

**WHAT DO
COMPETITIONS
MEAN TO YOU?**

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**Concurrent
Model**

vs.

**Consecutive
Model**

Concurrent Model Philosophy

- **Multiple teams all competing simultaneously in different squares with their own casualties and judges.**
- **Goal is to process as many teams as necessary in order to determine the highest score.**
- **Emphasis is placed on sterile textbook treatments and team oral responses.**

Positive Aspects

Negative Aspects

Consecutive Model Philosophy

- ✓ **Multiple teams compete one after the other at a single common site with the same casualties and evaluators who take ownership of the problem.**
- ✓ **Purpose is to train, educate and build experience. Scores are secondary.**
- ✓ **Performance is based on principles not sterile textbook approach. This follows BTS philosophies.**

CONSECUTIVE MODEL

<i>Positive Aspects</i>	<i>Negative Aspects</i>
✓ Casualties and Judges have ownership to problem.	⊗ Logistical nightmare for organisers.
✓ Greatest exposure to Real Life situations.	⊗ Longer time periods required. May not be a viable option for large competitions due to time demands (eg. Provincial Open).
✓ Judges, Casualties & Simulators form a scenario site team.	⊗ More preparatory work for scenario
✓ Goal is to educate. Scores are secondary only to allow specific teams to advance.	
✓ Small number of evaluators, simulators and casualties required.	⊗ Scenario integrity and security concerns are greater.
✓ Emphasis on adaptation, improvisation.	⊗
✓ Actual scenes created.	⊗
✓ Positive team experience.	⊗
✓ Reinforces BTS philosophies	⊗

Logistical Concerns

- Judges
- Casualties
- Simulators
- Sequesters
- Escorts
- Chief positions
 - Judge
 - Simulator
 - Catering
 - Transport
 - Floor Manager
 - Sequester
 - Escort
 - Tabulator, Timer, Communications
- Scheduling and Timing
- Equipment
- Multiple Categories
- Site

Judges/Evaluators



- Personnel standards are higher.
- Judges selected must be driven by principles and not textbook.
- Preferably BAP evaluators (any level), EMCA's who are working, F/A instructors or anyone else who has good evaluation skills and is open minded to principles and not stuck in the sterile world of the textbook.
- Must be willing to ask questions of chief if the least bit unsure of any aspect of the scenario.
- Must be willing to become part of the environment (i.e. fly on the wall). This implies that there may be some physical considerations.
- Appoint one section head per problem to help deal with inconsistencies. This person should liaise directly with the chief judge.
- Judges remain at problem site for duration of competition. This gives the ownership to the problem and may enhance the scenario overall.
- Judges judge same team category with the same scenario and casualties. Any unexpected occurrences in the problem can be monitored. Consequently, teams in each category are all judged the same for that problem for the duration of the competition.
- Team up experienced judges with inexperienced. Brigade with non Brigade.
- Most challenging problem should be assigned to the most competent judging team.

Casualties

- **Priority is to use people from outside agencies such as colleges/universities, drama clubs, churches, schools.**
- **Be aware of physical concerns.**
- **Specific human characteristics are now a concern for authenticity of the problem.**
 - i.e. sex, age, physical size, etc.
- **Must be willing and able to act!**
- **Must take the role seriously**
- **Must be able to act consistently throughout the competition**
- **Must be specifically briefed. Tell them exactly how you need them to behave.**



Simulators



- **Approved simulators.**
- **Specialise themselves with particular problems for the entire day.**
- **Responsible for maintaining casualties for one problem.**
- **Not hidden away in a back room. They are part of the on site problem team.**
- **Simulation must be realistic AND accurate.**
- **Environmental and physical concerns => now part of on site team.**

Sequesters

- **Key role in maintaining security and integrity of the problems.**
- **Recruit anyone who can follow directions well and facilitate teams.**
- **Provide an orderly, calm, reassuring atmosphere to teams during lock up.**
- **Lock up??????????**
- **Can work as a team facilitator to any team with a crisis i.e. equipment.**
- **Do not require knowledge of the problem.**

Escorts



- **Key role in maintaining security and problem integrity.**
- **Must be from an outside agency (or at least an outside brigade unit). Auxiliary Police are good choice for this role.**
- **Agency must be willing to participate as required.**
- **Must be specifically briefed.**
- **Can be used to enhance the problem (acting ability may be a consideration).**
- **Must be adaptable.**
- **Competent with communications.**
- **Must be able to think fast.**
- **Must be able to follow a schedule.**
- **Must be capable of maintaining security.**
- **Limited knowledge of problem.**
- **May involve vehicle transit.**
- **May be physical concerns due to size of competition site.**



Chief Positions

1. Chief Competition Co-Ordinator
2. Judge
3. Floor Manager
4. Simulator
5. Catering
6. Transport
7. Sequester
8. Escort
9. Tabulator/Timer/Communication
10. Site Liaison

Chief Competition Co-ordinator (Main Dude)

- Ultimately responsible for ensuring success of the day.
- Initial problem development.
- Media responsibilities.
- Good communication with all chiefs.
- Must open enough to accept and logically analyse all ideas from support staff.
- Capable of handling "flash card" situations.
- Will not build "brick walls" for support staff to dance around.
- Must be able to pick up the ball if dropped.
- Conducts briefing session in co-operation with Chief Judge.

• ***Stressful***



Rewarding?

Chief Judge

- Can be medical officer (not required though).
- Should be a BAP evaluator with competition experience.
- Must be willing to visit each site often throughout the competition (physical demands?).
- Responsible for:
 1. Recruiting judges.
 2. Briefing judges.
 3. Crisis and problem solving.
 4. For conduct of all scenarios.
 5. For escorts and their actions.
- Works hand in hand with Chief Competition Co-ordinator both in planning and on the day.
- Extensive knowledge of all problems and layout.
- Involvement in problem creation occurs after initial development.
- Limited input (score sheet refinement, props, actors, etc.)
- Must have good logistical and problem solving skills.
- Picks up paperwork from each site (may be delegated).
- Ongoing monitoring of all evaluators.
- Must be calm, professional, non-threatening, open minded but firm.
- Must be willing and able to reassign non-conforming judges to other tasks.
- Has final say in all matters regarding the problem during the day.
- Has the ability to document a better approach during the day in order to improve.

Chief Simulator

- **Specifically briefed on aspects of all scenarios.**
- **Ensures consistency of presentation of simulation at all times.**
- **Responsible for:**
 1. **Recruiting simulators.**
 2. **Speciality props specific to the patients at each site.**
 3. **Co-ordinate and be involved in recruiting of casualties.**
 4. **Casualty involvement during day.**
 5. **Placement of casualties (in co-operation with site evaluators).**
 6. **Casualty briefing.**
- **Liaise with staff throughout whole day.**
- **Must be professional, open minded and a team player.**

Catering Supervisor



- **Procures food for the day.**
- **Works with Chief Competition Co-ordinator**
- **Catering responsibilities both cafeteria style and delivery to remote sites.**
- **Provides refreshments and meals.**
- **Recruits own support staff or assistants.**
- **Responsible for set up and clean up.**
- **Must be willing to prepare and maintain adequate refreshments on site.**

Transport Supervisor

- **Used to co-ordinate vehicle movements. Therefore, this position may not be required if your site is small.**


Escort Supervisor

- **Usually provided by the agency.**
- **Must be well briefed prior to the day of the event.**
- **Should be included with the other chief positions during briefing.**
- **Responsible for detailing escorts during the day.**
- **Liaises directly with the Chief Judge.**
- **Handles any conflicts with escorts that may arise.**

Chief Sequester

- **Responsible for recruiting sequesters.**
- **Co-ordinates holding of non-competing teams.**
- **Ensures that teams are well aware of schedules.**
- **Able to replace sequesters for breaks, etc.**

Floor Manager

- Main problem solver relating to site management.
- Involvement in problem development is early due to enormous tasks involved.
- Responsible for:
 1. Creation of all site environments.
 2. Maintenance of site throughout the day.
 3. Recruitment of assistants.
- The true "Radar O'Reilly" job. 
- Main prop acquisition.
- Creates follow up thank you letters to all agencies that lent props for the competition.

Tabulator

- Ongoing computation of score sheets. Sheets are received continuously.
-

Time Keeper/Base Operator

- Very methodical and concise.
- Confirms with all sites their state of readiness prior to commencing next phase.
- Sets the pace for the competition.
- Maintains true timing while the 'rest of the world' uses alpha time.
- Must be capable of identifying problems and getting the chiefs to react (i.e. the Chief competition co-ordinator and the chief judge.)

Site Liaison

- **Works hand in hand with:**
 1. Chief Competition Co-ordinator
 2. Chief Judge
 3. Floor manager.
- **Acts as liaison between competition and property management.**
- **Should be a volunteer from the site and, therefore, acting as a "turnkey" and advisor.**
- **Should be on site for the duration and reachable by radio at all times.**
- **Responsible for overall condition of the site before, during and after.**

Scheduling

- **Challenging; ongoing concern; directly dependent on the number of teams, their categories and association with one another.**
- **Sequestering rooms are as important as scenario areas.**
- **Three categories require three sites per scenario.**
- **Only one access and egress route to ensure integrity.**
- **Lockup rooms and timings.**
- **Team debriefing.**
- **Lunches and breaks.**
- **The what if's.**
 1. **No shows.**
 2. **Site delays.**
 3. **Extra team arrivals.**
- **Alpha time slots versus numerical time slots prevents schedules from becoming obsolete due to delays.**



Equipment

- **Radio communications required.**
- **Private communications is an asset (eg. cellular phones).**
- **Golf carts?!?!?!?!?**
- **Computer equipment for scheduling changes, etc.**
- **Identification of teams, judges, sites, simulators, etc.**
- **Spectator maps**

	A	B	C	D	E	F	G	H	I	J
JUNIOR										
Team #	1000	1040	1120	1200	1240	1320	1400	1440	1520	1600
J618-1	A1	brief1	Jwait	A2	brief2	lunch1	A3	brief3	free	free
J405-1	A2	brief2	Jwait	A3	brief3	lunch2	Jwait	A1	brief1	free
J846-1	A3	brief3	Jwait	lunch1	A1	brief1	Jwait	A2	brief2	free
J618-2	Mezz	A1	brief1	lunch1	A2	brief2	Jwait	A3	brief3	free
J405-2	Mezz	A2	brief2	lunch1	A3	brief3	Jwait	Jwait	A1	brief1
J405-3	Mezz	A3	brief3	Jwait	lunch1	A1	brief1	lockup	A2	brief2
J618-3	Mezz	Mezz	A1	brief1	lunch2	Jwait	A2	brief2	A3	brief3

	A	B	C	D	E	F	G	H	I	J
INTERMEDIATE										
Team #	1000	1040	1120	1200	1240	1320	1400	1440	1520	1600
I846-1	B1	brief1	Iwait	B2	brief2	lunch1	Iwait	B3	brief3	free
I618-1	B2	brief2	Iwait	B3	brief3	lunch2	Iwait	B1	brief1	free
I405-1	B3	brief3	Iwait	B1	lockup	brief1	Iwait	B2	brief2	free
I846-2	Mezz	B1	brief1	Iwait	lunch2	B2	brief2	Iwait	B3	brief3
I618-2	Mezz	B2	brief2	Iwait	lunch1	B3	brief3	Iwait	B1	brief1
I846-3	Mezz	B3	brief3	lunch1	Iwait	B1	lockup	brief1	B2	brief2

	A	B	C	D	E	F	G	H	I	J
SENIOR										
Team #	1000	1040	1120	1200	1240	1320	1400	1440	1520	1600
S405-1	C1	brief1	Swait	C2	brief2	lunch1	C3	brief3	free	free
S494-1	C2	brief2	Swait	C3	brief3	lunch2	Swait	C1	brief1	free
S618-1	C3	brief3	Swait	lunch2	C1	brief1	Swait	C2	brief2	free
S405-2	Mezz	C1	brief1	lunch2	C2	brief2	Swait	C3	brief3	free
S494-2	Mezz	C2	brief2	lunch2	C3	brief3	Swait	Swait	C1	brief1
S846-1	Mezz	C3	brief3	lunch1	Swait	C1	brief1	Swait	C2	brief2
S405-3	Mezz	Mezz	C1	brief1	lunch2	Swait	C2	brief2	C3	brief3

LUNCHES FOR SITE CREWS 40 Minute Problem Breakdown			
Chiefs	n/a		0-10 min Pickup team and transport
B1,2,3	1240		11-15 Remain at Problem Standby Location
C2,3;A2,3	1320		16-35 PROBLEM
A1;C1	1400		36-40 Return team to scheduled location
Brief1	1240		
Brief2	1200		
Brief3	1200		

*** The only official clock for this competition will be the Radio Operator. Start time adjustments are likely to be made during the day. Attention to active TIMESLOT should be made.

Site

- **Must lend itself to scenarios (or vice versa).**
- **Must be able to maintain scenario security and integrity.**
- **Must be able to meet needs of the competition.**
- **Floor manager needs to liaise with site prior to competition.**
- **Internal and external environment considerations.**
- **Access to site needed early enough to permit proper planning.**
- **Visit after competition for thank you's is necessary.**
- **Selection should be mysterious.**