



Participant Guide and Rules for the Stryker EMS Skills Classic

Overview

- The Skills Classic has two scenarios (medical and trauma) which incorporate aspects of leadership, communication and teamwork
 - Both scenarios occur in the same room, one after the other
- Team performance is assessed based on a point system
 - Points are awarded for achieving scenario objectives and for performing skills appropriately
- The Skills Classic is designed to be a fun event – spectators are encouraged to cheer on the teams!

Teams

- College EMS Squads may enter multiple teams into the Skills Classic
- Teams can also be composed of members of different College EMS Squads
- Teams of 4 are most common, however teams of 2 or 3 are welcome to compete or you can mix and match with another squad!
- If you have more than 4 people who want to participate, you have a few options: you can swap members out between scenarios or you can enter additional teams!
- Individuals cannot do both the BLS and ALS tracks

BLS Team Definition

- At least one team member on the team must be an EMR, EMT, Advanced EMT, or Canadian EFR or equivalent
- No Paramedics!

ALS Team Definition

- At least one team member must be an Advanced EMT, Paramedic, or other U.S. or Canadian equivalent

Registration, Time Slots and Entry Fees

- It's best to register online before the Conference to secure your spot and for discounted entry fees
- Onsite Skills Classic Registration is also available when the Conference Registration opens, but spots may be limited
- All teams and participants – *even those that registered online* – must go to the Skills Classic Registration Table to complete the check-in process in person on the day of the event to receive a time slot
- Time slots for participation are available “first-come, first-served” on the day of the event– slots can only be reserved at the Skills Classic Registration Table
- An entry fee must be paid prior to participation and the *fee is non-refundable* – for the best rates, register online before the Conference
- Teams must report to the designated Reporting Area by the Skills Classic event rooms at their assigned time slot

Uniforms

- All team members are encouraged to wear team uniforms when participating in the Skills Classic

Spectators

- Spectators are encouraged to watch the action in the designated spectator areas
- To preserve the integrity of the competition, spectators may not enter the spectator areas before their squad 's team competes

Equipment

- All equipment will be supplied by NCEMSF and Skills Classic sponsors
- Teams should not bring any equipment

Drugs and Alcohol

- All Conference policies regarding the use of drugs and alcohol apply during the Skills Classic
- The consumption of alcohol and/or use of drugs and/or illegal substances is strictly forbidden during the Skills Classic and will result in team disqualification
- The Skills Classic Coordinators are allowed to disqualify participants who are or appear to be intoxicated for the safety of all participants in the Skills Classic.

Awards

- The awards will be announced during the Annual NCEMSF Awards Ceremony.
- There are awards for 1st Place BLS, 2nd Place BLS and 3rd Place BLS and a 1st Place award for ALS.

Skills Classic Flow Diagram:

