

Vertical Rescue Challenge

Scenario Competition

The scenario competition is based around simulated rescue scenarios or "evolutions". Teams will be briefed on the actual scenarios for each evolution on the day.

Times for completion of each evolution shall be confirmed in the final competition timetable. Durations listed in this document are indicative only and may vary depending on the competition timetable, logistics, sites, access, etc.

The scenario competition may consist of between 1 and 5 evolutions. There will be a maximum of three evolutions per day per team. The scenario competition may take place over 1, 2 or 3 days. The evolutions may be organized into heats and finals or may simply all contribute equally to a grand total to decide the winning team.

The following are generic descriptions of each evolution. Specific scenario details will be provided during the briefing by judges immediately prior to commencement of each team's evolution.

The **Raise and Lower Evolution** will be a maximum of 40 minutes duration. The Raise and Lower Evolution will be a vertical rescue scenario where a casualty(ies) are to be accessed, packaged and transported to the indicated level over some height difference. Teams are able to utilize the full range of approved equipment and materials to effect the rescue.

Teams may present themselves to the Raise and Lower Evolution wearing their personal (vertical mobility) gear - ready to go. I.e. Teams may be kitted up in their personal gear in their own time.

The **Rapid Evacuation Evolution** will be a maximum of 30 minutes duration. The Rapid Evacuation Evolution simulates operational situations where the casualty finds themselves in severe life threatening conditions requiring immediate extrication and transport from their predicament. The full range of approved equipment is available to teams.

Teams *must*, however, present themselves to the Rapid Evacuation Evolution with all gear including their personal vertical mobility gear in packs! I.e. The time to don personal vertical mobility gear is included in the evolution!

The **Tower Evolution** will be a maximum of 40 minutes duration. The Tower Evolution simulates those rescue situations involving restricted space and high exposure. The full range of approved equipment is available to teams. The casualty(ies) will be supported by or hanging from the tower, and must be accessed, stabilized and transported safely to the designated area.

Teams may present themselves to the Tower Evolution wearing their personal vertical mobility gear, but all other gear must be in packs. All working personnel (including the Team Leader) must be on the tower. Team members may leave the tower when and if not actively involved in the rescue. (i.e. haul teams must be on the tower, not on the ground).

The **Raise and Lower Limited Equipment Evolution** will be a maximum of 45 minutes duration. The Raise and Lower Limited Equipment Evolution simulates conditions where availability of gear is extremely limited. The limitations on gear may be varied from competition to competition but will be the same for all teams in the same competition.

Typical equipment limitations may be such as:

- 1 only 50m rescue rope
- 1 only short rescue rope or 20m x 8mm scramble rope

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- 1 rescue descender
- no mechanical ascenders
- limited number of pulleys, prusik loops and/or krabs
- no edge protection other than bags and/or edge rollers
- Use of personal kit may or may not be allowed depending on the scenario.

The team may present themselves to the Raise and Lower Limited Equipment Evolution wearing their personal vertical mobility gear, but can expect to the pruned of items not permitted.

The **Limited Personnel Evolution** simulates situations where a full team response is either not required, or not available for whatever reason! It may be as simple as a situation that might be handled by a single rescuer, or it may be a full blown rescue situation where an incomplete team is available to respond, or a team member(s) is/are lost to the team during the operation. Selection of the individual or part team for this event shall be as per the rules for skins events. I.e. selection may be made by the judge, by the team or by a random or pseudo random method.

Typically the Limited Personnel Evolution would be about 40 minutes duration, but could vary significantly for some scenarios. All teams members may present themselves wearing their vertical mobility gear. The full range of approved equipment is available for use.

The **Evacuation from Heights Evolution** simulates situations where a casualty needs to be rescued from a high position to a designated area. The full range of approved equipment is available for use. The typical duration for this evolution is 30 minutes.

Teams *must*, however, present themselves to the Evacuation from Heights Evolution with all gear including their personal vertical mobility gear in packs! I.e. The time to don personal vertical mobility gear is included in the evolution!

The **Tyrolean Evolution** simulates situations where a tyrolean is the most suitable method for rescue. It may be a casualty(ies) on an island in a flooded swiftwater river, or down a mineshaft or sinkhole with very loose sides/edges.

The full range of approved equipment is available for use. Team members may present themselves to the Tyrolean Evolution wearing their personal vertical mobility gear. Typical duration would be 45 minutes.

The **Big Wall Evolution** simulates situations on large faces where the whole team will need to be suspended on rope, or use ledges in combination with safeties, for the duration of the rescue. All rescue anchors (as opposed to anchors for access lines) must be located on the face (not over the top).

The full range of approved equipment is available for use. Team members may present themselves to the Big Wall Evolution wearing their personal vertical mobility gear. Typical duration would be 45 minutes.

The **Confined Space Evolution** simulates a rescue from a confined space. The scenario may include the use of full breathing apparatus where all teams in the competition are Competent Confined Space Operators, or it may include authentic atmospheric testing, or it may take place in a simulated space known to have a respirable atmosphere.

The full range of approved equipment is available for use. Team members may present themselves to the Confined Space Evolution wearing their personal vertical mobility gear. Typical duration would be 45 minutes.

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The **Canyon Evolution** simulates a rescue in or beside a waterfall and potentially crossing a plunge pool. Available space and anchors may be limited. The environment will be noisy (where the canyon is being simulated, the noise should be similarly simulated!).

The full range of approved equipment is available for use. Team members may present themselves to the Canyon Evolution wearing their personal vertical mobility gear. Typical duration would be 40 minutes. Teams should bear in mind, that where this evolution is to be conducted in a real canyon (not simulated) they will need to carry all their chosen rescue gear into and out of the canyon! (See Wilderness Evolution below.)

The **Cave Evolution** simulates a vertical cave rescue scenario. The evolution shall be performed in restricted space and total darkness apart from the personal lights provided by the team members. Available anchors may be restricted.

The full range of approved equipment is available for use. Team members may present themselves to the Cave Evolution wearing their personal vertical mobility gear and with a minimum of two independent light sources each (preferably three). Typical duration would be 40 minutes.

The **Wilderness Evolution** simulates a wilderness vertical rescue scenario. The team must perform a raise and lower rescue (see the Raise and Lower Evolution), however the team must select the equipment they will use as well as over night survival gear, food and water. They team will be dropped off 5kms from the competition site with all gear which they must carry to the venue themselves in time to start their rescue operation.

The **Industrial / Structural Evolution** will involve a rescue from heights or depths in a structural or industrial environment. It may involve elements of tower rescue, or confined space rescue, scaffold collapse, casualties in fall arrest systems, etc.

The full range of approved equipment is available for use. Team members may present themselves to the Industrial / Structural Evolution wearing their personal vertical mobility gear. Typical duration would be 40 minutes.

The **Anything Goes Evolution** is just that. Expect the unexpected!

The **Night Operations Evolution** may be any evolution listed above but performed at night. Teams should provide their own light sources. Lighting may be provided by the organizers using floodlights and generators but this lighting should not be relied upon.

Judging

Judging will be by a team of 2 or 3 judges for each evolution. The same team of judges will judge all the teams in each evolution to ensure consistency. Each judge will complete a score sheet rating the teams performance out of 10 for each criteria (listed below). Each judge will complete the whole score sheet. The score for the team for each evolution will be the total of the scores from the 3 judges. The total score for the competition will be the sum of the scores from both evolutions.

Where a judge feels that he/she has a relationship with a team, the judge is obliged to excuse himself/herself from that team's exercise in order to eliminate any form of perceived bias. A replacement judge may be substituted for that team, being either the Chief Judge or an impartial (but appropriately qualified) observer (if available), or the scores of the two remaining judges will be pro-rated to compensate for the omission of the third judge.

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The Chief Judge will randomly sit in on judges' deliberation sessions and team debriefings, and randomly compare Judge's point allocations to ensure a fair and unbiased competition.

Please Note

- 1. The decisions and evaluations of the judges are final.**
- 2. While aggregate scores may be published, individual judges scores will not.**

Scenario Competition Judging Criteria

All Scenario Competition Evolutions will be judged on the same criteria:

- Size-Up
 - Size-Up
 - Command and Control
 - Plan of Attack
 - Teamwork
- Safety
 - Safety Systems
 - Edge Operations
 - Personnel Protection
 - Casualty Protection
- General Technique
 - Anchoring Systems
 - Equipment Proficiency
 - Access
 - Raise and Lower Systems
 - Options Exercised
 - Innovation
- Casualty Care
 - Immobilization
 - Removal
 - Rescuer-Casualty Communications
- Speed
 - Speed v End Result

Live casualties will be used wherever possible.

The following possible injuries or conditions may be presented:

- Fractures and suspected fractures
- Respiratory distress
- Suspension trauma
- Suspected cervical spine injuries.

The following conditions will NOT be presented:

- Cuts, bruises or abrasions
- Internal injuries
- Medical emergencies (e.g. asthma, angina, MI, etc)

In general:

- All victims are to be considered alive - no DOA's.
- All victim's conditions will stay the same as when found.
- No victim will deteriorate during the exercise.
- No entrapment problems will be presented.

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