

2024 CHAMPS

Dry SERC pack

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Overview of the scenario:

The SERC is set in a student union nightclub at the University of Liverpool. The team will be split into two to be briefed and will enter two different rooms when the SERC begins. The team is then free to move between the rooms throughout the SERC.

Two teammates will enter the first room which will be a 'club' room named Pool's Bar with low lighting and music playing (this is unable to be switched off). The other teammate and captain will enter a 'chillout' room (a space for people to go when they have lost someone or something, need first aid etc) which will have all lights on and no music. The SERC is designed to test initial and continuing prioritisation, especially for teammates without their captains, as well as communication when together as a team again.

Aim: We think the SERC would be best solved by the team grouping in the chill out room where there is the FAK/ AED and quietest for the phone call.

Briefs:

Captain and teammate brief:

You have come to the University of Liverpool's student union club 'Good n Groovy' for the freshers week beach party. You and your friend found a student ID on the floor so you head straight to the chillout room to hand it to a security guard before you hit the dance floor.

Teammate brief:

You have come to the University of Liverpool's student union club 'Good n Groovy' for the freshers week beach party. You can already hear the funky tunes from Pool's bar so the two of you head down to have some fun.

Comms: Live comms using a radio located with the security guard (Cas 5) in the club room to phone the club receptionist who will relay the information to the emergency services.

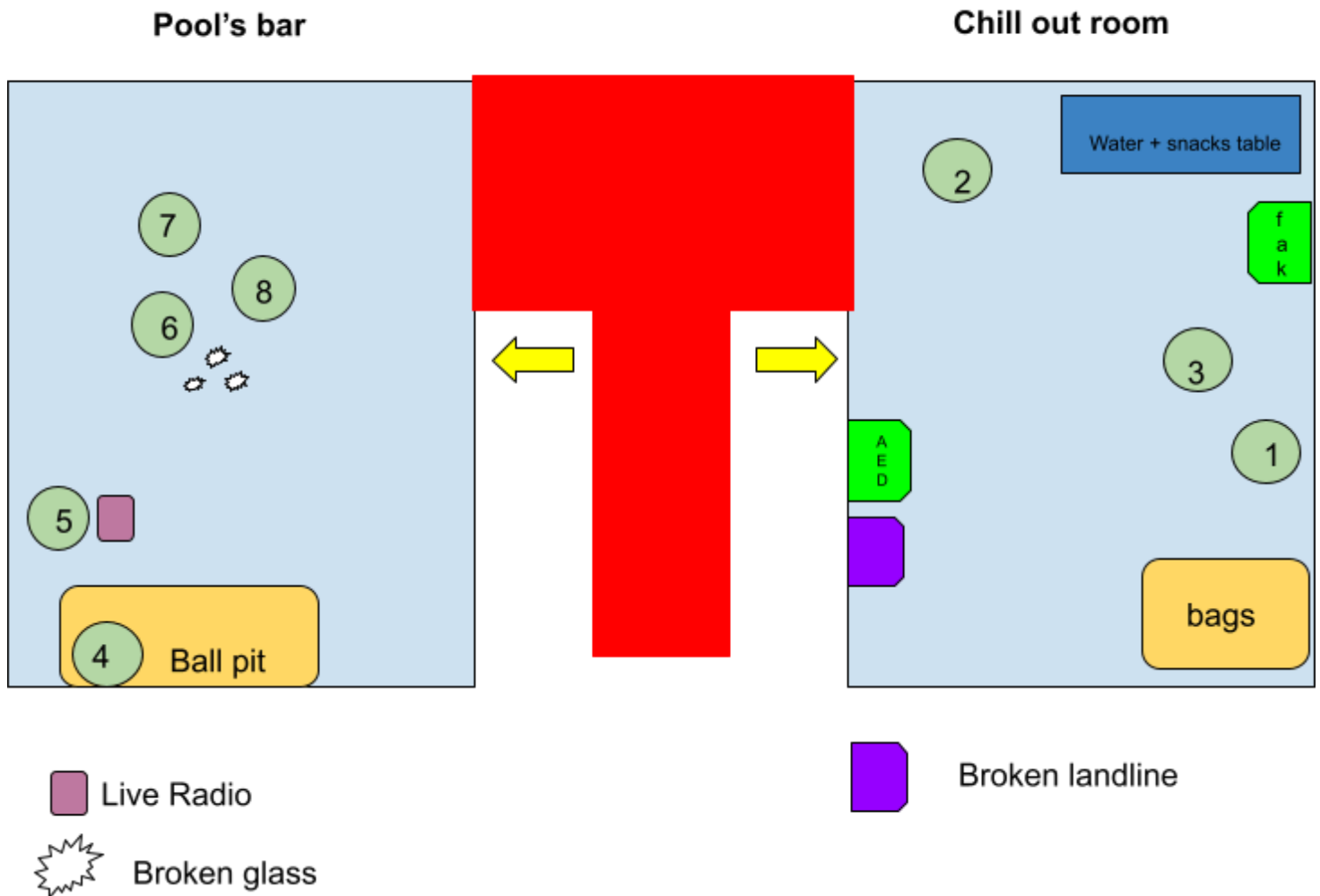
Time: 2.5 minutes, starting and ending on a whistle.

SERC map (casualties & judges):

Bounds will be marked with hazard tape.

Full FAK. (Located in the chill out room).

EAD in the chill out room.



Props:

Pools Bar props:

- Inflatable pool
- Play balls
- Speaker
- CPR adult
- Wipes
- Empty bottles
- Broken bottle on the floor
- LED/club lightings
- Beach party props
- Sugary drink
- Bum bag with no service phone
- Radio with a security guard

Chill out room:

- Broken landline
- AED
- Sugary drink
- Biscuits
- FAK
- Bags in the corner, one with aspirin in.

Other props:

- Embedded eye bleed prop
- Fake blood
- Spare batteries for radio
- Portable charger for speaker
- CPR wipes
- Fake UOL student ID for brief.

Casualties:

(Chill out room)

Casualty 1 - Charlie:

Panicker, because they don't know where their friend is. (Casualty 4)

Casualty 2- Bailey:

Embedded eye bleed, glass bottle broke from the fight and some went in their eye.

Casualty 3 - Jesse:

Security guard having a heart attack. Starts suffering at 1:20.

(Pool's bar casualties)

Casualty 4 - Ashley:

AFR - UCB - UCNB when lifted to chill out room. Starts in the ball pit and regurgitates, 1:40 they seize for 10 seconds and are then UCNB.

Casualty 5 - Jamie:

Security Guard - has a radio which team can use to make a live phone call to reception and is AED trained

Casualty 6 - Remy:

Diabetic (Hypoglycaemic) + hand bleed from the glass, starts to choke (partial) if they are given a biscuit to eat instead of/before they are given a sugary drink.

Casualty 7 - Rene:

Fractured collarbone + has inhaler when they go to the chillout room they jump off a chair if not in shock position and become UCB

Casualty 8 - Darcey:

Asthma, will need reassurance from the team because of the fight.

Judge and casualty split:

Judge 1 - Casualties 1 & 3 (chillout room)

Judge 2 - Casualty 2 (chillout room)

Judge 3 - Casualty 4 (club room)

Judge 4 - Casualties 5 & 6 (club room)

Judge 5 - Casualties 7 & 8 (club room)

Judge 6 - Phone call (separate room)

Judge 7 - Overalls (chillout room)

* Judges will start the SERC in their designated rooms but will move throughout the SERC if and when the casualties are moved. *

Casualty 1: Charlie - Panicker, because they don't know where their friend is.

Symptoms	Panicking
What's happened	Has come to the chillout room to talk to a security guard about lost friend (casualty #4). Starts to panic because they don't know where their friend has gone.
Knowledge	Lost their phone, knows their friend (Cas #4) doesn't have any medical conditions but was very drunk. Also knows their friend has a phone (will have no signal) in their bum bag and that they have no medical conditions but was very drunk.
Relations	Best friend who will be in the club room. (Casualty #4)
Other information	<p>Slightly drunk, won't be too obvious but will take a while to calm down. Will act confused and will need talking directly to understand directions. Will not run up to the team when the SERC starts but will be sat on one of the benches upset.</p> <p>If they see their best friend at any point, they will be relieved they have been found but also upset because of what has happened. Won't scream but will express their upset and worry to other casualties and teammates if talked to.</p>
Equipment	n/a

Casualty 2: Bailey: Embedded eye bleed, glass bottle broke from the fight and some went in their eye.

Symptoms	Embedded eye bleed.
What's happened	Was walking by the fight in the club room when a broken glass bottle was swung into their face, causing glass to be embedded in the eye. Went to the chillout room to receive first aid.
Knowledge	Know you got hit in the eye with a glass bottle but are unaware of who did it.
Relations	n/a
Other information	Can tell lifesavers there was a fight in Pool's bar but doesn't know who the people involved were.
Equipment	n/a

Casualty 3: Jesse: Security guard having a heart attack

Symptoms	Appears fine when SERC starts, 1:50 in, will have sharp chest pains from a heart attack.
What happened	Stressful situation has triggered a heart attack.
Knowledge	Knows that there has been a fight and that the other security guard (cas #5) was called to the club room.
Relations	Knows the other security guard (cas#5)
Other information	<p>There will be aspirin in a bag in the corner of the chillout room that will help with the symptoms of the heart attack. They DO NOT know where there is aspirin if asked.</p> <p>If asked about a communication device they will say they have lost their radio but another security guard will have one. If asked where the other security guard is they will say they are unsure unless they are in the same room, then they will point them out.</p> <p>They do know that the lifesaver will need to say "code red" down the radio in order to be put through to the student union security office (where the phone call will be made).</p>
Equipment	Knows where the FAK is

Casualty 4: Ashley: AFR - UCB - UCNB

Symptoms	Non-responsive against a wall in the ball pit. 5 seconds into SERC will regurge. Will be UCB after regurge. 1:40 will start seizing for 8 seconds. Will be UCNB after seizure.
What's happened	You've lost your friend (cas #1) and was very drunk.
Knowledge	n/a
Relations	Best friend in the chill-out room. (Casualty #1)
Other information	No medical conditions
Equipment	Phone in your bum bag which will be next to you but has no signal

Casualty 5: Jamie: Security guard

Symptoms	n/a
What's happened	Trying to wake up casualty 4 when SERC starts, sees them regurge. When the team enters they will ask for help immediately but won't run up to them. Will be concerned for the casualty and worried that they will lose their job because they weren't watching properly.
Knowledge	Knows how to use the AED and how to use the radio to get through to the student union security office. If asked you will show the lifesavers how to use the radio AND tell them that they need to say "Code Red" into the radio to get through to the security office, where a call to the emergency services can be made.
Relations	Knows the other security guard. (cas #3)
Other information	Also knows where FAK is. AED trained last month. Will only help with the AED if asked.

	NOT first aid trained.
Equipment	Radio, will give it over after trigger words "I'm a trained lifesaver OR this is an emergency situation."

Casualty 6: Remy: Hypoglycaemic + hand bleed from the glass, starts to choke (partial) if they are given a biscuit to eat before/instead of being given a sugary drink.

Symptoms	Hypoglycemic, hand bleed and potential choking.
What's happened	Has been in a fight and has smashed a bottle, causing a hand bleed. Is annoyed and will be until their diabetes has been treated. You are fighting with casualty 7 over your love for casualty 8. If their diabetes is treated with a biscuit in the chillout room they will start to partially choke. If it is treated with a sugary drink they will recover well. If they are given a biscuit after being treated with a sugary drink they will not choke. There will be sugary drinks in the chill out room and club room.
Knowledge	They know they haven't eaten or drunk in 18 hours because they can only think about fighting this person because they are so in love.
Relations	Knows the person they have been in a fight with (cas #7) and given a broken collarbone. Also knows the person they are fighting over (cas #8) and that they have asthma but not sure where their inhaler is.
Other information	Will continue to verbal with casualty 7 throughout the SERC
Equipment	Broken glass bottle

Casualty 7: Rene: Fractured collarbone + has inhaler

Symptoms	Fractured collarbone into UCB
What's happened	Was in a fight with casualty 6 over their love for casualty 8. Was pushed to the floor and sustained a fractured collarbone. When entering the chillout room if not put into the shock position will stand on a bench and their love for casualty 8 but will fall, becoming UCB.
Knowledge	Knows that casualty 8 is asthmatic and is carrying their inhaler.
Relations	Knows casualty 6 and 8.
Other information	Will continue to argue with casualty 6 but comfort casualty 8.
Equipment	Inhaler for casualty 8 in their pocket.

Casualty 8: Darcey: Asthma

Symptoms	Having an asthma attack. Short, laboured breaths and just about able to talk to lifesavers if asked any questions. Breathing will go back to normal once treated for asthma.
What's Happened	Asthma attack was triggered by two people (cas #6 and #7) having a fight over you.
Knowledge	Know the two people they are with and that one of them is diabetic (cas #6) and that they broke a glass bottle to use as a weapon. Also know which friend has their inhaler (cas #7) and that they were pushed over, causing a broken collarbone.
Relations	The two friends you are with. (cas #6 and #7)
Other information	You didn't bring your phone out because you wanted to 'live in the moment.'
Equipment	Inhaler (in friends pocket cas #7)

Phone:

Team mates will need to use a radio to make a phone call.

To use the radio the person making the phone call will have to say down the radio “code red”. Once this has been said down the radio the ‘receptionist’ will answer and the phone call will begin using the script below. Both security guards will know the code needed as well as knowing how to use the radio.

Phone script:

CODE RED

“Hi this is Sam at the security office can I help you?”

“What service do you require?”

“They are asking if the casualty is breathing?”

“Can you list the casualties off for me?”

“Do you have any extra information?”

Competitor SERC Briefs:

Captain and teammate:

You have come to the University of Liverpool’s student union club ‘Good n Groovy’ for the freshers week beach party. You and your friend found a student ID on the floor so you head straight to the chillout room to hand it to a security guard before you hit the dance floor.

Teammates:

You have come to the University of Liverpool’s student union club ‘Good n Groovy’ for the freshers week beach party. You can already hear the funky tunes from Pool’s bar so the two of you head down to have some fun.

Mark scheme:

Casualty 1: Charlie - Panicker

Identification and assessment	1 2 3 4 5 6 7 8 9 10
Effective treatment	1 2 3 4 5 6 7 8 9 10
Aftercare and questioning	1 2 3 4 5 6 7 8 9 10

Casualty 2: Bailey- Embedded eye bleed, glass bottle broke from the fight and some went in their eye.

Identification and assessment	1 2 3 4 5 6 7 8 9 10
Use of Gloves	1 2 3 4 5 6 7 8 9 10
Effective treatment	1 2 3 4 5 6 7 8 9 10
Aftercare of others	1 2 3 4 5 6 7 8 9 10

Casualty 3: Jesse - Security guard having a heart attack

Identification and assessment	1 2 3 4 5 6 7 8 9 10
Effective treatment	1 2 3 4 5 6 7 8 9 10
Effective use	1 2 3 4 5 6 7 8 9 10
Aftercare	1 2 3 4 5 6 7 8 9 10

Casualty 4: Ashley: AFR - UCB - UCNB

Identification and assessment	1 2 3 4 5 6 7 8 9 10
Effective treatment (AFR)	1 2 3 4 5 6 7 8 9 10
Reassessment of casualty	1 2 3 4 5 6 7 8 9 10
Effective treatment (seizure)	1 2 3 4 5 6 7 8 9 10
Secondary breathing check	1 2 3 4 5 6 7 8 9 10
Quality of CPR	1 2 3 4 5 6 7 8 9 10
Use of pocket mask	1 2 3 4 5 6 7 8 9 10

Casualty 5: Jamie - Security guard

Identification and assessment	1 2 3 4 5 6 7 8 9 10
Treatment	1 2 3 4 5 6 7 8 9 10
Aftercare	1 2 3 4 5 6 7 8 9 10
Effective use	1 2 3 4 5 6 7 8 9 10

Casualty 6: Remy - Hypoglycaemic + hand bleed from the glass (choke)

Identification and assessment	1 2 3 4 5 6 7 8 9 10
Effective treatment of diabetes	1 2 3 4 5 6 7 8 9 10
Effective treatment of hand bleed	1 2 3 4 5 6 7 8 9 10
Use of Gloves	1 2 3 4 5 6 7 8 9 10

Effective treatment of choking	1 2 3 4 5 6 7 8 9 10
Aftercare	1 2 3 4 5 6 7 8 9 10

Casualty 7: Rene: Fractured collarbone + has inhaler

Identification and assessment	1 2 3 4 5 6 7 8 9 10
Effective treatment	1 2 3 4 5 6 7 8 9 10
Aftercare and questioning	1 2 3 4 5 6 7 8 9 10

Casualty 8: Darcey: Asthma

Identification and assessment	1 2 3 4 5 6 7 8 9 10
Effective treatment	1 2 3 4 5 6 7 8 9 10
Aftercare and questioning	1 2 3 4 5 6 7 8 9 10

Overall judge:

Effective prioritisation	1 2 3 4 5 6 7 8 9 10
Effective control	1 2 3 4 5 6 7 8 9 10
Effective communication	1 2 3 4 5 6 7 8 9 10
Effective captaincy	1 2 3 4 5 6 7 8 9 10
Effective teamwork	1 2 3 4 5 6 7 8 9 10

Phone judge

Say *code red* into radio	1 2 3 4 5 6 7 8 9 10
Request for ambulance	1 2 3 4 5 6 7 8 9 10
Request for AED	1 2 3 4 5 6 7 8 9 10
Request for Police	1 2 3 4 5 6 7 8 9 10
Correct address: University of Liverpool Student union in chillout room/Pool's Bar	1 2 3 4 5 6 7 8 9 10
AFR, Seizure, UCNB	1 2 3 4 5 6 7 8 9 10
Asthma	1 2 3 4 5 6 7 8 9 10
Embedded eye bleed	1 2 3 4 5 6 7 8 9 10
Hypoglycemic & hand bleed (potential choking)	1 2 3 4 5 6 7 8 9 10
Heart attack	1 2 3 4 5 6 7 8 9 10
Panicker	1 2 3 4 5 6 7 8 9 10
Fractured collarbone	1 2 3 4 5 6 7 8 9 10
Security guard	1 2 3 4 5 6 7 8 9 10
Extra information: 8 casualties in total, 4 trained lifesavers, what they are wearing	1 2 3 4 5 6 7 8 9 10

Mark scheme with weightings:

Casualty 1: Charlie - Panicker /20

Identification and assessment	0.5
Effective treatment	1
Aftercare and questioning	0.5

Casualty 2: Bailey - Embedded eye bleed, glass bottle broke from the fight and some went in their eye. /40

Identification and assessment	1
Use of Gloves	0.5
Effective treatment	1.5
Aftercare	1

Casualty 3: Jesse - Security guard having a heart attack/30

Identification and assessment	1
Effective treatment	1
Effective use	0.5
Aftercare	0.5

Casualty 4: Ashley - AFR - UCB - seizure - UCNB /75

Identification and assessment	1
Effective treatment (AFR)	1

Reassessment	1
Effective treatment of seizure	1
Secondary breathing check	0.5
Quality of CPR	2
Use of AED	0.5
Use of pocket mask	0.5

Casualty 5: Jamie: Security guard / 35

Identification and assessment	0.5
Treatment	0.5
Aftercare	0.5
Use of Casualty	2

Casualty 6: Remy: Diabetic (Hypoglycaemic) + hand bleed from the glass + potential choking /50

Identification and assessment	1.5
Effective treatment of diabetes	1
Effective treatment of hand bleed	1
Use of Gloves	0.5

Effective treatment of choking	0.5
Aftercare	0.5

Casualty 7: Rene: Fractured collarbone + has inhaler /35

Identification and assessment	1
Effective treatment	1.5
Aftercare and questioning	1

Casualty 8: Darcey: Asthma /40

Identification and assessment	1.
Effective treatment	1.5
Aftercare and questioning	1.5

Casualty 9: Shae: Bystander /20

Identification and assessment	0.5
Effective treatment	0.5
Aftercare and questioning	1

Overall judge: /90

Effective prioritisation	3
Effective control	2
Effective communication	1
Effective captaincy	1
Effective teamwork	2

Phone judge /80

Dial 999	0.5
Request for ambulance	0.5
Request for AED	0.5
Request for Police	0.5
Correct address: University of Liverpool Student union	0.5
AFR, Seizure, UCNB	1.5
Asthma	0.5
Embedded eye bleed	0.5
Hypoglycemic & hand bleed	0.5
Heart attack	0.5

Panicker	0.5
Fractured collarbone	0.5
Security guard	0.5
Extra information:	0.5