



SURF LIFE SAVING®
NEW ZEALAND



2018 Canterbury Freemasons Rookie Competition

Date: Sunday 11th March 2018
Venue: Waimairi SLSC
Time: 9am to 11:30am (Managers Meeting – 8:30am)
Entries close: 5:00pm Wednesday 7th March 2018.
Team Application forms can be found on the SLSNZ Calendar

At all times the latest information for this event including team application forms will be available on the SLSNZ Events Calendar section of the SLSNZ website <http://www.surflifesaving.org.nz/calendar>

The Freemasons Christchurch Rookie Challenge will be based at Waimairi SLSC and have teams racing a Rogaining style course, with teams travelling around the local area, completing as many activity check points within the given time frame. Clubs may enter multiple teams.

Rookie Team Eligibility Criteria:

- Teams may consist of 3-5 rookie lifeguards (though teams of 4 are ideal for the stations)
- Members of a Rookie Team are required to be U14 or U13 as of September 30th 2017
- Members of a Rookie Team cannot compete if they have gained their SLA during this season.
- Clubs may enter more than one team
- Clubs may combine to create a team from multiple clubs, if a full team (or additional teams) cannot be created from one club.

Team make up: Min 3, Max 5 Rookies

Below is a list of example activities that can be completed during the event. Each activity will have a points value associated to it. The amount of points for each activity will be based on distance from the starting point, duration and difficulty – these will be available on the day of the event at the managers meeting.

In it for life



Teams may complete as many or few activities in the given time frame. The order in which activities are completed in is at the discretion of the team. All teams will receive full info simultaneously.

If a team arrives at an activity to find another team already in the process of completing it, they can choose to wait until the activity is free, or to leave for another activity. If multiple teams want to wait for an activity, they will go in the order they arrived. If a team leaves to complete another activity, they forfeit their place in any other lines.

Activity	Scoring system	Minimum number of team members
Search and Rescue Scenario	Points	3
Team Swim	Completion	3
Rescue Relay	Ranked	3
CPR	Completion	3
Forms	Completion	3
First Aid	Points	3
Radio Challenge	Ranked and Completion	3
Patrol Set-up	Points	3

Scoring Systems:

- Points - teams will be awarded points based on completion of certain points during a scenario (e.g. delegation of tasks, appropriate use of resources) multiple teams may receive the same points.
- Completion – full points will be awarded for completing the task. All teams can receive the same amount of points – as long as they complete the activity.
- Ranked – score received by each team will be ranked against all other teams at the end of the event, with the top score/time/percentage receiving top points and each subsequent placing receiving 1 point less.
- Blue activities – can be completed more than once, with a team’s top score/time/percentage be used in the ranking.

Time limit:

- There will be a 1.5 hour time limit for team to complete as many activities as they can
- Teams arriving back early will be awarded 1 point for every 5 minutes
- Teams arriving back late will receive a penalty of 2 points per minute

Gear – each team will require:

- 2 x Rescue Tubes
- 1 x Canterbury capable radio

Area:

- Map below – this will be updated with activity locations on the day.
- All activities will occur with the mapped area below.



For more information please get in touch with:

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