

CATEGORY RED: LANDFALL

A 20-minute hurricane mass-casualty drill for Miami-Dade Fire Rescue crews, in any browser. Twelve patients, one crew, sixty seconds each — scored against MDRF's own procedures.

NO INSTALL · ANY BROWSER

MDRF PROCEDURES 34 & 35

START · JUMPSTART · MCI LEVELS

DEBRIEF BUILT IN

WHAT IT IS

Category Red: Landfall is a computer-based triage drill built for Miami-Dade Fire Rescue. It is not a generic triage tutorial: it follows MDRF's Medical Operations Manual — Procedure 34 (Multiple Casualty Incidents) and Procedure 35 (START Triage) — step by step, and scores exactly what those procedures ask for: the first-arriving unit's radio sequence, MCI levels, ribbons rather than tags, 60 sec per patient, tourniquets and airways during triage and nothing else.

The player is the officer on the first Rescue to reach a residential block the morning after a Category 4 hurricane: a house has lost its second floor, neighbors have dragged people into a flooded street, a generator has run all night in a closed garage, and a live service line is down at the east end. The player walks the scene, checks each patient, reads the findings and ties a ribbon. The clock does not stop, patients get worse, and units arrive when they arrive.

OBJECTIVE

Run the first-arriving unit exactly as procedure says, then triage twelve patients at protocol tempo with zero under-triage. The scene holds the classic traps: the loudest patient who is not the sickest, the quiet diabetic who is, the apneic child who lives only if JumpSTART is applied, the walking-wounded nurse with CO exposure who collapses ten minutes in, and the body under the debris that is easy to walk past.

RULES OF ENGAGEMENT

1 · Size-up

Command, MCI level, hazards, staging, walking wounded — in order, inside 90 sec.

2 · Sweep

Ribbons, tourniquets and airways only. 60 sec per patient. First RED finding ends the assessment.

3 · Adapt

Garage opens at T+4. A GREEN goes down at T+9. Command takes over at T+12.

4 · Transport

REDs bypass treatment. Sequence who rides in which rescue; the run ends when every RED is rolling.

RED
Immediate

YELLOW
Delayed

GREEN
Walking

BLACK
Deceased

One hard fail: approach the live line before it is secured and the run ends with a responder down.

ON SCREEN



The scene: collapse, garage, flooded street, live line — one ribbon per patient.

WHAT IT MEASURES

- ✓ First-unit sequence & timing
- ✓ JumpSTART, incl. 5 ventilations
- ✓ Stop at first RED finding
- ✓ Tourniquet: high, tight, timed
- ✓ Transport priority
- ✓ START accuracy (adults)
- ✓ Tempo per patient
- ✓ Scene safety, hazard placement
- ✓ Deterioration & re-ribbon
- ✓ Over- / under-triage rates

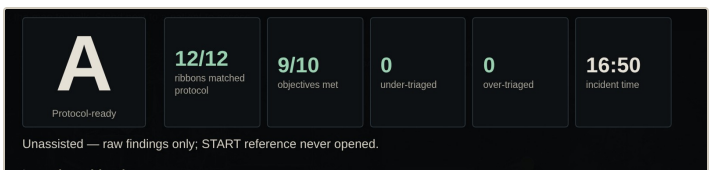
Every run ends in a **Post Incident Analysis**: a letter grade, ten pass/fail objectives, and a patient-by-patient table of the player's ribbon against protocol with the teaching point for each miss — ready the moment the run ends.

WHY IT IS USEFUL

- **Practice without the set-up.** A full-scale MCI drill takes a day, a parking lot and dozens of volunteers. This runs on any computer, any time, and no two runs place the patients the same way.
- **The medic makes the call.** The screen shows the assessment findings — respirations, pulse, capillary refill, mental status; the medic decides what they mean. A guided mode that flags RED findings is available for orientation and for non-clinical staff.
- **Built on MDRF procedure.** Procedures 34 and 35 as written: ribbons not tags, 60 sec per patient, tourniquets during triage, no CPR, MCI level thresholds, REDs straight to transport.
- **Custom versions can be produced.** Another department's protocol, a different disaster, local hospitals and unit numbers — the patients and the rules are easy to change.
- **Nothing to install.** One file or one link. No accounts, no IT tickets. It works on the training-room laptop as it is.

WHO IT IS FOR

MDRF training and the station level first. Beyond that: other fire rescue and EMS training divisions, emergency-management offices getting ready for hurricane season, paramedic and nursing programs that teach START/JumpSTART. Department licenses and custom scenarios are available on request.



Post Incident Analysis: grade, objectives met, patient-by-patient comparison.



Simulation games for emergency-response training

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Playable build, gameplay video and scenario documentation available on request.

Aligned with Miami-Dade Fire Rescue Procedures 34 & 35 (rev. 07/2019). Not endorsed by or affiliated with Miami-Dade Fire Rescue. A training aid, not a clinical reference — your agency's protocol and medical director govern.