



CADET COMBAT CHALLENGE



EMS Relay- Bleeding Control

Objective:

Cadets will demonstrate their ability to recognize and effectively manage life-threatening bleeding using proper bleeding control techniques. Participants will be evaluated on their ability to apply direct pressure, use wound packing, and correctly apply a tourniquet under simulated emergency conditions. This event tests both speed and accuracy in hemorrhage control, reinforcing critical life-saving skills essential for emergency responders.

Requirements:

- Each post may enter a maximum of three teams, each consisting of four Cadets/Explorers.
- No Cadet/Explorer may participate in this event more than once

Rules:

- **Staging Area:**
 - The team will be seated in chairs facing two stations in the staging area.
 - After the timer states ("Go!"), Team Members 1 and 2 will proceed to Station 1 to perform Bleeding Control/Shock Management.
- **Steps for Bleeding Control/Shock Management (Station 1):**

Team Members 1 and 2 must perform the following tasks in order:

 - Take appropriate PPE precautions. (1 pt)
 - Apply direct pressure to the wound. (1 pt)
Note: The judge will inform the members that the wound continues to bleed.
 - Apply a tourniquet. (1 pt)
Note: The judge will inform the members that the patient is exhibiting signs of hypoperfusion.
 - Properly position the patient. (1 pt)
 - Administer high-concentration oxygen. (1 pt)
 - Initiate steps to prevent heat loss from the patient. (1 pt)
 - Indicate the need for immediate transportation. (1 pt)
- **Transition to Stop the Bleeding Station:**

After completing Station 1, Team Members 1 and 2 return to their team members (3 and 4) and sit down. Team Members 3 and 4 will then go to the "Wound Packing" station. Team Members 1 and 2 will remain seated.
- **Steps for Stop the Bleeding (Station 2):**

Team Members 3 and 4 must perform the following tasks:

 - Take appropriate PPE precautions. (1 pt)
 - Apply direct pressure to the wound. (1 pt)
Note: The judge will inform the members that the wound continues to bleed.



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- Begin properly packing the wound. (1 pt)
Note: The judge will inform the members that the wound has stopped bleeding.
 - The team member will leave the rolled gauze on top of the wound. (1 pt)
- **Completion:**
After completing Station 2, Team Members 3 and 4 return to their seats, and the team's time is stopped.

Penalties:

- **10-second penalty plus time spent putting on PPE** if any team member fails to wear appropriate PPE during any part of the scenario.
- **10-second penalty** for each of the following:
 - Failure to treat for hypoperfusion.
 - Failure to administer high-concentration oxygen.
 - Failure to control hemorrhage using correct procedures.
 - Incorrect placement of the tourniquet.
 - Failure to indicate the need for immediate transportation.
- **Disqualification:** Any act deemed unsafe or disrespectful will result in disqualification.
 - Rude behavior, cursing, or arguing with judges will also result in disqualification.

Scoring:

- 1 point for each correct step completed (maximum of 11 points).
- Ties will be broken by the fastest times, with penalties factored in.

Additional Information:

- A video explaining how to pack a wound properly is available on the website for reference. The judge will look for 10 correct packing motions and then tell the members that the wound is no longer bleeding.
- Team Members 1 and 2 no longer need to tag one another- they only need to be in their seats before Team Members 3 and 4 get up.