



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

- Collegiate EMS Squads may pre-register **one team per track** (ALS or BLS)
- 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 can swap members out between scenarios (max eight people total)
- Individuals cannot do both the BLS and ALS tracks

BLS Team Definition

- At least one team member on the team must be an 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

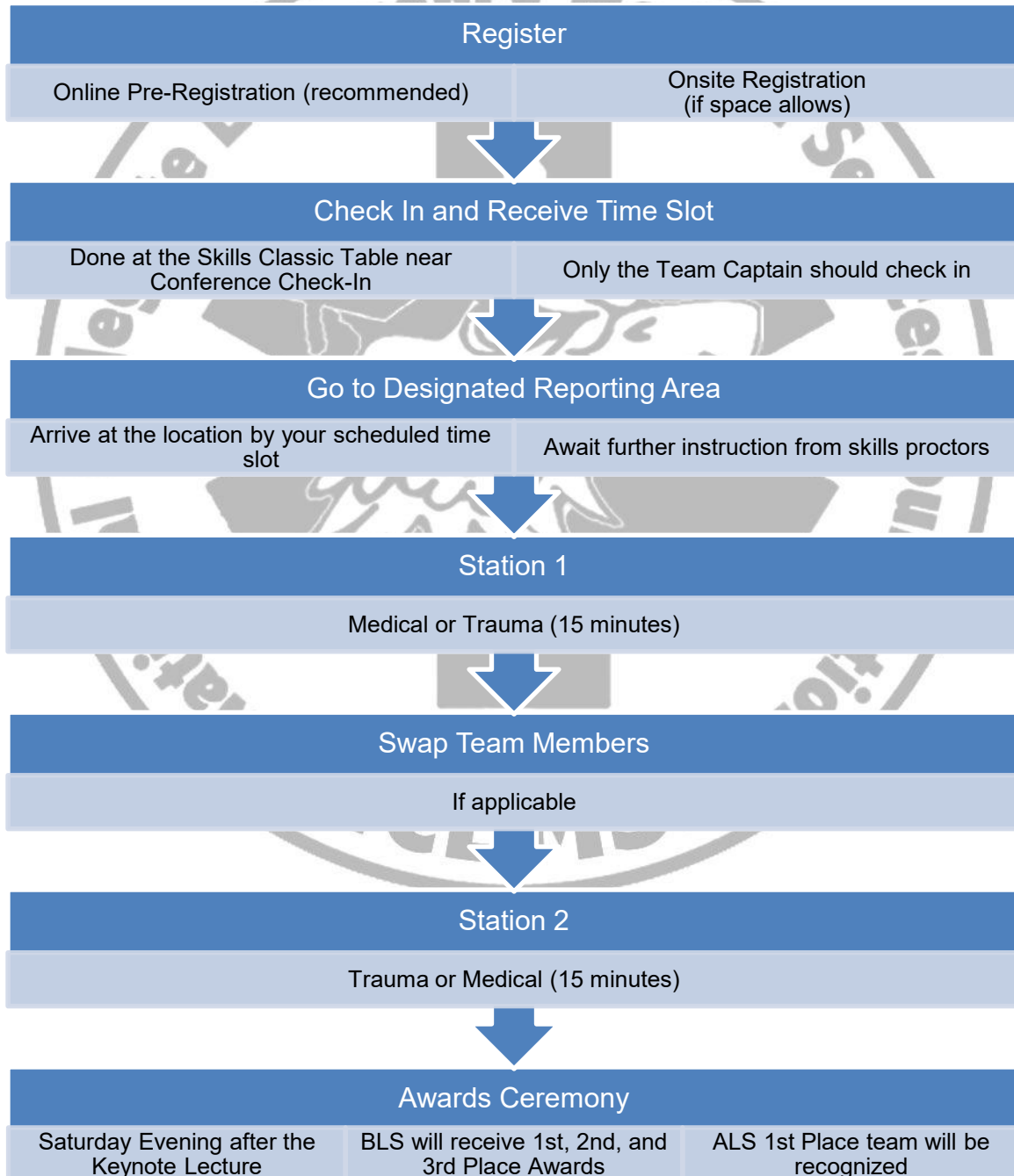
- It's best to pre-register online before the Conference to secure your spot and for discounted entry fees
- Onsite Skills Classic Registration is also available when the Conference Registration opens, but spots may be limited
 - Schools that have not entered a team yet (i.e. who did not pre-register) may go to the Skills Classic Registration Table for on-site registration starting at 4pm on the day of the Skills Classic.
 - Schools who have a pre-registered team that wish to enter an additional team(s) should check the availability of spots beginning at 8pm on the day of the Skills Classic at the Skills Classic Registration Table.
- All Team Captains – *even those that pre-registered online* – must go to the Skills Classic Registration Table to complete the check-in process in person to receive a time slot.
 - Note: Only Team Captains should go to the Skills Classic Registration Table to register and/or check-in their teams.

- 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, pre-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

Event Flow



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.

