



Rules for the Stryker EMS Skills Classic

The Stryker EMS Skills Classic at the Annual NCEMSF Conference is a fun and challenging experience. Leadership, teamwork, and synthesis of the cases are important aspects of the scenarios. Ultimately, the most important objective is for participants to have fun.

The Skills Classic features a medical scenario, a trauma scenario and a team-building scenario. There are separate tracks for BLS and ALS. The BLS track is geared towards providers trained to the EMR and EMT levels and the ALS track is geared to providers trained to the Advanced EMT and Paramedic levels as defined in the National EMS Scope of Practice Model (<https://www.ems.gov/education/EMSScope.pdf>). Providers from the U.S., Canada and other countries should refer to this document to determine whether to enter the BLS or ALS track. Reach out to skills@ncemsf.org with any questions. The scenarios are assessed on a point system. Points are awarded for achieving specific objectives and for performing specific skills appropriately.

Only the Stryker EMS Skills Classic Coordinator will be permitted to render an interpretation of the rules, officially address team concerns and make on-site decisions.

I. Team Entry and Composition

1. Each squad may enter a maximum of one team in the BLS track and one team in the ALS track.
2. A team consists of a maximum of twelve individuals from one collegiate EMS squad.
 - a. A maximum of 4 team members can participate in any one scenario
 - b. Teams may swap out members between scenarios
 - c. The ALS and BLS tracks are distinct. Substitutions cannot occur between the BLS and ALS tracks (i.e., no team member may compete in both tracks).
3. Teams entering the BLS track must adhere to the following criteria:
 - a. At least one team member in each scenario must be an EMT or Advanced EMT level
 - b. Every team member must be certified to at least the Emergency Medical Responder level
 - c. No team member may be certified as a Paramedic
 - d. No team member can have competed in the ALS Skills Classic
4. Teams entering the ALS track must adhere to the following criteria:
 - a. At least one team member in each scenario must be a certified Paramedic
 - b. Every team member must be certified to at least the Emergency Medical Responder level
 - c. No team member can have competed in the BLS Skills Competition

II. Online Registration, On-site Registration and Entry Fee

1. Pre-registration is available online and closes one week before the conference.
2. A limited number of on-site registrations may be available.
3. Online pre-registration is a request for participation and is not a guarantee of participation. Participation is only guaranteed after onsite check-in and payment of the entry fee.
4. The entry fee is \$10.00 and *must be paid in cash* upon check-in. *The fee is non-refundable.*

III. Team Reporting and Time-slots

1. All teams (even pre-registered teams) must report to the Skills Classic check-in booth and pay the entry fee prior to the start time of the Skills Classic to ensure participation in the Skills Classic. Failure to check-in and pay the fee before the Skills Classic start time may lead to automatic disqualification.
2. Skills Classic check-in opens at the same time as Conference Registration opens.
3. Time-slots for teams will be assigned to teams on a first-come, first-served basis.
4. The team must take their assigned time slot.

5. Teams must provide a phone number at check-in so that updates can be provided if there are schedule changes.
6. Teams should report to the area outside their first assigned scenario 15 minutes before their assigned start-time.
7. Teams that fail to report 15 minutes before their assigned start-time may be disqualified. The entry fee is not refundable upon disqualification.

IV. Skills Classic process

1. The scenarios are timed. The maximum time is 8 minutes per scenario.
2. The scenarios run in sequential order: medical scenario → trauma scenario → team building scenario.
 - a. Changes to this order may occur from time-to-time to allow for optimal flow of teams through the Skills Classic scenarios.
 - b. Changes to this order may be announced by the Skills Classic Coordinator, deputy Skills Classic Coordinator or Skills Classic scenario moderators.
3. Each BLS scenario will be in a separate room and the rooms will be near each other.
 - a. Note: All ALS track scenarios occur in a single room
4. Teams should wait outside their first assigned scenario starting 15 minutes before their assigned start time (as noted in Section IV, subsections 6-7).
5. Teams may enter the scenario rooms only when allowed to enter by a scenario moderator.
6. After each scenario, teams should move on to the area outside the next assigned scenario and wait outside until a scenario moderator allows entry.
 - a. As noted in subsection 1, 1a and 1b: the default order is medical → trauma → team building but this order at times may change temporarily.
7. After their final scenario (there are three scenarios in total), teams are dismissed. There is no need to check out.

V. Uniforms

All team members are required to wear squad uniforms during the Skills Classic

VI. Spectators, Photograph and Videography

No photographers or videographers are permitted in the scenario rooms, besides the official NCMSF photographer and videographer.

VII. Cell phones, Internet-capable devices, and protocol books

Cell phones, smart phones, other internet-capable devices and protocol books may not be used during the scenarios.

VIII. Equipment

Teams must be prepared to supply pens, paper, watch, stethoscope and blood pressure cuff. All other necessary equipment will be provided by NCMSF and Physio-Control.

VIII. Drugs and Alcohol

1. All Conference policies apply. The consumption of alcohol by those younger than the legal minimum drinking age of 21 years as well as the use of drugs or other illegal substances by attendees of any age is strictly prohibited.
2. Open containers containing alcohol are forbidden in all conference common areas.
3. During the Skills Classic, even those of legal drinking age are forbidden from consuming alcohol.
4. Automatic disqualification for the entire team will occur if any team member uses drugs or alcohol or if any team member is intoxicated or under the influence of drugs or alcohol during the Skills Classic. This applies even to those of legal drinking age.
5. The Skills Classic Coordinator will make the final determination on all disqualifications related to drug or alcohol use or related intoxication. There is no appeals process.
6. The entry fee is non-refundable upon disqualification.

X. Awards

The awardees of the Skills Classic will be announced during the Annual NCMSF Awards Ceremony.