

INTERNATIONAL LIFE SAVING FEDERATION

SIMULATED EMERGENCY RESPONSE COMPETITION (SERC)

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COACHES, COMPETITORS, JUDGES, AND TECHNICAL OFFICIALS GUIDE

World Water Safety

Gemeenteplein 26, 3010 Leuven, Belgium

Telephone: +32 (0) 16 89 60 60

Email: ils.hq@telenet.be

Web: www.ilsf.org

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SIMULATED EMERGENCY RESPONSE COMPETITION COACHES, COMPETITORS, JUDGES, AND TECHNICAL OFFICIALS GUIDE

PURPOSE

The purpose of this document is to provide coaches, competitors, judges and technical officials with:

- A broad understanding of the principles of judging the Simulated Emergency Response Competition (SERC) event.
- The structure and content of judging sheets aligned to the priorities and principles of rescue outlined in the 2019 Edition of the ILS Rule Book.
- The ILS gratefully acknowledges the work of colleagues in Lifesaving Canada in creating this guide

INTRODUCTION

The SERC tests the initiative, judgment, knowledge, and abilities of four lifesavers who act as a team. The team under the direction of a team leader – apply lifesaving skills in a simulated emergency situation unknown to them prior to the start. This competition is judged within a two-minute time limit and all teams respond to the same scenario and are evaluated by the same judges. Every effort will be made to ensure that the scenario is executed in the same manner for every team.

DEFINITION OF TERMS

Bystander means a person who role plays as a trained or untrained individual who may assist in the rescue under the direction of the competitor.

Victim means a person who role plays as a victim type such as; weak or tired, injured, unconscious, or non-swimmer.

Rescue means to assess the situation, plan a course of action to overcome the problem, perform actions to effect the rescue, and provide aftercare to the victims.

Rescue aid means to select an appropriate equipment item that is available in the competition area and is able to be utilized effectively during the rescue.

Securing means to make safe from imminent danger with a rescue technique such as a throwing line/rope, reaching pole/object, throwing a ring/buoyant aid, craft/boat, support with a tow/carry.

Landing means to safely remove the victim from the water and position them safely on the beach, dock, or deck.

MARKING SYSTEM

Overall a weighted marking system is used however the judge's use direct marking and the weighting is tallied by using a weighting factor during the final results collation.

The direct marking component requires each judge to observe their section and allocate up to 10 marks in each of the five sections to provide a relatively objective basis for judging. This enables each judge to provide a consistent score from 0-10 in all sections of the judge scoring sheets to ensure that a consistent value is applied to each team performances.

The relative merit / value of the rescuer performance in each section is accounted for by the application of a weighting factor to the raw score in each component in that section. This provides high scores for a rescue performance requiring a greater degree of skill, judgment or priority. The Scenario Design Team, approved by the Chief Referee, determines the weighting factors based on the specific test elements which are then factored into the final event recording sheets. Refer to the Weighting Factor section below.

The judge scoring sheets is separated into essential elements grouped into 5 sections with 10 marks assigned to each section with a raw total of 50 marks.

Judges should avoid using a pass/fail criteria based on their lifesaving principles and may use the full range of marks available. Therefore, when allocating marks judges must assess the competitor's actions when rescuing a victim. They must analyze the rescue performance and compare it with each of the other teams so that ultimately the performances are ranked by their comparative judging.

It is important that judges ensure that their allocation of marks will rank the team's performance in a consistent manner throughout the whole event and that those who compete earlier in an event are not disadvantaged by an overly cautious allocation of marks. This will not occur providing the allocation of marks is consistently applied based on performance from the first to last team.

Judges need to be aware that some teams may have one competitor dealing with a victim where other teams may have several different competitors' dealing with the victim. To ensure a consistent measure of the team performance the focus needs to remain on the victim to ensure an on-going evaluation of the victim's condition, and the actions performed, throughout the rescue.

RANK MARKING SCALE

The following ranking scale provides an overview and acts as a guide for judges when allocating marks. Increments of 0.5 can be allocated by the judge.

Excellent	10
Very Good	7.5-9.5
Satisfactory	5.0-7.0
Weak	2.5-4.5
Poor	0-2.0

WEIGHTING FACTOR

In order to recognize and acknowledge that some victim rescues require a greater degree of skill and judgment, a weighting factor or multiplier is applied to areas of the judge scoring sheets. Note: This enables a competitor to receive a higher score for the performance of rescues with a higher weighting factor linked to the priorities and principles of the rescue. These weighting factors are applied using an electronic recording spread sheet and the calculations are reflected in the final score for the victim. The Judges give a mark out of 10 for each performance criteria and the weighting factor accounts for the high, moderate or low degree of difficulty.

A weighting factor matrix guide is outlined in the tables below to allow for the use of a range depending on the position and type of victim. The weighting factor is set by the scenario designer and approved by the Chief Referee based on the degree of difficulty to rescue the victims. This allows flexibility between two similar victims with one being more difficult to rescue than the other.

OVERVIEW OF WEIGHTING FACTOR FOR CHIEF JUDGE SCORE SHEET

Performance Criteria ASSESSMENT	Weighting Factor/ Degree of Difficulty
Significant barrier to assess and identify victim priorities (distance, obstacles, etc.)	1.5
Moderate barrier to assess and identify victim priorities (distance, obstacles, etc.)	1.25
Minor barrier to assess and identify victim priorities (distance, obstacles, etc.)	1
Rationale: The Team Leaders needs to assess the victim priorities, redirects or dispatches rescuers as the priorities are identified or changed.	

Performance Criteria CONTROL OVER THE SCENARIO	Weighting Factor/ Degree of Difficulty
Significant limitations that provide difficulty for teams to maintain safety (lack of safety equipment, dangers, etc.)	1.5
Moderate environment, equipment, condition limitations to maintain safety (lack of safety equipment, dangers, etc.)	1.25
Minor environment, equipment, condition limitations to maintain safety (lack of safety equipment, dangers, etc.)	1
Rationale: Control over the scenario is essential, monitoring safety and environmental conditions, approaches may need to be adjusted to ensure the lowest risk to the rescuers.	

OVERVIEW OF WEIGHTING FACTOR FOR JUDGE SCORING SHEETS

Performance Criteria COMMUNICATION	Weighting Factor/ Degree of Difficulty
Significant interference to communication due to size and layout or dimension of the area, noise, etc.	1.5
Moderate interference to communication due to size and layout or dimension of the area, noise, etc.	1.25
Minor interference to communication due to size and layout or dimension of the area, noise, etc.	1
Rationale: Interferences in communication due to size and layout or dimension of the area may require adjustments to the methods of communication to be effective.	

Performance Criteria SEARCH	Weighting Factor/ Degree of Difficulty
Victim is significantly hidden from view and searching	1.5
Victim is moderately hidden from view or searching	1.25
Victim is minimally hidden from view or searching	1
Rationale: Locating victims can be a challenge if the victims are hidden from view and/or observed by equipment or other victims. This criteria reflects the difficulty associated with searching victims in these circumstances.	

Performance Criteria TEAMWORK	Weighting Factor/ Degree of Difficulty
Teamwork without bystanders/victim assistance or bystanders are uncooperative/distracting	1.5
Teamwork with reluctant bystanders/victim assistance	1.25
Teamwork with cooperative bystander/victim assistance	1
Rationale: Teamwork is improved when bystanders/victims are cooperative and available noting that clear concise instructions need to be given. Teams need to listen and respond effectively when working as a team.	

OVERVIEW OF WEIGHTING FACTOR FOR JUDGE SCORING SHEETS

Performance Criteria <i>VICTIM RECOGNITION, APPROACH</i>	Weighting Factor/ Degree of Difficulty
Victim far from landing i.e. 15m+	1.5
Victim near to landing i.e. 6-10m	1.25
Victim close to landing or on deck i.e. 5m	1
Rationale: It is more difficult to recognize victims that are further away from the deck/dock or entry / exit point and it takes more time to rescue them. Therefore, victims that are at a greater distance would receive a higher weighting factor.	

Performance Criteria <i>RESCUE</i>	Weighting Factor/ Degree of Difficulty
Refuses aid and will not swim in unless clear and concise directions are given	1.5
Accepts aid but will not swim in unless clear and concise directions are given	1.25
Accepts aid and swims in	1
Rationale: Victims are more difficult to rescue due to refusal or inability to hold an aid or swim to safety. Therefore, a higher weighting factor is allocated for victims that are more difficult to rescue or are uncooperative and the rescuer is rewarded for persistence and securing them. Mobilize the mobile, secure those in imminent danger and recover and resuscitate.	

Performance Criteria <i>CONTROL OF VICTIM</i>	Weighting Factor/ Degree of Difficulty
Talk or Throw rescue expected	1.5
Reach or Tow rescue expected	1.25
Carry rescue expected	1
Rationale: Rescuers should rescue those that have the highest chance of survival first and present the lowest risk of danger to the rescuer. Mobilize the mobile, secure those in imminent danger and recover and resuscitate. Therefore, victims that can be rescued easily should be rescued first and the more difficult victims rescued last.	

OVERVIEW OF WEIGHTING FACTOR FOR JUDGE SCORING SHEETS

Performance Criteria <i>LANDING</i>	Weighting Factor/ Degree of Difficulty
Weak Swimmer/Mobile at time of landing	1.5
Non/Injured Swimmer at time of landing	1.25
Unconscious/Non breathing/Spinal Injured Swimmer at time of landing	1
Rationale: Rescuers should assist those who can help themselves or who could help others first to land then help those that require more effort and attention such as those who are in imminent danger like non swimmers, injured swimmers, and then finally those victims that require continuous care and resuscitation.	

Performance Criteria <i>CARE AND AFTERCARE OF VICTIM</i>	Weighting Factor/ Degree of Difficulty
Unconscious/Non breathing/Spinal Injured Swimmer	1.5
Non/Injured Swimmer	1.25
Weak Swimmer/Mobile	1
Rationale: Care and aftercare for victims that require continuous care or resuscitation is more difficult than those in imminent danger or who are weak or mobile. Therefore, a higher factor is assessed for victims that are more difficult to provide aftercare and monitoring.	

SAMPLE SCENARIO DESIGN WITH WEIGHTING FACTORS

Scenario Description:

You are at the sea on a pier; you observe several people who are on the pier and in the water following an explosion on a ferry which sinks in the harbor. The craft is overturned.

The only access to the sea is the designated area of the pier (side of deck) to enter and exit the water. The ends of the pool and other side of the pool do not exist and are out of bounds.

Victims:

Victim 1 – Weak swimmer wearing backpack/jug of water

Victim 2 – Weak swimmer holding sport bag/rope

Victim 3 – Non swimmer

Victim 4 – Non swimmer

Victim 5 - Injured swimmer with burns on face and hands

Victim 6 – Injured swimmer with broken leg

Victim 7 – Injured swimmer with cervical spinal injury holding a floating ring

Victim 8 – Non breathing submerged manikin

Victim 9 – Non breathing, submerged manikin

Victim # / Weighting Factor	Victim Recognition	Rescue	Control of Victim	Landing	Care and Aftercare of Victim
1	1.25	1.5	1.5	1.5	1.0
2	1.25	1.5	1.5	1.5	1.0
3	1.25	1.25	1.25	1.25	1.25
4	1.25	1.25	1.25	1.25	1.25
5	1.5	1.25	1.25	1.25	1.25
6	1.5	1.25	1.25	1.25	1.25
7	1.0	1.25	1.0	1.25	1.5
8	1.0	1.0	1.0	1.0	1.5
9	1.5	1.0	1.0	1.0	1.5

JUDGE SCORING SHEETS

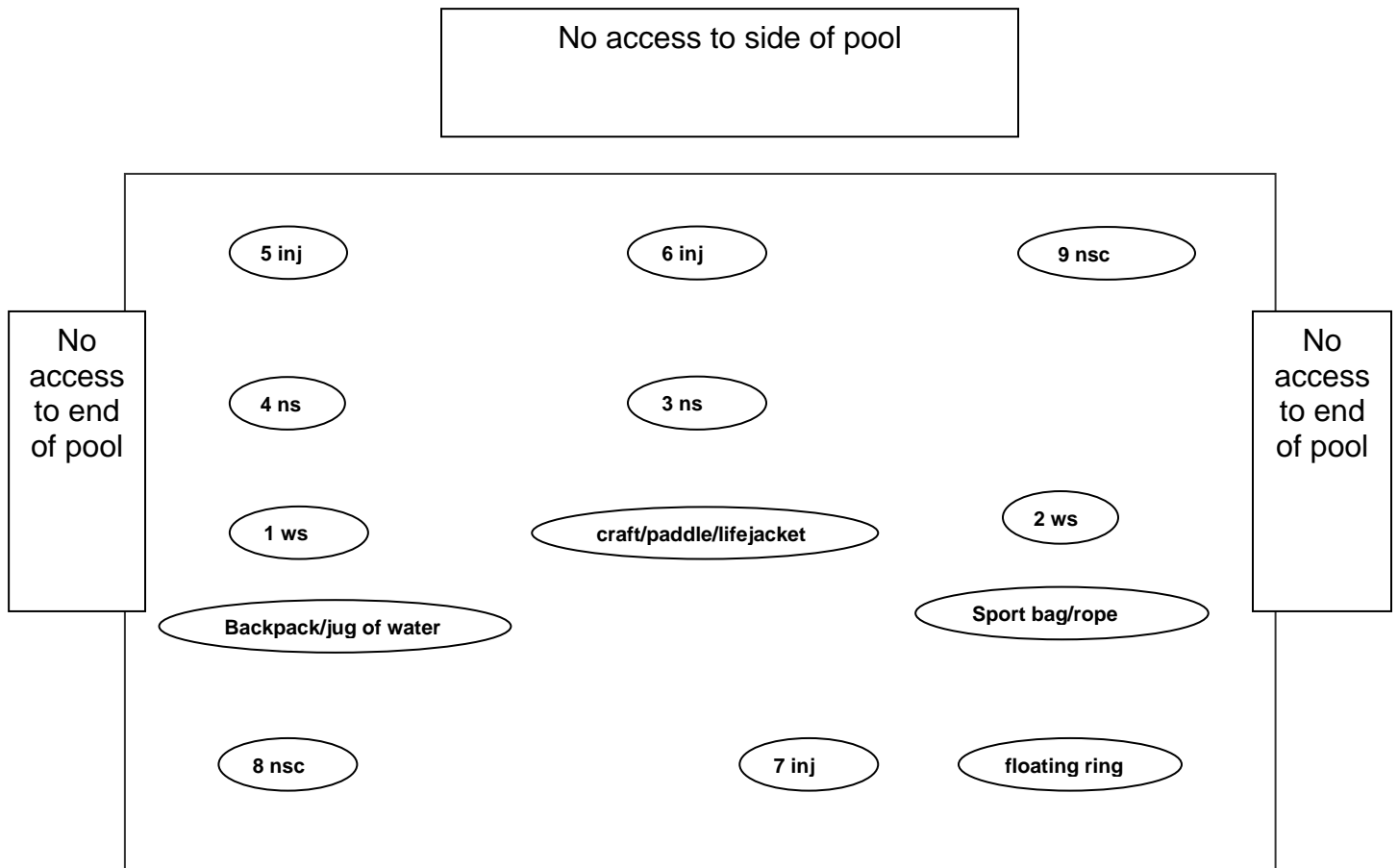
The judge scoring sheets provide for the victim types you may see in a SERC and how it will be scored. The sheets are made up of four key areas;

- Victim notes – includes general notes for the judge to direct the victim on how that type of victim might act or respond.
- Judges notes – includes general notes for the judge on that type victim and helpful hints on how the victim should act or will respond including how they should be rescued or secured to achieve high marks.
- Judge scoring sheet – separated into five different sections with key criteria the judge will be looking for.
- Marking scale – summarizes the ranking scale.

SAMPLE POOL SETUP, EQUIPMENT AND VICTIMS

Equipment – Each zone: (1X) craft, (1X) paddle, (1X) lifejacket, (1X) spinal board, (1X) sport bag/rope, (1) backpack/jug of water, (1X) floating ring (2X) manikins, (7X) victims

Scenario



Legend:

Weak swimmer - ws

Bystander - byst

Injured - inj

Non-swimmer – ns

No breathing and no signs of circulation – nsc

Note: Sample Pool Setup, equipment and victims are intended to provide guidance and are not the actual Setup that may be used for the SERC Event.

OVERALL: SAMPLE CHIEF JUDGE SCORING SHEET

Draw No: _____ Team Name: _____ Judge Identification: _____

Judges notes: You have the overview of the SERC area and assess overall efficiency of the team. In particular you mark the Team Leader's control of the team – assessment of priorities and dispatch/direction of team members to deal with the victims. You will also mark communication between the Leader and the team and between team members and this may include information about the condition of the victims and what help is needed.

Your marks **MUST** take into account:

- Any loss of control by the Leader becoming committed or involved to such an extent that overall control is lost.
- **Do not mark any rescues the leader carries out as another judge is allocated to that victim.**
- Whether assistance was sought. Any person sent for help as assistant will not be allowed to return.

Areas of marking	Mark (10)
Assessment Assessment of the emergency Did the Leader coordinate the team and direct to the correct priorities of rescue? On-going assessment / re-assessment	
Control Control and safety over the scenario area Leader retains control throughout the scenario On-going assessment / re-assessment	
Communication Communication and feedback between Leader and team members, And between team members and victims Basic questioning and simple instructions given to victims and team Note: Emphasis is on non-verbal and simple verbal communication and not on extensive verbal communication.	
Search Effective search of scenario area Identification and location of victims	
Teamwork Teamwork, summon assistance (emergency services called) with appropriate information provided Identification and securing of all victims Effective use of bystanders / victims	
Rough handling of victims – Deduct 10 points	
Total	

Excellent 10	Very Good 7.5 – 9.5	Satisfactory 5.0 – 7.0	Weak 2.5 – 4.5	Poor 0 – 2.0
Specific aspects of the scenario may be weighted to provide higher scores for a rescue performance requiring a greater degree of skill and judgment. Marking in increments of 0.5 allotted by the judge.				

Note: Sample Judge Scoring Sheets are intended to provide guidance and are not the actual Judge Sheets that may be used for the SERC Event.

NON-SWIMMER: SAMPLE JUDGE SCORING SHEET

Draw No: _____ Team Name: _____ Judge Identification: _____

Victim: non-swimmer

The victim is struggling to stay above the water and is starting to panic as they cannot get to safety. They are capable of taking a rescue aid if pushed into their reach (judge will give specifics based upon scenario description). However if a contact rescue is attempted, they will struggle and try to grab hold of the rescuer (they will not turn on their back). They need assistance to get out of the water and when out will be exhausted from the experience.

Judges notes

Non-swimmer is in imminent danger and is a high priority for rescue. They will attempt to grab any rescuer who approaches them directly without an aid. If a contact rescue is used, low marks should be recorded for the rescue component. The victim should be made safe with an effective and efficient return to safety. Landing should be done with care. They will answer questions asked of them.

Areas of marking	Mark (10)
Victim recognition/approach Recognition of non-swimmer (high priority), speed of reaching victim Safe approach by rescuer	
Rescue Rescue with extreme caution (low marks for contact rescue if not required – maximum 5 marks for this section) Monitor while still in water; may require further directions/instructions	
Control of victim Clear effective questioning and reassurance Reassurance during rescue until returned to safety	
Landing Care of the victim; protection of the head Appropriate landing for size and strength of rescuer	
Care and aftercare of victim Safe position away from the edge; warmth and protection where possible; monitor safety; ongoing reassurance	
Rough handling of victims – Deduct 10 points	
Total	

Excellent 10	Very Good 7.5 – 9.5	Satisfactory 5.0 – 7.0	Weak 2.5 – 4.5	Poor 0 – 2.0
Specific aspects of the scenario may be weighted to provide higher scores for a rescue performance requiring a greater degree of skill and judgment. Marking in increments of 0.5 allotted by the judge.				

Note: Sample Judge Scoring Sheets are intended to provide guidance and are not the actual Judge Sheets that may be used for the SERC Event.

WEAK SWIMMER: SAMPLE JUDGE SCORING SHEET

Draw No: _____ Team Name: _____ Judge Identification: _____

Victim: weak swimmer

The victim is a weak swimmer struggling to get back to safety. They will be capable of shouting or calling out for help. They will be able to take an aid to get to safety. If a contact carry is performed they will struggle and resist. They will be able to land themselves. They will provide assistance or contact emergency services and will cooperative throughout.

Judges notes

Weak swimmers need to be made safe very quickly. The victim can be talked at or given signs to return to safety; they will need to be kept monitored. They will struggle if a contact rescue is used; low marks should be awarded for contact rescue

Areas of marking	Mark (10)
Victim recognition/approach Recognition that he is a weak swimmer and high priority to mobilize Safe approach by rescuer	
Rescue Encourage return to safety with clear directions; perform a non-contact rescue (low marks for contact rescue if not required – maximum 5 marks for this section) Monitor while still in water; may require further directions/instructions	
Control and use of victim Effective communication / instruction; use for keeping another victim warm / safe	
Landing Make secure and land Appropriate landing for size and strength of rescuer	
Care and aftercare of victim Safe position away from danger; warmth and protection where possible; monitor safety; ongoing monitoring and care	
Rough handling of victims – Deduct 10 points	
Total	

Excellent 10	Very Good 7.5 – 9.5	Satisfactory 5.0 – 7.0	Weak 2.5 – 4.5	Poor 0 – 2.0
Specific aspects of the scenario may be weighted to provide higher scores for a rescue performance requiring a greater degree of skill and judgment. Marking in increments of 0.5 allotted by the judge.				

Note: Sample Judge Scoring Sheets are intended to provide guidance and are not the actual Judge Sheets that may be used for the SERC Event.

UNCONCIOUS/NON-BREATHING VICTIM: SAMPLE JUDGE SCORING SHEET

Draw No: _____ Team Name: _____ Judge Identification: _____

Victim: unconscious, not breathing

This victim will be on the bottom of the pool.

Judges notes

This victim is a low-order rescue priority and rescuers should deal with the high priority victims as quickly as possible in order to get to this victim who requires continuous care.

CPR should be commenced when it is safe to do so; on land, boat, rescue breaths with a buoyant aid in the water, etc. and your marks should reflect the efficiency and effectiveness of the CPR simulation (and not measured against your own Country/Nation's teaching / standards).

Areas of Marking	Mark (10)
Victim Recognition/Approach Identification of casualty	
Rescue Speed of rescue (considering priority of rescue) Speed in getting back to safety	
Control of victim Effective and efficient carry	
Landing Careful handling/landing of the casualty	
Care and aftercare of victim Effective and efficient CPR likely to assist recovery Safe position away from danger; monitor safety; ongoing monitoring and care	
Rough handling of victim – Deduct 10 points	
Total	

Excellent 10	Very Good 7.5 – 9.5	Satisfactory 5.0 – 7.0	Weak 2.5 – 4.5	Poor 0 – 2.0
Specific aspects of the scenario may be weighted to provide higher scores for a rescue performance requiring a greater degree of skill and judgment. Marking in increments of 0.5 allotted by the judge.				

Note: Sample Judge Scoring Sheets are intended to provide guidance and are not the actual Judge Sheets that may be used for the SERC Event.

INJURED VICTIM: SAMPLE JUDGE SCORING SHEET

Draw No: _____ Team Name: _____ Judge Identification: _____

Victim: conscious victim with injury

Victim will be complaining of a specific injury and will not be calmed.

Judges notes

This is a medium priority victim requiring assistance. Rescuer should use an aid. Victim may not be able to hold an aid depending on the injury and may need assistance in the water and on landing. The victim should be removed carefully from the water with attention to the injured part of the body. They will not be cooperative.

Areas of Marking	Mark (10)
Victim recognition/approach Recognition that they are an injured swimmer and medium priority to mobilize Safe approach by rescuer	
Rescue Encourage to return to the edge with clear directions Perform non-contact rescue (low marks for contact rescue if not required – maximum 5 marks for this section) Monitor while still in water; may require further directions/instructions	
Control of victim Effective communication / instruction Reassurance throughout rescue	
Landing Careful removal from water with attention to injury Make secure and land (monitor while still in water; may require further directions/instructions) Appropriate landing for size and strength of rescuer	
Care and aftercare of victim Safe position away from the edge; warmth and protection where possible; monitor safety; ongoing monitoring and care	
Rough handling of victim – Deduct 10 points	
Total	

Excellent 10	Very Good 7.5 – 9.5	Satisfactory 5.0 – 7.0	Weak 2.5 – 4.5	Poor 0 – 2.0
Mark - Specific aspects of the scenario may be weighted to provide higher scores for a rescue performance requiring a greater degree of skill and judgment. Marking in increments of 0.5 allotted by the judge.				

Note: Sample Judge Scoring Sheets are intended to provide guidance and are not the actual Judge Sheets that may be used for the SERC Event.

BYSTANDER: SAMPLE JUDGE SCORING SHEET

Draw No: _____ Team Name: _____ Judge Identification: _____

Victim: conscious victim with injury

The bystander will not offer assistance but will be cooperative and take direction.

Judges notes

This is a high priority bystander as they can lend assistance when given direction. .

Areas of Marking	Mark (10)
Victim recognition/approach Recognition that they are a bystander and cooperative.	
Assesses relevant information Questions bystander to assess information about the scenario. (low marks for not giving the bystander directions – maximum 5 marks for this section)	
Provides direction and instructions Rescuer provides directions or instructions to assist the rescue scenario such as; asst. removals, reassure victims, call emergency services.	
Monitoring bystander actions Check periodically to ensure that bystander has followed the directions of the Rescuer throughout rescue	
Provides ongoing encouragement Provides feedback to bystander on their actions to encourage them to assist with victim support	
Rough handling of victim – Deduct 10 points	
Total	

Excellent 10	Very Good 7.5 – 9.5	Satisfactory 5.0 – 7.0	Weak 2.5 – 4.5	Poor 0 – 2.0
Mark - Specific aspects of the scenario may be weighted to provide higher scores for a rescue performance requiring a greater degree of skill and judgment. Marking in increments of 0.5 allotted by the judge.				

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