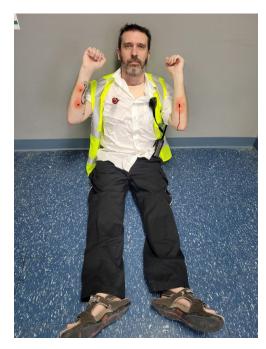
<u>LOGISTICS/JUDGES/CASUALTY SIMULATORS INFORMATION -</u> Scenario # 5



(BACKGROUND – NOT TO BE SHARED WITH COMPETITORS)

Scenario Location: Art Hallway

<u>Team Info:</u> Your team is at a local business for an open house. While there a call comes over your radio requesting medical assistance for security staff who have been attacked. Police on site state scene has been cleared.

Overall Scenario:

While on a routine pick up from bank machines on the site, a security crew were attacked by someone wielding a screwdriver. One security member was attacked, trying to protect themselves with their arms, but received a stab wound to the chest. Attacker ran away after the attack. Injured security is found sitting on the ground with their back up against a wall, with defensive wounds to their arms and a screw driver embedded in their upper right chest.

Scenario Set Up:

- Total number of patients:
- Patient #1 found sitting on the ground with their back up against
- Scenario Props: x4 (Screwdrivers, Security Uniforms/Hi Vis Vest (Pre-Cut w/ Velcro), Radios, Empty Money Bags)
- First Aid Supplies Required: FA Kit(s), Splints (legs & Arm) Blankets, PCR's
- MFR Supplies: Oxygen Kit(s)

Timing Notes:

Team handout/ Scenario background to be given to teams PRIOR to the beginning of the scenario BEFORE the Scenario BEGINS

0 minutes - Scenario BEGINS - "GO. GO. GO."

3 minutes – for the end of the marking of "scene/primary survey"

18 minutes – 2 minutes remaining - for the team's benefit.

20 minutes – Scenario ENDS. Teams may have up to <u>5 minutes</u> to complete their paperwork and submit it to their judge.

25 minutes - Paperwork ENDS. Judges collect PCR immediately and ensure ALL boxes are completed. NO debrief with teams will occur at the Scenario Site. Debrief data will be forwarded to teams through coach contacts in due course after the event.

Judges Marking

- items are scored as either Completed or NOT COMPLETED if Not <u>FULLY</u> completed.
- If teams continue to provide patient care (i.e.: finish tying a bandage, etc.) after time is called, that care will be counted as NOT COMPLETED.

JUDGES/ CASUALTY INFORMATION

Patient History Information –

You just left the local business with two sacks of money to be deposited in the armored truck. Out of nowhere you were attacked and drop the money to Shield yourself from the stabbing screwdriver. You felt getting hit in the shoulder and didn't know what happened at first. The robber grabbed the money and left, and you sat on the ground looking down in horror and seeing the screwdriver.

You don't find it comfortable to lay down flat as you feel you can't breathe, you need to be sitting up. You have difficulty taking a deep breath and feel as though you have to cough constantly.

SAMPLE/ HISTORY & OPQRST (pain scale for AMFR/Pro Level):

	<u> </u>	<u>C/C:</u> Chest	<u>C/C:</u> Arms
S	trouble breathing deep, pain in chest and arms.	O- Sudden	O- Sudden
Α	None	P- Breathing deeply	P- No change
M	None	Q- Sharp	Q- Sharp
Р	None	R- Radiates to Right	R- Radiates to
		Shoulder	Hands
L	One hour ago, coffee and bagel	S- 10/10	S- 8/10
E	Collecting money during rounds, attacked by someone who wanted the money.	T – 15 minutes ago	T – 15 minutes ago

VITAL SIGNS:

VII/LE SIGNO						
	1 st SET	2 nd SET	3 rd SET			
RESP.	20 shallow, regular	28 shallow, regular	32 shallow, regular			
SP02	98% Room Air	96% Room Air	96% Room Air			
PULSE	110 strong, regular	116 strong, regular	122 strong regular			
В/Р	118/70	124/76	100/68			
SKIN	Pink, Warm, moist	Pale, Warm, Moist	Pale, Warm, Moist			
LOC	Alert	Alert	Alert			
PUPILS	4mm PEARL	4mm PEARL	4mm PEARL			

CASUALTY SIMULATORS INFORMATION

SIMULATION:

Information	Casualty Simulation Required	Example
Embedded Screwdriver to Right Upper Chest	Screwdriver handle in upper right chest/shoulder Appears Pink, Warm, and Dry	
Left Forearm Puncture	One small puncture injury on the left forearm on the anterior side	

Right Forearm Punctures

Two small punctures in the right forearm on the anterior side.

- Approx 3-4 inches apart
 Minimal bleeding
 Localized redness

