd
1. All five participants start at the designated starting line		
2. Lead medic asks if scene is secure and does 360 degree survey	12	
Member 1-wearing gloves and eye protection	5	
Member 2-wearing gloves and eye protection	5	
Member 3-wearing gloves and eye protection	5	
Member 4-wearing gloves and eye protection	5	
Member 5-wearing gloves and eye protection	5	
4. Remove equipment from rescue truck		
5. Patient 1		
a. Hold C-Spine on Patient	5	
b. Attach C- Collar	5	
c. Recognize need for KED	5	
d. apply KED straps in proper order		
Middle	2	
Bottom	2	
Legs	2	
Head	2	
Top	2	
e. Fasten to Backboard using ALL straps	4	
f. Place patient on stretcher and transfer to rescue	4	
Penalties		
a. Delay in holding C-Spine on patient (> 1 minute)	-10	
b. Letting go of C-Spine before pt. is properly secured to KED	-10	
c. C-Collar not secured properly (chin out of collar)	-10	
e. Head not Fastened with chin and forehead strap or tape on KED	-10	
f. Backboard not fastened properly (strap chest and abd area)	-5 per strap	
g. Backboard falling to the ground	-20	
h. Stretcher falling to the ground.	-20	
i. not putting up side rails on stretcher	-5	
j. not fastening stretcher strap	-5 per strap	
k. not fastening		
Not applying KED Highest time plus - 30 points		
	Total Pts.	
Comments Patient One: _____		

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Trauma Evolution
Scoring Page 2:

Trauma Score cont'd

Function	pt's available	pt's rcv'd
Patient 2-		
a. Hold C-Spine	5	
b. Attach C-Collar	5	
c. Remove patient on to backboard (placing board under the buttocks of the patient and rotating down onto the board)	5	
d. Fasten to backboard using ALL straps	4	
e. Place patient on stretcher and transfer to rescue	4	
f. Txfr pt from stretcher to benchseat & strap in w/ all straps	3	
g. Both patients in the rescue with entire crew and the doors closed	3	
Penalties		
a. Delay in holding C-Spine on patient (> 1 minute)		
b. Letting go of C-Spine before pt. is properly secured to backboard		
c. C-Collar not secured properly (chin out of collar)		
d. Backboard not fastened properly (strap chest and abd area)		
e. Backboard falling to the ground		
f. Stretcher falling to the ground.		
g. not putting up side rails on stretcher		
h. not fastening stretcher strap		
i. backboard on bench not secured with all straps		
<i>Total points possible</i>	100	
Unsportsmanlike &/or Unsafe Act	-20 points	
Total from KED Patient		
SPORTSMANSHIP (1-5)		
TIME		
PENALTIES		
Total Points		
Comments Patient Two: _____		

Un-Safe Act: _____