



Republic of the Philippines

Department of Education
REGION IV-A CALABARZON

DepEd-Division
of Batangas

ICT SECTION

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September 23, 2025

In compliance with DepEd Order (DO) No. 8, s. 2013
this advisory is issued not for endorsement per DO 28, s. 2001,
but only for the information of DepEd officials,
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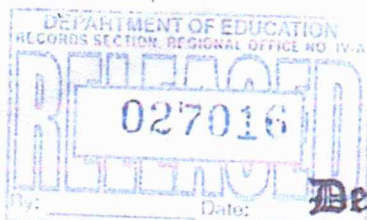
ADJUSTED SCHEDULE OF THE 2025 REGIONAL DISASTER RISK REDUCTION AND MANAGEMENT (DRRM) OLYMPICS

In reference to the Regional Memorandum No. 623, s. 2025¹, this Office announces the adjusted schedule of the 2025 Regional Disaster Risk Reduction and Management (DRRM) Olympics. The original date and time is September 27, 2025 at 7:00 AM, and it has been moved to October 11, 2025 at 7:00 AM. All other provisions stated in the previous memorandum remain in effect.

For information and guidance of all concerned.

03/ROE6/ROETMJ

¹ Addendum to Regional Memorandum No. 288, s. 2025



Republic of the Philippines
Department of Education
REGION IV-A CALABARZON



ESSD-RM-2025-623

15 August 2025

Regional Memorandum

No. 623 s. 2025

ADDENDUM TO REGIONAL MEMORANDUM NO. 288 S. 2025

To **Schools Division Superintendents**

1. Relative to Regional Memorandum No. 288, s. 2025¹, this Office, through the Education Support Services Division, informs the Schools Division Offices that the date for the 2025 Regional Disaster Risk Reduction and Management Olympics is moved to September 27, 2025; 7:00 AM, and the venue is Alcala Sports Complex, Quezon.
2. Attached are the comprehensive event mechanics for the Fire Hose relay, Bucket relay, and BLS and rescue Olympics for information and proper guidance. Refer to Enclosure B.
3. SDO participants who will travel on September 26, 2025, due to long travel time may avail of overnight accommodation at the billeting area of Quezon Science High School. They are expected to bring their own beddings, and only dinner will be served to the delegates.
4. SDO Participants that will arrive on the day of the event are advised to proceed directly to the venue, Alcala Sports Complex, Quezon.
5. Division DRRM Focal and Administrative Support II shall be the members of Technical Working Group, and are expected to be at the venue on September 26, 2025 at 1:00 PM, for Physical arrangements and other necessary preparations. Refer to Enclosure A.
6. Permanent personnel are entitled to Compensatory Time-Off for attending in this activity, while COS (AS II) of the Division may file for overtime compensation, subject to the approval of the Schools Division Superintendent.
7. All other provisions stated in the previous memorandum remain in effect.
8. Travel and other incidental expenses shall be charged to DRRM local funds subject to the usual auditing and accounting rules and regulations.

¹ 2025 Regional Disaster Risk Reduction and Management Olympics



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GERMANTO No. PHP OMS
22 93 0086

9. For more details, contact Wilbert C. Ulpindo, PDO II of the Education Support Services Division at (02) 8682-2114 loc 430 or email essd.calabarzon@deped.gov.ph.

10. Immediate dissemination of this Memorandum is desired.


ATTY. ALBERTO T. ESCOBARTE, CESO II
Regional Director 

03/ROE6

ENCLOSURE A: Technical Working Group and Working Committees**ADMINISTRATIVE COMMITTEE**

	Designation	Name	Position
1.	Chairperson	Atty. Alberto T. Escobarte	Regional Director
2.	Vice Chairperson	Loida T. Nidea	Asst. Regional Director
3.	Executive Officer	Eduarda M. Zapanta	Chief, ESSD
4.	Deputy Executive Officer	Juanito A. Merle	Chief, SGOD Quezon
5.	Asst. Deputy Executive Officer	Wilbert C. Ulpindo	PDO II - DRRM
6.	Associate Deputy Executive Officer	Arvin P. Repaso	PDO II - SDO Quezon

REGISTRATION, PROGRAMS AND AWARDS COMMITTEE

	Designation	Name	SDO/Office
	Chairperson	Wilbert C. Ulpindo	Regional Office
	Vice Chairperson	Arvin P. Repaso	Quezon
7.	Member	Trisha Mae M. Josef	Regional Office
8.	Member	Lealyn C. Sanita	Regional Office
9.	Member	Marivic P. Pedrialva	Regional Office

LOGISTICS AND FOOD COMMITTEE

	Designation	Name	SDO/Office
10.	Chairperson	Preciosa Marie T. Alba	Lucena City
11.	Vice Chairperson	Ariel T. Cabuyao	Tayabas City
12.	Member	Carol E. Delos Santos	Laguna
13.	Member	Armida E. Quindara	Bacoar City
14.	Member	Edellyn H. Jamilan	Calaca City

GAME MANAGEMENT COMMITTEE**First Aid and Life Support Relay**

	Designation	Name	SDO/Office
15.	Chairperson Facilitator	Jesselle Mark P. Reyes	Cavite
16.	Vice Chairperson Facilitator	Jeremiah Oliver P. Arciaga	Dasmariñas City
17.	Co-facilitator	Anthony D. Bungay	Imus City
18.	Co-facilitator	Lea Imelda E. Ibayán	Santa Rosa City

Fire Hose Relay

	Designation	Name	SDO/Office
19.	Chairperson Facilitator	Manfredo Z. Guitang	San Pablo City
20.	Vice Chairperson	Noel C. Meriño	Antipolo City

	Facilitator		
21.	Co-facilitator	James Angelo T. Año	Batangas
22.	Co-facilitator	Ariel DP. Antonio	Calamba City

Bucket Relay

	Designation	Name	SDO/Office
23.	Chairperson Facilitator	Raymund P. Bautista	Lipa City
24.	Vice Chairperson Facilitator	Caren Joy B. Zerna	Cavite City
25.	Co-facilitator	Henry C. Ramirez	Batangas City
26.	Co-facilitator	Jomar D. Flores	Cabuyao City

Documentation

	Designation	Name	SDO/Office
27.	Chairperson Facilitator	Jerome Q. Jasa	San Pedro City
28.	Vice Chairperson Facilitator	Adriane R. Aragon	Quezon
29.	Co-facilitator	June Ruel E. Magallon	Tanauan City
30.	Co-facilitator	Richard P. Duque	General Trias City
31.	Co-facilitator	Arlen Dean H. Adams	Sto. Tomas City

UMPIRE

	Designation	Name	SDO/Office
	Chairperson Facilitator	Trisha Mae M. Josef	Regional Office
32.	Vice Chairperson Facilitator	Dominic Jenel C. Dela Rosa	Antipolo City
33.	Member	Jericho D. Andal	Batangas
34.	Member	Jim Carlon R. Ambayec	Biñan City
35.	Member	Erica Shaina Castor	Cabuyao City
36.	Member	Ian Wilton C. Baybay	Cavite
37.	Member	Ma. Karla Danica C. Viray	Dasmariñas City
38.	Member	Myke Darylle P. Averion	Laguna
39.	Member	Mirasol L. Mendoza	Lipa City
40.	Member	Mark Angelo A. Villabroza	Lucena City
41.	Member	Ralph Angelo E. Gallardo	Quezon
42.	Member	John Marfred C. Samonte	Rizal
43.	Member	Ian Samuel R. Delos Santos	Sto. Tomas City
44.	Member	Windel M. Ibarrientos	Tanauan City

SECURITY, SAFETY, AND EMERGENCY RESPONSE COMMITTEE

	Designation	Name	SDO/Office
	Chairperson	Arvin P. Repaso	Quezon
45.	Vice Chairperson	Jon Daryl D. Espiritu	Rizal
	Members	All PDO II	

ENCLOSURE B. DRRM Olympics – Game Mechanics

EVENT MECHANICS

(adopted from the Bureau of Fire and Quezon Province PDRRMO)

1. FIRE HOSE RELAY

TEAM COMPOSITION

Each team shall consist of the following members: (Must be G11-G12 of two males and two females)

- 2 Hose Handlers
- 1 Nozzle Handler
- 1 Engine Operator

TEAM RESPONSIBILITIES

Hose Handlers

- Lay out and couple two (2) **50-foot** fire hoses, to be laid out 45 ft and 25 ft from the starting point consecutively.
- Ensure that **proper techniques** in laying, rolling, and coupling the hoses are observed.

Nozzle Handler

- Attach the **nozzle** securely to the coupled hoses.
- **Fire water at the target**, following the correct sequence and timing, and with backup.

Engine Operator

- Operate the fire truck's water valve. (with the guidance of the official firefighter – BFP)
- Ensure **controlled opening and closing** of the valve as needed during the task.

GAME MECHANICS

1. Start Signal

- One (1) whistle will signal the official start of the event.

2. Sequence of Tasks

- The event begins with donning a complete fire suit (Helmet, trousers, bunker, Fire Boots). Ensure all players wear long socks
- This is followed by hose laying, target hitting, hose rolling, and restoring all PPE and equipment to their original positions, replicating the start setup.

3. Target Hitting

- The nozzle man must hit the designated targets **consecutively and in the correct sequence** (25ft from the designated line of nozzle man), open the nozzle once back-up is in position, and visor down.

4. Water Supply Requirement

- The engine operator must maintain a water pressure between **85 to 100 PSI** throughout the event, assisted by the BFP.

5. Safety and Error Protocol

- The umpire has the authority to **stop the event** if a team commits **three consecutive errors** or engages in **unsafe procedures**.

6. End Signal

- The event concludes when the umpire blows the one (1) whistle to signal a stop in time.

GENERAL RULES

1. Start and End Signal

The game shall officially start and end with one (1) whistle.



2. Point System

Scoring shall be based on:

- Speed
- Approach
- Proper use and handling of medical equipment
- Correct execution of techniques

Points may be added or deducted based on the specific event rules and regulations.

3. Preparation Time

Each team will be given **5 minutes** for preparation before their performance.

4. Task Time & Penalties

- Each team has **5 minutes** to complete the assigned task.
- Errors and infractions will incur a **10-second penalty** per incident and per individual, to be added to the team's final time.
- Specific errors and infractions will be explained during the participant orientation.

5. Team Standing

Final standings will be determined by:

- The team's clock performance (completion time)
- Penalties imposed by the Tournament Event Judges

6. Coach/Adviser Role

- The official team coach/adviser is allowed inside the playing area **only during their team's turn**.
- They may **give verbal guidance and instructions only** and must **not physically assist** players or interact with any equipment or personnel.
- Any violation will result in penalties.

7. Tie-Breaker

In the event of a tie, **game umpires from the Bureau of Fire Protection** will review:

- Scores
- Errors
- Execution
- Safety practices

The umpires' decision is final.

8. Proper Conduct

Participants must exhibit proper conduct and discipline **before, during, and after** the competition.

9. Camaraderie and Sportsmanship

Participants are encouraged to practice **camaraderie and sportsmanship**.

Limit protests or complaints; the event's primary aim is **education over competition**.

10. Non-Playing Participants

Non-playing individuals must stay **behind the designated line**.

Each violation will incur a **20-second penalty per individual**, added to the team's clock.

11. Unsportsmanlike Behavior

Unsportsmanlike conduct by any team member will result in a **10-second penalty per infraction**, added to the team's clock performance.

12. Disqualification

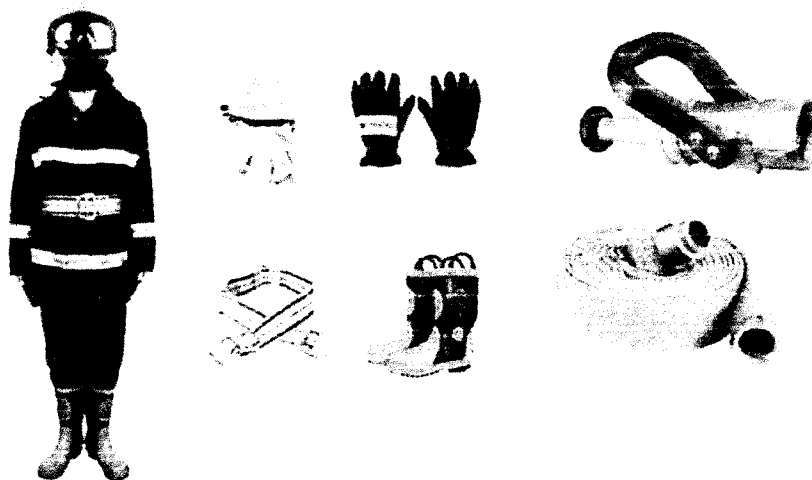
Any unruly or undisciplined player may be disqualified at the discretion of the **Tournament Chairman**, subject to **Regional Committee review**.

PENALTIES

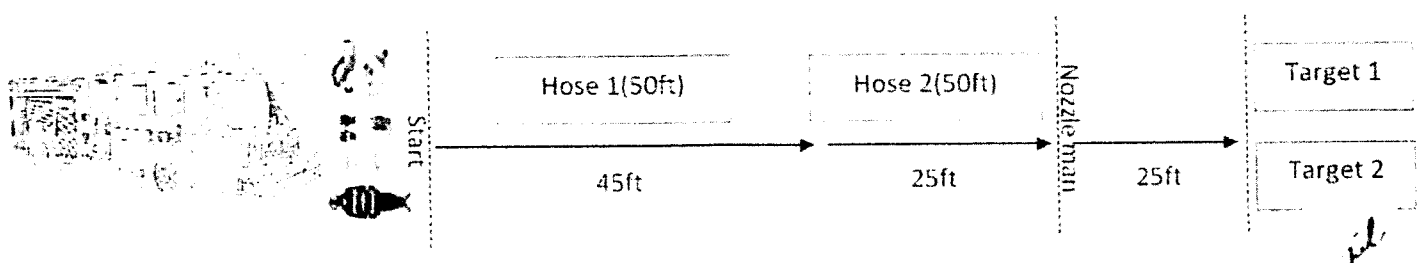
A **ten (10) seconds penalty** shall be added to the team's actual performance time for each of the following infractions:

1. Exceeded the allowable preparation time - +60 seconds
2. Unofficial adjustment of throttle - +60 seconds
3. Exceeded the five (5) minutes maximum playing time
The committee shall stop the team's performance.
Maximum Penalty: Performance is stopped and considered equivalent to 5 minutes.
4. Stepping on the line
5. False start or beginning before the official "GO SIGNAL"
6. Dropping of nozzle, fire hose couplings, or personal protective equipment during or before the end of the performance
7. Improper placement of hose or coupling connections outside the marked area
8. No assistance provided behind the nozzle man before both fire targets are hit
9. Nozzle man goes beyond the marked area
10. Improper DRESSING of PPE (unattached Velcro, straps, and the like)
11. Fail to place the vizor down during firefighting
12. Official Team Coach assists players by physically holding/touching personnel, equipment, or accessories

FIRE SUIT AND MATERIALS



OVERVIEW



2. BUCKET RELAY

TEAM COMPOSITION

Each team shall consist of the following members: (Must be G7-G10 of four males and four females)

TEAM RESPONSIBILITIES

1. Shooter – The individual stationed at the front whose task is to transfer water from the pail into the designated drum, ensuring it is filled within the specified time limit.
2. Runner – Responsible for retrieving empty pails from the front area to refill.
3. Scooper – Member of the team who is situated on the last line, responsible for filling the empty pail with water and passing it on to their team.

GAME MECHANICS

1. **Start Signal**
 - One (1) whistle will signal the official start of the event.
2. **Sequence of Tasks**
 - The event shall commence in two phases that shall be completed within 1 minute.
 - Phase 1, all team members shall take a bucket, fill it with water, and throw it inside the designated drum.
 - Phase 2, bucket relay, all members shall line up from the scooper to the thrower, assisted by the bucket runners.
3. **End signal**
 - The event concludes when the umpire blows one (1) whistle to signal a stop in time.

GENERAL RULES

1. One (1) minute performing time shall be given for each team to perform both phases and water transfer from a water-filled fire drum to an empty fire drum with the use of ten (10) construction buckets.
2. When the tournament official signals "GO" (**by a WHISTLE**),
 - a. The players should run to get the empty buckets then.
 - b. Fill the bucket with water from the drum.
 - c. Each member will throw away the water from the bucket into the empty drum at a distance of 5 ft and place down the bucket.
 - d. The players should position themselves to perform the relay operation, with one (1) or two (2) assigned as bucket runners.
 - e. Transfer the buckets filled with water in sequential order.
3. Once the time signals "STOP", only **one (1) pail** from the last man shall be allowed to be poured.
4. The level of water transferred to the empty drum shall be measured using a meter stick (Metric Measurement).
5. The SDO may opt to provide fir boots to their participants.

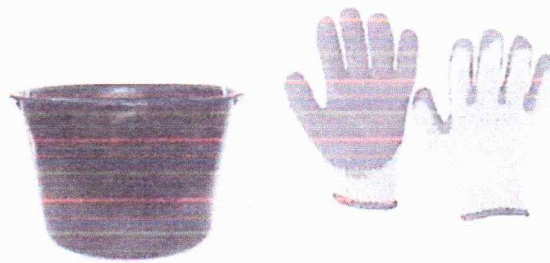
PENALTIES

Penalties of two [5] centimeters of water shall be deducted for every infraction committed by every player of the team:

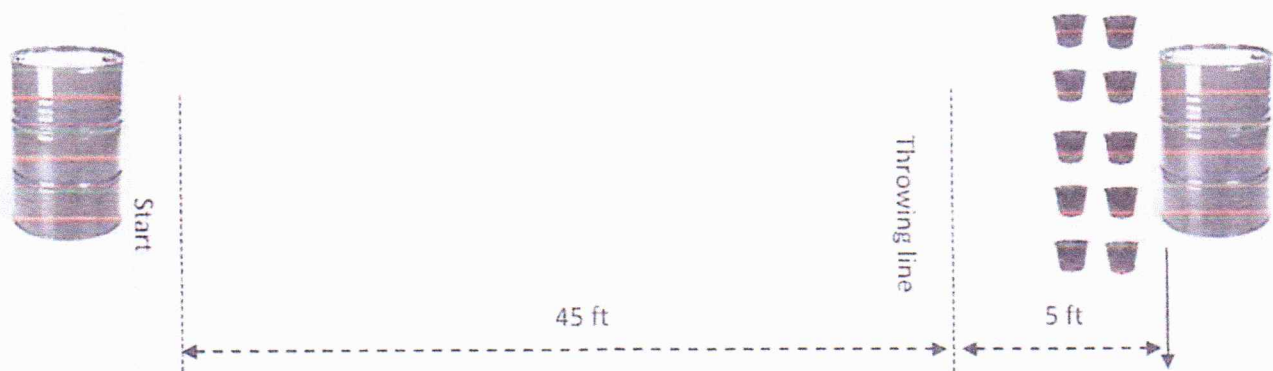
- a. False starting or running ahead of time before the tournament official declares the GO signal "by a WHISTLE" per team member.
- 

- b. Throwing of a bucket [with or without water] inside the drum.
- c. A maximum of **two (2) runners** is allowed to return the used buckets; otherwise, a penalty shall be imposed per additional runner.
- d. Wrong sequence (**bypass**)
- e. Dropping and accidental falling of bucket/s
- f. Stepping on the line at the marked throwing area
- g. The highest level of water transferred, after the imposition of the penalty, shall be declared the winner.

MATERIALS



OVERVIEW



3. BASIC FIRST AID AND RESCUE OLYMPICS

TEAM COMPOSITION

- Team coach - One (1)
- Players (Grade 7-10, One (1) per level equal number of males and females) - Four (4)

PROPOSED ACTIVITIES

The Rescue Olympics will consist of several stations or challenges, each simulating a specific emergency scenario. Sample activities include:

- Basic First Aid Relay – Learners demonstrate CPR, wound dressing, bandaging, and splinting
- Safe transport of the patient.

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- Emergency Communication Task – Learners relay critical information

FIRST AID AND RESCUE STATIONS

All participating teams will undergo a series of skill-based stations designed to test emergency response competencies.

1. One Man Carry
2. Two-Man Carry
3. Three-Man/Group Carry
4. Compression Only CPR
5. One-man CPR
6. Two-Man Adult CPR
7. Bleeding Control and Bandaging Techniques
8. Splinting and Immobilization
9. Spine Board Management

Note: All stations will be equipped with appropriate materials, mannequins, and volunteer patients. Teams will rotate through each station and be assessed based on execution time, technique, and completeness.

GENERAL RULES

1. Attire – the players must wear white shirts and jogging pants (any color)
2. Team Holding Protocol - All team members must remain in their designated holding or billeting areas. Only the team scheduled to perform may enter the working/scenario area.
3. Pre-Challenge Orientation - An orientation will be conducted prior to the challenge proper.
4. Documentation – A committee shall be organized to document the event.
5. Conduct and Sportsmanship - Use of foul language or unsportsmanlike behavior will result in a deduction of ten (10) points per violation.
6. Safety Enforcement - Umpires will stop and correct any unsafe actions. Time will continue to run during the correction.
7. Umpire Communication - Only active participants are allowed to approach the umpires during the event.
2. Spectator Guidelines - All spectators must stay within the designated viewing areas.
3. Outside Assistance - No outside assistance is allowed. Violators will be immediately disqualified.
4. Equipment Handling - Teams must carry and manage their own equipment when moving between stations.
5. Station Flow - Teams may proceed to the next station only after the previous team has cleared it.
6. Time Limits - Each station has a maximum allotted time. Incomplete tasks within this limit will result in point deductions.
7. Gadget Policy - All personal gadgets (phones, tablets, etc.) will be confiscated before entry into the holding area.
8. Scoring and Safety Oversight - Each station will have assigned umpires and timers responsible for scoring and safety enforcement.
9. Injury Protocol - Injured players may be replaced with alternative from the players of Fire Hose Relay; only one player is allowed to be replaced, provided they are examined and cleared by a medical officer.
10. Force Majeure Clause - In case of force majeure (e.g., extreme weather), the event will pause or resume upon advisory.
11. Critical Procedures - Critical procedures will be graded on an all-or-nothing basis.

12. Tie-Breaker Policy - Ties will be resolved through a score panel re-computation.
13. Winning Criteria - The team with the highest overall score will be declared the winner.
14. Awards - Winners will receive trophies and certificates
15. Camaraderie and Sportsmanship - Participants are encouraged to practice **camaraderie and sportsmanship. Limit protests or complaints;** the event's primary aim is **education over competition.**

DISQUALIFICATION GROUNDS

- Receiving help from non-team members during execution
- Violation of communication protocols in the holding area
- Exposure of scenario details before official execution

AWARDS AND RECOGNITION

- Champion Team: Trophy / Plaque and Certificate
- Best in Team Coordination (Special Award)
- Best in Scenario Execution (Per Station)
- Best Team Leader (Special Individual Recognition)

PERSONNEL PROTECTIVE EQUIPMENT

- Helmet
- Goggles and mask
- Knee pads and elbow pads
- Boots/ safety shoes / Rubber shoes (the least)
- First Aid Kits
- Cleaned/ Surgical Gloves
- Disposable Face Mask

OPERATIONAL REQUIREMENT AND EQUIPMENT

Particulars	Quantity
Mannequin	4 Unit (Adult)
Bag Valve Mask Device	1 (Adult)
Triangular Bandage	36 Pieces
Mechanical Splint (Rigid)	1 Set
Cervical Collar	1 Piece
Spine/ Long Board	1 Unit

SCORE GUIDE

Round 1: Elimination (Skills-Stations)

- STATION 1: One-Man Carry
 STATION 2: Two-Man Carry
 STATION 3: Three/Group Carry
 STATION 4: Compression Only CPR
 STATION 5: One-Man Adult CPR
 STATION 6: Two-Man Adult CPR
 STATION 7: Bleeding Control and Bandaging Techniques
 STATION 8: Splinting / Immobilization
 STATION 9: Spine Board Management

TEAM NO.:		POINT DEDUCTION:		SCORE GUIDE					SCORE	REMARKS
RATER:		POINTS FOR SCORING								
Execution of command/method.	Commands/methods are delivered with full clarity, strong confidence, and precise accuracy	10	Mostly clear and confident; minor errors or hesitations	Adequate execution; some lack of clarity or precision	Unclear or hesitant execution; noticeable errors	Commands/methods are confusing, imprecise, or lack confidence	10			
	Care of victim (Inform patient before moving, ensure smooth, coordinated movement and avoid rough handling)	10	Usually informs patient; movement is mostly smooth and coordinated	Sometimes informs patient; movement may lack coordination or gentleness	Rarely informs patient; movement is rough or poorly coordinated	Does not inform patient; movement is abrupt, rough, or unsafe	10			
	Proper lifting and moving. (Technique, Coordination and gentleness)	10	Minor lapses in technique or coordination; generally gentle and gentle at all times	Acceptable technique; some roughness or lack of coordination	Frequent errors in technique; movement is rough or poorly coordinated	Incorrect technique; movement is abrupt, unsafe, or careless	20			
	Proper body mechanics.	20	Minor lapses in posture or movement; generally safe and effective	Acceptable posture; occasional awkward or unsafe movements	Frequent posture issues; movements lack control or safety	Poor posture and alignment; movements are unsafe or careless	10			
		10	8	6	4	2				
							50	TOTAL SCORE		

STATION 3

THREAT / COUNTRY CAPABILITY

TEAM NO.:

WATER:

POINT DEFLECTION:

CRITERIA		SCORE GUIDE				SCORE	REMARKS
Execution of command / movement	Execution of command / movement with accuracy, proficiency and proper technique	10	Execution with full attention or slight delay, overall effective	8	Partial attention with errors or hesitation, partially effective	6	Partial attention with frequent mistakes or other response is limited
	Clearly understood the vision and coordinated movements, in movement and in a calm and steady manner	10	Adapted to vision and movement with calm, but some noticeable errors or hesitations	8	Attempted to adapt and move, but with some noticeable errors or hesitations	6	No correct movement, no coordination, no calm, no steady manner
Proper lifting or moving	Correct posture and technique with steady, coordinated movement and comfort	10	Lift and move properly with proper use of arms and legs, no strain or posture	8	Attempted proper technique but with noticeable errors or discomfort to nature	6	Partial posture or movement, no steady or coordinated movement
	Correct posture and technique with steady, coordinated movement and comfort	10	Mostly used proper body mechanics, minor posture issues but no safety risk	8	Shows some understanding but with noticeable posture or technique errors	6	Partial posture and movement, no steady or coordinated movement
Proper body mechanics	Correct posture and technique with steady, coordinated movement and comfort	10	Mostly used proper body mechanics, minor posture issues but no safety risk	8	Shows some understanding but with noticeable posture or technique errors	6	Partial posture and movement, no steady or coordinated movement
	Correct posture and technique with steady, coordinated movement and comfort	10	Mostly used proper body mechanics, minor posture issues but no safety risk	8	Shows some understanding but with noticeable posture or technique errors	6	Partial posture and movement, no steady or coordinated movement
TOTAL						40	TOTAL SCORE

POINTS:

Perform the following to the best of your ability

Correct method of carry

Proper command

Proper cadence

Coordination of foot movements

Proper power step

Proper power lift

Proper power drop

Proper power lift

Keep body as close as possible to the ground when lifting

STATION 4
COMPRESSION ONLY CPR
TEAM NO.:
RATER:

POINT DEDUCTION:

1

POINT DEDUCTION:		SCORE GUIDE		SCORE		REMARKS	
TEAM NO: RATER:		CRITERIA		ABILITY TO INITIATE BLS			
Check for scene safety		Always check carefully and quickly	Usually checks with victim	Someone checks but makes some hazard	Partly checks or unsure what to look for	Does not check for danger at all	
Adapts scene safety for everyone		Mostly keeps scene safe	Mostly keeps scene safe	Tries to keep safe but makes some risks	Uses different or poor assessment	Creates danger or puts without care	5
5 head and neck area, check for obstructions and activate emergency response		5 Speaks clearly but not shy	5 Speaks but not clearly	5 Mumbles or forgets to introduce	5 Does not introduce and does not check responsiveness	5 Does not introduce and does not check responsiveness	5
5 Shouts clearly and activates help right away		5 Shouts and tries to get help	5 Shouts but forgets next steps	5 Hesitates or unsure what to do	5 Does not call for help or take action	10	
10 Use a cloth, treatable mask or cloth to fully and securely cover both mouth and nose, ensures the victim can breathe comfortably and maintains for airway		5 Covers both mouth and nose with a mostly clean material, minor gaps or slight discomfort may be present but breathing is still adequate	6 Covers mouth and nose but with noticeable gaps or questionable material, limited attention to victim's comfort or breathing	4 Covers only mouth or nose or uses inappropriate material, victim may have difficulty breathing	2 Fails to cover properly or causes harm/distress to the victim	5	
CORRECT HAND PLACEMENT AND COMPRESSION RATE		ABILITY TO DELIVER HIGH QUALITY CPR				1	
5 Fingers fully interlocked, firm grip, heel of palm at center chest		5 Mostly interlocked, slight adjustment needed	5 Fingers interlocked	5 Poor grip or unsure	10 Hands not interlocked		
10 Maintains compression rate consistently between 100-120/min for the full 2 minutes		5 Compression rate evenly within range, minor fluctuations but overall effective	6 Compression rate occasionally within range, noticeable variations affecting effectiveness	4 Compression rate frequently outside the target range, effectiveness reduced	2 Compression rate far below or above target, not sustained for 2 minutes	10	
15 Delivers compressions consistently within the 2-4 inch (5-6 cm) depth range throughout		12 Depth mostly within range, minor inconsistencies but generally effective	3 Depth occasionally within range, noticeable variations affecting effectiveness	6 Depth frequently too shallow or too deep, reduced effectiveness	3 Depth consistently incorrect, compressions ineffective or potentially harmful	15	
15 Fully releases pressure for complete chest recoil consistently		12 Mostly allows chest to recoil, occasional minor pressure remains	3 Inconsistent release, noticeable pressure remains during several compressions	6 Frequently fails to allow chest recoil, compressions are rushed or incomplete	3 Does not allow chest to recoil, compressions are continuous without release	15	
15		12	3	6	3		

14

[illegible]

STATION 000000
 NAME AND PHONE NUMBER
 TEAM NO.
 RATER

POINT DEDUCTION:

CRITERIA		SCORE GUIDE		SCORE	REMARKS
		ABILITY TO INITIATE RIS			
Check for team safety	Always check manually and quickly 10 Always on same side for everyone	Usually check with minor delay 6 Manually if person is in one risk	Sometimes check but misses some hazards 3 True to the point but not in one risk	Does not check for danger at all 10 Checks danger of all without one	
Introduces or all and check	Spoke clearly and confidently 10 Spoke clearly and confidently	Spoke clearly but a bit shy 6 Spoke but not clearly	Spoke but not clearly 3 Mumbled, attempts to introduce	Does not introduce at all 5 Does not check danger of all	
Give out the right help or	Shows clearly and a number 5 Shows clearly and a number	Shows and the right help 2 Shows but not clearly	Shows but not clearly 3 Shows but not clearly	Does not call for help or take action 1 Does not call for help or take action	
Check for nearby help or	Shows clearly and a number 10 Shows clearly and a number	Shows and the right help 6 Shows but not clearly	Shows but not clearly 3 Shows but not clearly	Does not call for help or take action 1 Does not call for help or take action	
Check for nearby help or	Shows clearly and a number 10 Shows clearly and a number	Shows and the right help 6 Shows but not clearly	Shows but not clearly 3 Shows but not clearly	Does not call for help or take action 1 Does not call for help or take action	
		ABILITY TO DELIVER HIGH QUALITY CPR FOR 5 CYCLES			
Check for team safety	Always check manually and quickly 10 Always on same side for everyone	Usually check with minor delay 6 Manually if person is in one risk	Sometimes check but misses some hazards 3 True to the point but not in one risk	Does not check for danger at all 10 Checks danger of all without one	
Introduces or all and check	Spoke clearly and confidently 10 Spoke clearly and confidently	Spoke clearly but a bit shy 6 Spoke but not clearly	Spoke but not clearly 3 Mumbled, attempts to introduce	Does not introduce at all 5 Does not check danger of all	
Give out the right help or	Shows clearly and a number 5 Shows clearly and a number	Shows and the right help 2 Shows but not clearly	Shows but not clearly 3 Shows but not clearly	Does not call for help or take action 1 Does not call for help or take action	
Check for nearby help or	Shows clearly and a number 10 Shows clearly and a number	Shows and the right help 6 Shows but not clearly	Shows but not clearly 3 Shows but not clearly	Does not call for help or take action 1 Does not call for help or take action	
Check for nearby help or	Shows clearly and a number 10 Shows clearly and a number	Shows and the right help 6 Shows but not clearly	Shows but not clearly 3 Shows but not clearly	Does not call for help or take action 1 Does not call for help or take action	

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STATION 7

BLEEDING CONTROL AND BOUNDING TECHNIQUES

TEAM NO.: POINT DEDUCTION:

RATER:

CRITERIA		SCORE GUIDE		SCORE	REMARKS
Appropriate bandage technique for the type of injury.	Select and apply the correct bandage type and technique for the injury, wound, tear, laceration, burn, etc., and provide bleeding.	Bandage is appropriate and mostly well applied, minor errors in fit or technique.	Bandage is applied to the correct site, but application has a noticeable error or lacks security.	Bandage is inappropriate or incorrectly applied, may cause harm or discomfort.	20
The applied bandage is secure, comfortable and does not restrict movement.	Bandage is applied correctly, secure, comfortable and does not restrict movement.	Bandage is applied correctly, secure, comfortable and does not restrict movement.	Bandage is applied correctly, secure, comfortable and does not restrict movement.	Bandage is applied correctly, secure, comfortable and does not restrict movement.	10
The bandage covers the wound.	Bandage fully and securely covers the entire wound area providing proper protection.	Bandage partially covers the wound, protection may be compromised.	Bandage does not cover the wound at all or is applied incorrectly.	Bandage does not cover the wound at all or is applied incorrectly.	20
The applied bandage does not restrict movement.	Always finish the bandage with a secure and correctly tied square knot.	Attempts a square knot but with noticeable mistakes or looseness.	Does not use a square knot, bandage is insecure or improperly finished.	Does not use a square knot, bandage is insecure or improperly finished.	10
Free limb of injured victim.	Place the victim gently and comfortably, ensuring safety, comfort and proper support at all times.	Shows bandage but with noticeable errors or lack of coordination.	Rough or uncoordinated handling may cause discomfort or minor injury.	Minimize the victim's unsafe, disturbed, or cause harm.	10

100 TOTAL SCORE

POINTS:

Perform the 6 step process to stand

Correct method of injury

Be per command

Be per command

Coordination of four movement

Perform power grip

Perform power grip

Back the right hand

Avoid reaching

Keep body as close as possible to victim when lifting

STATION 8

SPRINTING / IMMOBILIZATION

TEAM NO.:		POINT DEDUCTION:		SCORE GUIDE				SCORE	REMARKS
BATER:									
CRITERIA									
Sprint is appropriate for the type of injury including (pain/tell, as needed)	Selects and applies the correct sprint type with proper padding/tell, fully supports and protects the injury.	30	Sprint fully immobilizes the injured area, no movement observed and injury is well supported.	40	Sprint is appropriate and properly well applied; minor movement with padding or positioning.	30	Sprint type is acceptable but application has a minor error or lack of adequate padding.	20	Sprint is poorly chosen or applied; may not support or protect the injury properly.
		20	Sprint fully immobilizes the injured area, no movement observed and injury is well supported.	30	Sprint provides partial immobilization, noticeable movement reduces effectiveness.	20	Sprint is loosely applied; injured area moves easily and is poorly supported.	10	Sprint fails to immobilize the area; injury is unprotected and at risk of further harm.
Proper positioning of knots.	Knot is correctly positioned, secure, comfortable, and does not interfere with the injury or circulation.	10	Knot is correctly positioned, secure, comfortable, and does not interfere with the injury or circulation.	15	Knot is well-positioned with minor adjustment needed; does not cause discomfort.	10	Knot placement is acceptable but may obstruct transfer of stability slightly.	5	Knot is poorly positioned; may cause discomfort or reduce bandage effectiveness or risk to the injury.
		10	Work is very neat, clean, and well-organized; no loose ends or excess.	5	Work is neat and organized; minor imperfections present.	6	Acceptable neat but with noticeable untidiness or misorganization.	4	Work is messy or poorly organized; affects clarity or effectiveness.
Handling of injured victim	Handles the victim properly; confident, and safely ensures comfort and level of further injury.	10	Handles the victim properly; confident, and safely ensures comfort and level of further injury.	5	Generally smooth and supportive; minor lapses in technique or communication.	6	Smooth but with noticeable errors or lack of coordination.	4	Rough or uncoordinated handling may cause discomfort or risk further injury.
		10		5		6		4	Mishandles the victim; unsafe, careless, or causes harm.
								100	TOTAL SCORE

POINTS:

Appropriate immobilization technique

All knots are close to sprint

Excess bandages are tucked in

Complete safe handling/ care

[illegible]

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