

NCTC Competitive Events

The Public Safety Cadets Summer Showdown provides the opportunity for Cadets and Explorers to come together from across our nation to demonstrate excellence in a competitive training environment. During the week, Law Enforcement Response Team, Drill Team, and Individual competitions are the focus of the Summer Showdown. All competitions are presented with an emphasis on participation, skill enhancement and good sportsmanship. The purpose of the competitions is to foster the development of individual and team growth through personal, physical and group challenges in an environment of learning and enjoyment. Scheduling of all events are available on a first-come, first-served basis. Units and teams will not be notified of their scheduled response team scenarios until each Unit checks in at the Gatlinburg Convention Center on July 19, 2021.

Cadets/Explorers are expected to adhere to staff instructions, safety procedures, the code of conduct and Law Enforcement Code of Ethics. The Public Safety Cadets organization asks that you remember the spirit of competition is to further your skills and knowledge, not focus solely on obtaining a certain score or outcome. Failure to adhere to these expectations will result in the full disqualification for all individual and team awards by all members of the respective unit.

Response Team Competitions

- Units interested in participating in response team competitions must complete their online registration by June 30, 2021. Scheduling will be allocated on a first-come, first served basis.
- A maximum of four Cadets/Explorers per team will be permitted to participate in law enforcement response team events. A unit may elect to register a smaller team of not less than two Cadets/Explorers but must recognize all scenarios are designed for a team of four Cadets/Explorers.
- Participation in response team competitions is restricted to individual Cadet Units/Explorer Posts. Cadets/Explorers from different units are not permitted to form teams and participate in events. Each unit or post determines its own team composition but only members of that unit/post may be on team(s).
- A unit/post with multiple teams may not have any Cadet/Explorer assigned to more than one of its teams.
- All equipment and supplies required for law enforcement response events will be provided. Cadets/Explorers may use their own equipment duty belts without training aid firearms.
- In order to preclude teams from training for particular law enforcement response events, teams will not learn the events in which they will participate until they check-in at the Gatlinburg Convention Center on July 19, 2021. Units/Posts who were unable to train due to the COVID 19 pandemic will then be on a level playing field.
- Response team events are scheduled for thirty minutes in duration and involve a briefing by the event staff after which the Cadets/Explorers will react to the scenario presented. All scenarios are interactive (“hands-on”) in nature and most involve role-players engaging Cadets/Explorers, who will be acting as police officers, bystander(s), possible suspect(s) or criminal(s). Upon completion of the scenario the event staff will provide a constructive feedback of the team’s performance.
- Should it become apparent to the staff that a team is not prepared for or is having difficulty in reacting to a law enforcement response scenario, the event will be stopped and converted to a positive learning experience for the Cadets/Explorers.
- Mentors/Advisors are not permitted to participate in or observe the briefing or actual scenario but are allowed to attend the post event feedback.
- Cadets/Explorers are to be in uniform during team competitions.

Unit/Team Scheduling

A unit/post may field a maximum of four teams in response team competitions. Each team must be composed of a minimum of two and a maximum of four Cadets/Explorers.

- Each Team will be permitted to compete in a minimum of four response team events.
- Scheduling will be assigned based on full payment of team enrollment.

Scoring and Awards for Law Enforcement Response Team Events

- Scoring for the response team events is not based on the operational methods and techniques practiced by anyone agency. Rather, performance will be evaluated on observable behaviors for competition performance dimensions, and operational methods and techniques that are safe, effective, legal, and considered to be within generally accepted standards of law enforcement protocol.
- Mentors of Cadet units are encouraged to look to the expertise in their participating agency, or other agencies and organizations, to provide the relevant information and practices related to particular topics, as well as information contained in the frequently updated IACP Training Keys for which most agencies have a subscription. The Training Keys are also available through the IACP for a nominal cost. Mentors should seek out subject matter experts for a particular topic (e.g., a burglary detective from their agency, or from another entity, to give a presentation for the protocol on dealing with a burglary in progress, etc.) to better prepare their Cadets for national, state or local competitions and enhance their overall unit program.
- Each team will be evaluated on a series of performance dimensions that are assigned point values for a total of 100 points per event. Points awarded for each team event will determine the award recipients for the event.
- Tie scores for top-tier awards will be resolved by elapsed time to complete the scenario or, depending on the event, one of the specific scored items, or a tiebreaker question presented to the team by the event staff.
- Units with a team (or teams) that scores in the top 10 percent for any event will receive a superior performance certificate for that event.
- A team will not learn of its score for an event until Thursday evening after the Awards Assembly. A score summary sheet that lists the final score and elapsed time for each competitive event in which a unit participated, along with other conference materials, will be provided to the unit mentor electronically immediately following the Awards Assembly.
- Questions or concerns regarding the scoring of these events or related matters must be directed to the chair of the response team events for the Summer Showdown by email at: nctc@PublicSafetyCadets.org.

Scoring For Response Team Events and Performance Dimensions

Scoring criteria for competitions are categorized as follows, for a 100-point possible total. Participants will be rated based on observable behavior in the following dimensions.

- SCENARIO SAFETY - Follows competition rules, follows staff directions, demonstrates proper use of safety equipment and procedures.
- OFFICER SAFETY - Demonstrates awareness of immediate and potential threat(s), demonstrates awareness of immediate environment and other subjects, demonstrates awareness of subject's hands, feet and/or weapons, demonstrates awareness of possible escape routes.
- WEAPON CONTROL - Demonstrates proper weapon handling techniques, demonstrates proper use of equipment, proper safety procedures are followed.
- TEAMWORK - Demonstrates good communication amongst team members, team members delegate assignments appropriately, demonstrates effective use of contact and cover assignments, team members demonstrate collaborative problem solving.
- CONTROL OF SUBJECTS - Demonstrates control of subject, demonstrates appropriate force

- options, requests/demands compliance, allows subject reasonable time to comply.
- **ARREST PROCEDURES/TECHNIQUES** - Demonstrates balanced stance, strong foundation for self-defense, executes movements in a fluid manner.
- **PROBLEM SOLVING** - Problem or issue is clearly identified, alternative solutions to the problem are appropriately identified, solutions are viable, a “best” solution, tactics, and/or techniques are selected and implemented, a logical and timely process is used during the problem-solving process.
- **PROFESSIONALISM** - Displays self-confidence, demonstrates appropriate body language, voice modulation and physical response, demonstrates proper verbal commands/instructions, demonstrates an appropriate presence (e.g., command, empathetic, observing) for a given situation, demonstrates proper application of authority.

Response Team Scenarios (8)

The Summer Showdown offers eight competitive team events that are based on law enforcement response scenarios. Each event is sponsored by a local, state, or federal law enforcement agency or organization.

1. Active Shooter

Response Teams are dispatched to a scene with multiple reports of an active shooter. Cadets will be provided inert handguns and patrol rifles. Cadets will be evaluated on observable behaviors in relevant performance dimensions, to include effective formation, fluid and safe movements throughout the structure, as well as ability and speed to neutralize the threat(s).

2. Arrest and Search

Response Teams will execute a search warrant and an arrest warrant at a location occupied by a suspected narcotics trafficker. Inert weapons and handcuffs will be provided. Cadets will be evaluated on observable behaviors in relevant performance dimensions, to include an effective and safe entry, situation control, arrest procedures, search effectiveness and evidence identification and seizure.

3. Burglary in Progress

Response Teams are dispatched to a burglar alarm of an unoccupied business. Upon arrival, team members are faced with a situation with various potential dangers. The Cadets will be evaluated on observable behaviors in relevant performance dimensions, to include actions related to addressing safety issues, securing the scene and conducting any follow-up investigation, as appropriate.

4. Crisis Intervention

Response Teams are dispatched to a person in emotional distress. Cadets will be evaluated on observable behaviors in relevant performance dimensions, to include crisis intervention techniques, such as active listening, rapport development, displaying empathy, developing influence, accomplishing behavioral change, and appropriately resolving the incident while maintaining awareness of immediate and potential threat(s).

5. Force Options

This event is designed to challenge Cadets’ knowledge and skills for when to deploy

force in a realistic scenario. Each Cadet will view filmed situations preceded by a narration explaining the setting (e.g., “you are walking alone down a city street” or, “you are responding to an armed robbery,” etc.). Once the scene begins, the Cadet will have to take the appropriate action based upon his or her assessment of the situation and best judgment.

The Cadet will be using a specially designed training simulator with a weapon that is altered to deploy an infrared laser beam. The weapon will be holstered prior to each scene until such time the Cadet reasonably believes that he/she or another person is in or is about to be placed in imminent danger of death or serious bodily injury.

The Cadet should draw the weapon when he/she has reasonable cause to believe the use of deadly force could be necessary. The drawing of the weapon, for the purpose of this exercise, will be the same as if the video scenario was an actual event. The weapon may be drawn based on the situation in the scenario or as a result of the narrator’s description of the situation.

Training simulators provide Cadets exposure to realistic use of force situations replicated in a controlled setting that depict challenges faced by law enforcement officers every day. Training simulation is consistently reproducible for each person and allows for consistent evaluation of each participant by having them engage in an identical simulation. Common themes will be presented regarding the “split-second” critical decisions faced by law enforcement professionals each day.

Training simulators reveal how participants are likely to react in a critical situation. More importantly, simulator training allows Cadets to evaluate themselves— emotionally, physically, and honestly. They can ask themselves—am I developing the necessary skills and abilities to perform in a law enforcement situation. This activity incorporates critical decision-making, proper firearms handling, and marksmanship while eliminating safety concerns with actual firearms. The Force Options event offers a simulation experience delivering safe, effective and realistic training in a competitive environment to demonstrate some of the challenges encountered by law enforcement officers.

Individual scores will be averaged for the total team score.

6. Officer Rescue

Response Teams will respond to an “Officer Down” call, with shots fired. The team will be evaluated on observable behaviors in relevant performance dimensions, to include on how quickly and efficiently they can evacuate the injured officer, and provide the appropriate life saving measures given the wound type and location. Competitors will need to be familiar with working as a team to: quickly facilitate a rescue, provide wound treatment to include tourniquet application, wound packing, and chest seals, if needed.

Scoring will include overall time since it is a key component of survivability.

7. Traffic Stop

Response Teams conduct a traffic stop. Cadets will determine their assignment in the primary and secondary patrol vehicles, prepositioned to simulate the stop of a vehicle observed committing a traffic violation. Cadets will be evaluated based on observable behaviors in relevant performance dimensions, to include on their ability to safely approach the vehicle, interviewing the occupants, reacting to any unexpected situation, and concluding the stop appropriately.

8. Unknown Trouble Call

Response Teams are assigned to respond to a 9-1-1 hang up call. Upon arrival, the Cadets will have to assess, investigate and determine the cause of the 9-1-1 call. Cadets will be evaluated based on observable behaviors in relevant performance dimensions, to include the ability to investigate, reacting appropriately to a dynamic and potentially dangerous situation, and concluding the incident appropriately.

Awards Schedule for Response Team Scenarios

First Place: Trophy and Medals

Second Place: Trophy and Medals

Third Place: Trophy and Medals

Drill Team Competition

Historically, law enforcement honor guard units have used the close order drill to demonstrate the highly motivated and disciplined appearance and movement associated with a specialized ceremonial team. The purpose of the close order drill is to move a unit from one place to another in a standard and orderly manner. The close order drill provides simple formations from which tactical formations can be readily assumed (e.g., crowd control). The drill teaches discipline by instilling habits of precision and automatic response to orders. It also increases leadership confidence through exercise of command, by giving proper commands and overall control of members of the unit.

The Drill Team Competition will be evaluated based on the Marine Corps Drill and Ceremonies Manual (NAVMC 2691). This manual furnishes information and describes procedures for close order drill. It encompasses detailed procedures for all drills and ceremonies executed by team elements ranging in size from the individual to the regiment.

Team Composition

The minimum Cadets/Explorers needed to compete in the drill team competition is four (4) and the maximum number is eight (8). Each team shall designate one member as a team leader. Each member must participate in all phases of the event. Support staff will be allowed to aid in technical equipment and will not be judged however they must be clearly identified to the judges prior to the beginning of the team's performance.

Teams must provide their own equipment during the competition.

Rifles/firearms or swords are not authorized for use in this event.

The Drill Team Competition will consist of three phases: Uniform Inspection, Stationary Drill and Exhibition Phase. Teams and their members will be evaluated and judged during each phase of the competition with a focus on uniformity and military bearing.

Each phase will be conducted in the designated competition drill area. The competition area will be 75' x 75' located indoors. Teams must enter and exit the competition area at the designated point.

A. Uniform Inspection

1. Unit leader forms the unit for inspection/drill
2. The judges inspect the unit (i.e., Neatness, uniform serviceability, grooming, unit uniformity, etc.)

Note: Each team shall provide the judges a copy of their unit's SOP for uniform and grooming standards. This will ensure that teams are not judged and/or penalized for other units' standards. SOPs should be provided at Check-In to allow provision to the judges before the first day of the competition.

B. Stationary Drill (i.e., left/right-face, about-face, open/closed ranks, etc.)

Teams will have a maximum of 8 minutes to complete this drill to the team leader's satisfaction.

Teams will be judged on, but not limited to the following:

1. Commands, command voice
2. Response and execution of commands
3. Alignment and interval
4. Bearing, energy and command presence

C. Exhibition/Demonstration - OPEN

This is an open event. Maximum time limit for this event is 8 minutes. Teams may choose their own performance. Examples are, but not limited to moving drill (marching), Posting of the Colors, Color Guard (marching and presentation of the Colors), ceremonial flag fold/casket flag and presentation.

Teams should take into consideration the positive impact their performance would have on the law enforcement image, patriotism, honor and memorializing of this profession. This phase is an opportunity for pomp and circumstance, snap and flare as it is viewed by the public.

Teams will be graded based solely on the judges' discretion taking into account the following:

- Team Uniformity (crispness, alignment, intervals)
- Team Appearance
- Choreography (variety, difficulty and precision of movements, bearing)
- Difficulty (skill, showmanship, practice required)
- General Protocol
 - Moving drills (commands, voice, response to commands, bearing)
- Patriotism/Image/Honor
- Exceeding Time Limit = Loss of points
- Dropped equipment = Loss of points

Marching styles may vary based on each team's department so variations will not be penalized.

Team leaders must be prepared to give a quick overview of their routine to the judges before the performance to notify them of special movements, formations and directions of most movements.

Judging Drill Team Performance

Uniform Inspection

The Team Leader shall present the team for judging at the designated inspection location (the Inspection Line) at the proper time. The team shall fall-in on a single line or into two columns at a full-arm's length

and dressed right, or in the case of two columns at open ranks and at the position of Attention. The team shall remain at attention until dismissed or otherwise told to do so by the judge. When the Team Leader is satisfied that his team is ready, he/she shall take their position in front of the team and inform the judge that the team is ready for inspection. Note: Judging begins when the Team Leader reports into the judge for inspection. The Leader will then be inspected for neatness, cleanliness, and military bearing. The remaining team members will then be inspected for conformity to the leader's uniform. Members of the drill team unit will be randomly inspected at the judge's discretion during the Team Inspection Phase.

Any equipment used in the Stationary Drill or the Exhibition phases does not have to be carried or worn during the inspection. However, all equipment worn or carried will be inspected.

The individual members are judged on neatness, cleanliness, and military bearing – plus the team as a unit, is judged for conformity, precision, straight lines, etc. The leader will be given instructions by the judges, whether to stand by or follow the judge during the inspection of the team. At the end of judging for the Team Inspection, the judge will instruct the team or leader that the judging is complete and for the team to exit the judging area.

Stationary Drill

The team leader will be instructed by the judges when to begin the stationary drills. The team leader will remain in formation with the team and perform the drill with his/her team. The team will be judged on the uniformity of movement, snap, bearing, voice and response to commands. The following commands must be performed by each team in the order listed two (2) times with the exception of Fall In and Dismissed/Fall Out (order of commands will be 1-12, repeat 2-13). Some/all movements may be required to be repeated at the judges' discretion.

1. Fall In (Attention)
2. Present Arms
3. Order Arms
4. Parade rest
5. Attention
6. Left Face (x2)
7. About Face
8. Right Face (x2)
9. About Face
10. Parade Rest
11. Stand At - Ease
12. Attention
13. Dismissed/Fall-out

Posting of the Colors – This is not a required performance element. The following is a guide to be utilized if a team chooses to incorporate this element in their Exhibition/demonstration phase.

Teams will start at a designated location/entry to the judging area. Not all team members are required to Post Colors but **all team members must participate** as guide on(s) or escorts. When the team

has all equipment and is ready, the Team Leader shall notify the judge that the team is ready to Post the Colors. Judging begins in this event when the judge instructs the leader to begin. Each team will immediately begin the "Posting of the Colors." Each team will post a minimum of **two** colors (national, state, province, district, agency, or unit flag when appropriate).

1. The Team leader shall begin with "a forward march command", and then with the use of either audible or silent commands, the team leader shall march the Color Guard to the designated posting area by following the pre-set path which may require turning movements. For proper order of posting the colors, it will be toward the audience. You will need to verify with the judge or official prior to your start of the posting if you are not sure.
2. The Team Leader shall direct the Posting of the Colors in a manner, which may be done as elaborately or as simply as the team wishes. The Posting shall accomplish placing the national and (if applicable) the state, province, district, agency, or unit flags in fixed holders according to national tradition and facing in the pre-designated direction. **Be sure and check with the judge or official so you know which way to face the posting. Questions must be prior to your teams start.** The bearer/s will then return to the rank. (Teams will not be responsible for flags that are blown over as soon as the flag bearer has released the flagpole.)
3. After posting the Colors, the team will march to the designated endpoint in a disciplined and professional manner, where the team leader shall audibly command, "Color Guard Halt".
4. The Color Guard will be dismissed by the judges and proceed to exit the competition area by marching out or falling out via the same spot they entered the competition area. The team or assisting non-participating members must retrieve the colors and any other equipment as soon as the team has come to a halt after posting and exiting.

Awards Schedule

First Place: Trophy and Medals

Second Place: Trophy and Medals

Third Place: Trophy and Medals

Individual Competitive Events (3)

Cadets will have the opportunity to compete against one another in the Air Pistol Marksmanship Competition and Bike Policing Competition. Individual events are:

1. Air Pistol Marksmanship (.177 Caliber)

This activity takes one hour to complete, will be conducted indoors and is available on a first-come, first-served basis to Cadets/Explorers participating in the NCTC. In order to allow for as many Cadets/Explorers as possible to participate in this event, each Cadet will be only allowed to shoot in one relay.

Schedule

Each relay will accommodate 12 shooters on the indoor range in Hall 2 located on the Lower Level of the GCC. Relays will be held each hour commencing at 8AM. Lunch break will be 12N – 1PM. Competitors are required to attend an orientation and safety briefing prior to moving to the firing line. The total time required is one hour, which includes orientation and shooting.

Equipment

Cadets will be provided an air pistol (semi-automatic type), eye and ear protection, CO2 Powerlets, and .177 caliber wadcutter pellets for this event. The air pistol used for this event will be the Umarex Smith and Wesson M&P 45 Air Pistol, a pellet/BB repeater powered by one 12g CO2 cylinder that propels pellets up to 370fps. This CO2 pistol has a manual safety, double action trigger that replicates the actual handgun, three-dot fixed front

and rear sights of the same design and manual operation as the live S&W M&P pistol.

Orientation & Safety Briefing

All Cadets will receive an orientation and safety briefing, air pistol nomenclature, proper sight picture, relay tempo and target scoring instruction prior to proceeding to the firing line.

Familiarization

All competitors will be allowed to shoot one five-shot string prior to the record stage. As this match is to reflect police standards, the shooter will not adjust sights. Shooters will observe where the hits are grouping with reference to the bull's eye and compensate for errors by "holding off." NOTE: All air pistols have been "benched sighted" for windage by the range officers so that the margin of error will not be excessive.

Course of Fire

The air pistol competition will be conducted at 10 meters using the official National Rifle Association, B-40 indoor bull's-eye pistol target. The course will be fired in six stages. A competitor will fire 5 pellets in each stage, from a fixed, standing position. The competitor must fire all stages during his or her assigned range time only. NRA rules will govern except as modified by the program. All stages are fired with two hands (double-action only) from the standing position without any support to the body. Only five pellets are loaded for each stage of fire. Shooters will be assisted when loading on the firing line.

Stage 1	Slow Fire	5 Shots	2-1/2 minutes
Stage 2	Slow Fire	5 Shots	2-1/2 minutes
Target change			
Stage 3	Timed Fire	5 Shots	20 seconds
Stage 4	Timed Fire	5 Shots	20 seconds
Target change			
Stage 5	Rapid Fire	5 Shots	10 seconds
Stage 6	Rapid Fire	5 Shots	10 seconds

Distance – 10 meters (32.81 feet)

Target - B-40 (aka: 7"x 8" Air Pistol Target for indoor use)

Perfect score - 300

Tournament Information

It is each competitor's responsibility to know and obey the provisions of this bulletin. It is also the competitor's responsibility to:

1. Have full knowledge of the rules under which the air pistol competition is fired.
2. Conform to the proper firing position.
3. Have equipment that meets all rules and tournament specifications in any stage in which it is to be used.
4. Understand that after due warning of any infraction of existing rules, a repetition of the rule infraction shall be cause for disqualification for that stage or for the tournament.
5. Frame the correct target for the specific stage.
6. Maintain own scorecard, initial after completion of appropriate stages of fire, and sign completed scorecard. Ensure that the scoring official has signed.

7. Wear approved eye and ear protection. Competitors may provide their own.
8. Provide and wear footwear that completely covers the shooter's feet during each stage of fire.

Flip-flop type footwear is NOT acceptable.

Firearms (Air Pistols)

Only air pistols and pellets provided by Public Safety Cadets and issued at the indoor range will be permitted. The intended firearms furnished for this tournament will be the Umarex Smith & Wesson, M&P 45 CO2 air pistol.

NO PERSONAL FIREARMS (Air Pistols) OR PELLETS WILL BE ALLOWED.

Scoring Devices

The use of scoring devices is limited to scoring officials and the tournament executive officer. Use of scoring devices by competitors is prohibited.

Appeals

Any appeal to the calculation of shooters' scores must be received in writing or via email by the NCTC Office located in the Boardroom on the upper level of the GCC no later than 5:30 p.m. on July 22nd. It must be approved by the Unit Mentor and list with specificity the reason or reasons for the appeal. The appeal will address only any potential calculation errors and not the actual scoring protocol or process. Appeals, questions or concerns regarding the scoring of these events or related matters must be directed to the Summer Showdown staff by email at: nctc@PublicSafetyCadets.org.

Rules

The "NRA Pistol Rules" (current edition) will apply, except as amended by this program and tournament director bulletins.

<http://compete.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf>

Awards Schedule

Winners of the first, second, and third-place aggregate will not be eligible for individual awards for Slow, Timed and Rapid Fire stages. A competitor will be eligible for only one award in Stages 1 through 6.

Aggregate Winners

First Place: Trophy, Medal, and PSC Competitive Marksmanship Distinction badge

Second Place: Trophy, Medal, and PSC Competitive Marksmanship Distinction badge

Third Place: Trophy, Medal, and PSC Competitive Marksmanship Distinction badge

Slow, Timed and Rapid Fire Winners

The three next highest scores performed on each of the Slow, Timed and Rapid-Fire stages will be recognized with the Public Safety Cadets Competitive Marksmanship Distinction badge appropriate for that classification.

2. **Airsoft Tactical Course**

The Airsoft Headquarters/TrainingReplicas.com will be providing a "Shoot House-Maze" controlled engagement environment challenging body mechanics, weapon handling and decision-making skills in various real world tactical situations. A Cadet will engage and react to their surroundings as Safety Officers guide them through corridors, dead-ends, and doorways to clear simulated rooms while engaging hostiles and bystanders lurking in contained 3D spaces. Competitors will be provided specially designed training Airsoft simulated firearms for use on the course. Speed, Decisiveness and Accuracy will be assessed.

Awards Schedule

First Place: Trophy and Medal

Second Place: Trophy and Medal

Third Place: Trophy and Medal

3. **Bike Policing Competition**

Bike policing is a common and effective patrol method. The Bike Policing Competition will provide a hands-on experience that will challenge Cadets to use their biking skills to complete a designated course that typically includes, but is not limited to, the following performance elements:

- Ride 25 yards
- Perform serpentine maneuver between 10 cones
- Ride in circles around cones
- Lofting up a curb
- Brake in marked box
- Track Standing for ten seconds
- Execute circular turns in three square boxes, 12'x12'; 10'x10' and 8'x8'
- Dismount and perform a 25-yard bike carry

Mountain bikes and helmets will be provided for competitors. Cadets may use their own helmets. It is suggested that Cadets competing in this event bring additional personal protective gear such as gloves, elbow and knee pads.

Awards Schedule

First Place: Trophy and Medal

Second Place: Trophy and Medal

Third Place: Trophy and Medal