National Collegiate Emergency Medical Services Foundation

**Participant Guide and Rules for the NCEMSF EMS Skills Classic**

## Overview

- The Skills Classic includes medical and trauma scenarios which incorporate aspects of leadership, communication and teamwork
    - For the ALS competition, these scenarios are run concurrently in one evolution.
    - For the BLS stream, these scenarios are run independently. 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 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 BLS scenarios or over the course of the ALS scenario (max 8 people participating 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 4 pm on the day of the Skills Classic
    - Schools that have a pre-registered team that wish to enter an additional team(s) should check the availability of spots beginning at 8 pm 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

**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.