

11th Annual Explorer Fire-Rescue Competition
Coral Springs Academy
2011

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.
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. One (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, plus the points.
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. (authorized (1)Team photographer or videographer is allowed)
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.(This goes for teammates and families) **15 second penalty will be issued**

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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 and gloves shall be worn for all events except Trauma, First Aid & Bucket Birgade. **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 committee 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
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 roaster. If there is no waiver, the team member will not be able to participate in the competition.
26. If the judge does not see an infraction, it never happened, unless there is a safety violation, too many players on the field, or major infraction that needs to be addressed.

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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 opening nozzle to discharge a stream of water and then close nozzle and place nozzle on ground (must be standing when water is discharged). The second team member, not the one hitting the Kaiser must be on the nozzle. After the water is discharged and nozzle placed on ground,** 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.

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-hose dummy, 4 cones, 1-inline valve, 1- small flash light as relay baton.

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Combat Challenge Relay Evolution

Scoring:

<u>Combat Challenge Score</u>			
	Function		Penalty 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			
Penalty- skipping steps during ascent and descent or not holding railing- member 1			20 seconds
Penalty- skipping steps during ascent and descent or not holding railing- member 2			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.			
Penalty- both members must be behind line while pulling hose up to rail.			20 seconds
7. Return to stair landing and pick up 2 1/2" hose and carry back down.			
8. Pass baton to Team 2			
Penalty- Passing baton before both members are off of the stairs.			20 seconds
9. Team 2- move the Kaiser sled passed the end of the housing with the sledge hammer.(No pre staging on Kaiser)			
Penalty- Must strike the Kaiser w/ the hammer. If member hits it, and drags it they will be disqualified from the event			D/Q
Penalty-Participant can not raise hammer above head. 1st offense will be a warning and the 2nd will be a penalty			5 seconds per swing
10. Move to the hose pull area and pull 1 1/2" hose to the marked area and spray w ater			
Penalty- nozzle does not pass into the designated area before the the nozzle is opened and water discharged			30 seconds
Penalty- flowing water without having both members on the nozzle.			30 seconds
11. Pass baton to Team 3			
Penalty- passing baton before water discharged,& nozzle placed on ground			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.			
		Unsafe Act -	20 sec. ea.
		SPORTSMANSHIP (1-5)	
Un-Safe Act: _____			TIME
			PENALTIES
			TOTAL TIME

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Bunker Gear & Pittsburgh Drill

Team: _____ Judge: _____

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

Overview: This event is a two part evolution which requires four (4) team members.

Part 1: 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 face mask. Once all members are dressed out, the time will stop when all members have clapped their hands. (Members will not connect to air and will be assisted by the judge to next portion of the evolution.

Once the judge says go, time starts again.

Part 2: The team will demonstrate their ability to safely negotiate the obstacle course which is fifty (50) feet in length with three (3) obstacles (under/over/through). The first obstacle is a low profile opening (16" w x 20" h), the second is an A-frame, and the third is a 10-12 foot tube. A section of 1 3/4" hose is stretched from the entrance of the course through all three obstacles to the victim at the end. The victim is a simulated downed firefighter (a manikin less than 100lbs) that will be removed through the three (3) obstacles back to the beginning of the course. The manikin shall have a piece of webbing attached to assist in dragging.

Safety Note: *While negotiating the course, members must come off of the A-frame feet first. Members will incur an un-safe act per infraction.*

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

Equipment provided: Air packs (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 Pittsburgh Drill. 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.*

Go to <http://www.youtube.com/watch?v=3SG6tEYfaZA> to see Fort Myers Post 1901 complete the Pittsburgh Drill at the 2009 Winterfest competition in Gatlinburg, TN

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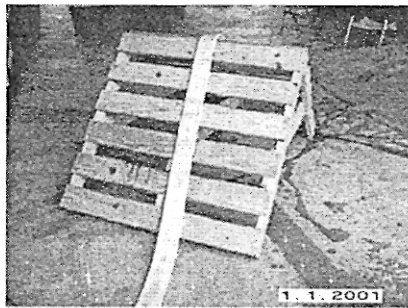
PITTSBURGH DRILL OBSTACLE COURSE

Photo 1



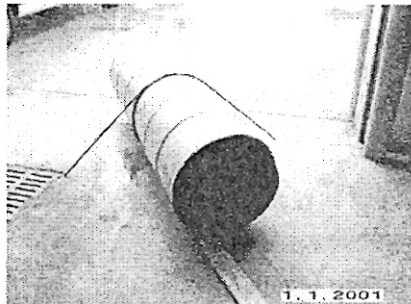
First obstacle – Low Profile 16” x 20”

Photo 2



Second obstacle – A-frame

Photo 3



Third obstacle – Tube - two fifty five gallon drums

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Bunker Gear & Pittsburgh Drill

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	
gloves not on properly	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	
gloves not on properly	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	
gloves not on properly	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	
gloves not on properly	10 seconds	
Time for Bunker Gear		
Time starts when all members are ready and judge says start.	(start time)	
3. Team members must follow the hoseline throughout the obstacle course		
4. Two team members must maneuver through all three (3) obstacles to access the victim, then work to bring victim back through course		
5. The other two team members may elect to maneuver through all three (3) obstacles or stay at the entrance of the tube to assist bringing the victim through.		
6. All team members will work to bring the victim back through the obstacle course		
7. Team members must work in pairs, no one works alone		
8. Team members must prepare the victim for drag using the webbing provided		
9. Team must send two members through the low profile opening to pull from the opposite side. The remaining two members will position the victim into the opening and push the victim as the members on the opposite side pull the victim. The rest of the team must get themselves through the low profile and assist getting the victim to the starting point where the time will stop when all members of the team and the victim are across the starting line.		
Penalty-Members must come off of A-Frame obstacle feet first	20 sec. ea.	
Penalty- every part of the obstacle course must be negotiated by the entire team with the exception of the tube, where two (2) members of the team may stay at the entrance of the tube without being penalized.	10 sec. ea.	
Penalty- If any of the member's protective clothing is compromised or removed	10 sec. ea.	
Penalty- No running of any kind, (one foot on the ground at all times)	10 sec. ea.	
10. Time ends when all members of team and victim are passed start line	*End Time*	
Unsafe Act -	20 sec. ea.	
SPORTSMANSHIP (1-5)		
TIME		
PENALTIES		
TOTAL TIME		
Un-Safe Act: _____		

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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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Barrel Push Evolution

Team: _____ Judge: _____

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

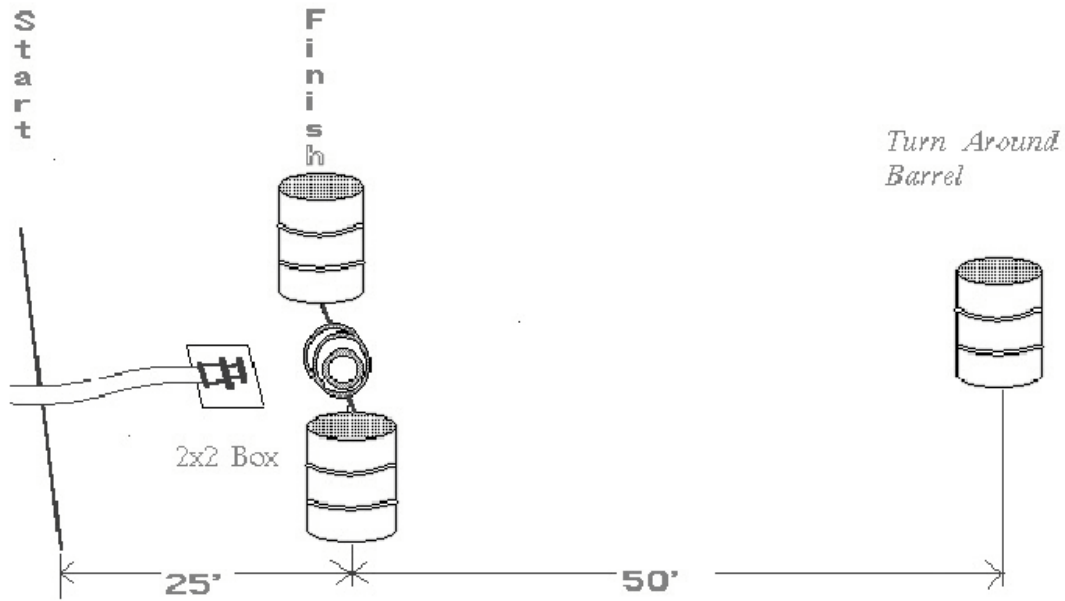
Overview: Six team members will start 25' behind the start/finish line. Nozzle man should check the nozzle for the desired pattern prior to the start of the event. The keg can be placed in any position as long as it is behind the start/finish line. When the start signal is given by the judge, the team 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** if the team is unable to correct the action and finish the proper way.

Boundaries: Coned off area

Protective Gear: All participants must wear Helmet , gloves 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- If Keg out of bounds (between both side lines which are indicated with cones and fire line tape) time will end, but if the keg goes around finish line instead of passing through the finish line, team can try to correct, as long as the hose will reach.

Highest time + 60 sec. _____

Unsafe Act -	20 sec each 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 rectangular tape box on the ground near the water source and line up shoulder to shoulder and pick up their buckets. All team members **MUST** stay within their tape box on the ground. The team members will pass the buckets back and forth from the water trough to the 55 gallon barrel. This will repeat until the barrel is full. Time will stop when the judge indicates the barrel is full. No team members shall touch their buckets until the start signal is given, by the judge.

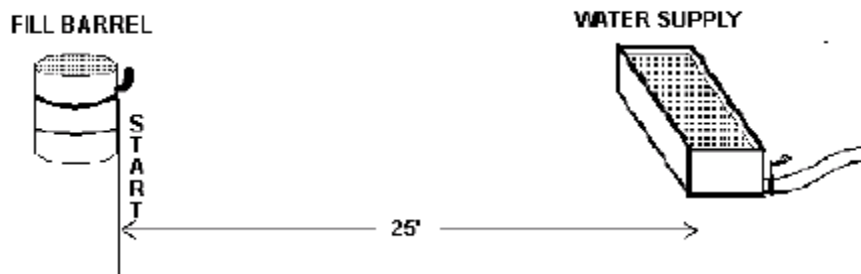
“NO SPLASHING OF WATER INTO BARREL (to make ball come out)”

“NO MOVING OUT OF DESIGNATED BOX”

“NO THROWING OR SLIDING BUCKETS”

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

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



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Bucket Brigade Evolution

Scoring:

<u>Penalty:</u> Throwing or sliding buckets	30 Sec per infraction _____
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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 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 AHA BLS Healthcare provider 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

Scenario Narrative: Unit responds to a fight at a park.

Dispatch Information: Dispatched advises that there are multiple people fighting and that they see one injured person.

Scene Information: PD is on scene. Upon arrival you find a crowd of people with one person on the ground

Additional Scene Information:

2 minutes into the scenario judge advises: a bystander approaches and tells you that a male was found unresponsive Upon arrival you find the patient lying on the ground.

Note: Patient injury can be one (1) of the following, and will be determined the morning of the event.

1. Impaled object on the body or in the eye
2. Broken bone, splint and bandage
3. Severed extremity, need to used tourniquet
4. Stab wound or GSW with or without severe bleeding

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First Aid Patient #1 Injury

Function	Points available	Points received
3. Patient 1-		
1. All members start at designated area		
Team leader asking if scene is safe	5	
Member 1- wearing gloves and eye protection	3	
Member 2- wearing gloves and eye protection	3	
Member 3- wearing gloves and eye protection	3	
a. Determines level of responsiveness(AVPU)Alert, Verbal, Painful, Unresponsive	5	
a. Airway-assess need for cervical immobilization	2	
b. Breathing- requests respirations	2	
c. Listens to lung sounds (requests what lung sounds are heard)	2	
demonstrate auscultaton of lungs (judge says ok)		
d. identiefies any possible amnormalities	5	
e. Determine need for Oxygen	2	
f. Circulation- radial pulse (requests pulse)	2	
g. Skin color	2	
h Skin Temperature	2	
i. Blood Pressure (must show applying) (judge says ok)	2	
j. Expose- Head to Toe (Points for defining DECAPBTLS) verbalize		
Deformities	1	
Contusions	1	
Abrasions	1	
Punctures	1	
Burns	1	
Tenderness	1	
Lacerations	1	
Swelling	1	
Team must identify DCAPBTLS on all head to toe		
1. Head	2	
2. Neck	2	
4. Chest	2	
5. Abdomen	2	
6. Pelvis	2	
7. Arms	2	
8. Legs	2	
9. Back	2	
k. Focused History		
1. S igns / Symptoms	2	
2. A llergies	2	
3. M edications	2	
4. P ast Medical History	2	
5. L ast oral intake	2	
6. E vents leading to incident	2	
l. identify injury	6	
m. provides proper treatment for injury	10	
n. Reassess vital signs	2	
pulse	2	
blood pressure	2	
respirations	2	
Penalty- abandoning patient	-20	
	Patient #1	Total Pts. 100

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CPR Patient #2

Function	pt's available	pt's rcv'd
2. Patient 2-		
Team leader asking if scene is safe	5	
Member 2- wearing gloves and eye protection		
Member 3- wearing gloves and eye protection		
a. Establish unresponsiveness-shake and shout	5	
b. Recognizes need for AED/ Calls for AED	5	
c. Open the airway- head tilt chin lift (trauma not suspected)	2	
d. Check for breathing- look	2	
listen	2	
feel	2	
e. Give two ventilations with BVM	3	
f. Check for pulse- carotid	3	
g. Give 30 compressions	3	
h. Give 2 Ventilations	3	
i. Give 30 compressions	3	
j. Give 2 Ventilations	3	
k. Give 30 compressions	3	
l. Give 2 Ventilations	3	
m. Give 30 compressions	3	
n. Give 2 Ventilations	3	
o. Give 30 compressions	3	
p. Give 2 Ventilations	3	
q. Check for pulse- carotid	3	
AED ARRIVES		
r. Proper placement of AED Pads	6	
s. Follow AED Prompts	6	
Penalty-Not verbalizing "I'm clear, your clear, we are all clear"	-10	
t. check for pulse when prompted-patient transferred to ALS providers	6	
Penalty- performing procedures out of order	-10	
Penalty- not clearing before shock	-20	
Total pts possible pt #2		80
		points from Pt.#1
		20 points each
Un-Safe Act: _____	Unsafe 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 behind the wooden box. **The hose must first be unrolled** and then straight rolled with the male coupling in, 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** behind the wooden box **and the lid is closed properly.**

Note: Each participant **MUST** unroll and roll their own hose, but teammates can assist with getting hose in box

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
Hose Roll Score

Function	Penalty Time	Add Time
1. All six participants are behind the wooden box		
2. Each participant rolls out a length of hose		
3. Each participant rolls a straight roll with male coupling in		
4. 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
5. Hose placed into box		
6. Lid to the box is closed and sits flush on the box		
7. Time stops when last participant crosses the starting line behind the wooden box		
Unsafe Act-	20 sec each	
	SPORTSMANSHIP (1-5)	
	TIME	
	PENALTIES	
	TOTAL TIME	

Un-Safe Act: _____

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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.

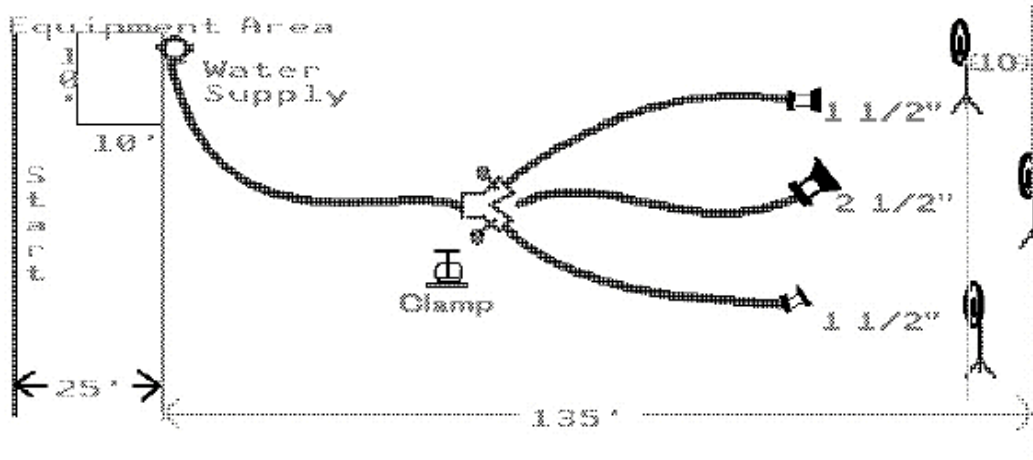
Protective Gear: All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmets, and fire gloves

Safety Note: *There will be no jumping onto the hoses. Each infraction will result in an unsafe act penalty.*

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

Location: North Side of Tower

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<u>Hose Deployment Score</u>				
Function			Penalty Time	Add Time
<u>Penalty- Gear outside the setup box</u>			10 seconds	
<u>Task One</u>				
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				
<u>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.</u>			30 seconds	
<u>Penalty-couplings are not completely hand tight:</u>				
Judge Must Check after Completion of Event			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				
<u>Penalty- knocking down wrong target</u>			30 seconds	
<u>Task Two</u>				
7. Attach hose clamp to shut down water before the end of section 1 2 1/2" coupling.				
<u>Penalty- not using hose clamp to shut down water</u>			60 seconds	
8. Shut down water				
<u>Penalty- kicking open hose clamp lock</u>			60 seconds	
<u>Task Three</u>				
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.				
<u>Penalty- charging hose before nozzle 2 and hose are connected two participants must be on nozzle before flowing water</u>			30 seconds	
<u>Penalty- charging hose before nozzle 3 and hose are connected two participants must be on nozzle before flowing water</u>			30 seconds	
<u>Penalty-couplings are not completely hand tight:</u>				
Judge Must Check after Completion of Event			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				
<u>Penalty- Assisting with knocking down addtl target</u>			30 sec. each	
<u>Penalty- straddling hose at any time</u>			30 seconds	
<u>Penalty- Running and Jumping on Hose</u>			30 sec. each	
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 (can be located anywhere in the vehicle). 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 4180 SW 120 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. (Occupants can be located anywhere, inside or outside the vehicle)

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 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	14	
Member 1-wearing gloves and eye protection	3	
Member 2-wearing gloves and eye protection	3	
Member 3-wearing gloves and eye protection	3	
Member 4-wearing gloves and eye protection	3	
Member 5-wearing gloves and eye protection	3	
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	10	
d. apply KED straps in proper order (if not in order no points)		
Middle	3	
Bottom	3	
Legs	3	
Head	3	
Top	3	
e. Fasten to Backboard using ALL straps	3	
f. Place patient on stretcher and transfer to rescue	3	
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. Abandoning Patient	-20	
Not applying KED or applying to wrong patient Highest time plus - 30 points	70	
	Total Pts.	
Comments Patient One: _____		

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Trauma Score Patient 2

Function	pt's available	pt's rcv'd
Patient 2-		
a. Hold C-Spine	5	
b. Attach C-Collar	5	
c. Properly Log Roll Patient onto backboard	6	
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)	-10	
b. Letting go of C-Spine before pt. is properly secured to backboard	-10	
c. C-Collar not secured properly (chin out of collar)	-10	
d. Backboard not fastened properly (strap chest and abd area)	-5 per strap	
e. Backboard falling to the ground	-20	
f. Stretcher falling to the ground.	-20	
g. not putting up side rails on stretcher	-5	
h. not fastening stretcher strap	-5 per strap	
i. backboard on bench not secured with all straps	-5 per strap	
<i>Total points possible</i>	30	
Unsafe Act -	-20 points each	
Total from Patient 1		
SPORTSMANSHIP (1-5)		
TIME		
PENALTIES		
Total Points		
Comments Patient Two: _____		

Un-Safe Act: _____