



## **Trauma Games – Team Participation Rules**

The 2026 Trauma Games bring the heat with fast-paced, team-based challenges that put trauma skills, communication, and creativity to the test. It's a day of friendly competition, high energy, and plenty of laughs—where bragging rights are earned and teamwork steals the show. Come compete, cheer, and celebrate trauma excellence at this year's conference.

The Trauma Games are designed to highlight the critical importance of teamwork in trauma care through engaging, competitive, and educational experiences. These activities simulate real-world scenarios where coordinated, multidisciplinary collaboration directly impacts patient outcomes.

A few ideas for team-based competitions during the Trauma Games may include events such as a Trauma Relay, Trauma Escape Room, etc.

### **Team Composition**

- Teams should consist of 5 participants.
- It is strongly encouraged for participants to create a multidisciplinary team.
- Suggested team representation may include, but is not limited to:
  - Physicians (Trauma Surgeons, Emergency Medicine)
  - Advanced Practice Providers (APPs)
  - Nursing (ED, ICU, Trauma)
  - Paramedics / EMS / Prehospital Providers
  - Pharmacy
  - Radiology / Imaging
  - Respiratory Therapy
  - Rehabilitation Services (PT/OT)
- Teams may include members from the same or different organizations.
- Team captains must submit team name when registering to attend the conference.

- All game participants of the team must register to attend the Nicholas Dellamonico Trauma Conference.

### **Team Registration & Communication**

- Information of all participants on the team must be submitted via email to R-NicholasDellamonicoTraumaConference@orlandohealth.com by August 10, 2026
- This information should include Name, Organization, Unit, Role (MD, Nurse, RT, etc) and an email address.
- Teams are encouraged to submit early to support event planning and opening ceremony recognition.

### **Team Identity & Engagement**

- Teams are encouraged to demonstrate team pride, unity, and professionalism.
- Teams are encouraged to create a unique identity, including:
  - Team name
  - Coordinated team attire or gear (must remain professional and safe)
- Team attire must be appropriate for clinical simulation activities and must not interfere with performance or safety.
- Team attire must be professional and appropriate. Attire may not include profanity, protected health information (PHI), or any inappropriate or revealing content.

### **Trauma Games Flag Competition**

- Each team is encouraged to design and submit a Trauma Games Flag representing:
  - Their organization, unit, or discipline
  - The spirit of trauma care and teamwork
- Flags will be included in the Flag Competition and displayed during the conference.
- Teams must follow all published Design Specifications and Safety Rules of the Flag Competition. (See Trauma Games Flag Rules)

### **Opening Ceremony**

- All teams will be recognized during the Trauma Games Opening Ceremony.
- Reserved Seating:  
Teams will have reserved seating in the audience following the morning opening ceremony to ensure all participants have a seat.

### **Day-of Event Instructions**

- Team Check-In:
  - On the morning of the conference, teams must check in at the designated Team Participation Area between 630 -700.
  - Each team will receive a Team Packet with event details and instructions.
- Team Bibs:
  - Each participant will be issued a team bib.
  - Bibs must be:
    - Worn on the back
    - Visible at all times
    - Not removed during competition events

### **Competition Timing & Participation**

- Teams must be present at their assigned competition time.
- All participating members must be present at the official start time.
- The team members present at the start time will be the only participants allowed to compete.
- Late arrivals will not be permitted to join the team once the event begins.
- Events will begin on time, and delays cannot be accommodated.
- Your competition time will be posted and shared with you on the morning of the conference.
- Further instructions for the games will be given during the conference.

### **Participation Expectations**

- All participants are expected to:
  - Demonstrate professionalism, respect, and teamwork
  - Engage in activities in a safe and collaborative manner
  - Follow all instructions from event facilitators and judges
- The Trauma Games are designed to promote:
  - Communication
  - Leadership
  - Clinical excellence
  - Interdisciplinary collaboration

### **Safety & Conduct**

- Participant safety is the highest priority.
- Teams must:

- Follow all safety guidelines during simulations and activities
- Use equipment appropriately
- Refrain from unsafe behaviors
- The event team reserves the right to modify or stop activities if safety concerns arise.

### **Judging & Recognition**

- Teams will be evaluated based on specific criteria for each station that will be shared the morning of the conference.
- The general overall judging will include:
  - Teamwork and communication
  - Clinical decision-making
  - Efficiency and coordination
  - Creativity and engagement (including team identity and flag)
- Awards will include:
  - 🏆 Gold
  - 🥈 Silver
  - 🥉 Bronze