

# FIRST AID SIMULATIONS

2006 BC & Yukon Barnsley Lifeguard Championships

VICTIM: **#1: Non Breathing C - Spine**

*Notes: Victim was struck by car and pushed over railing falling down to lower level of parkade lobby. Victim is found face down on the cement edge of park aid garden. Victim has a large laceration on head and blood leaking from ears.*

**00:00 - Unconscious, non breathing, with a weak rapid pulse**

**05:00 - No Pulse**

Scene Survey	Notes	3-Point Scale	x	SCORE	Out of
Ensures no Danger	uses barrier devices	0 1 2 3	2		6
Mechanism of injury	Hit by vehicle and fall from height	0 1 2 3	2		6
Identifies themselves	states name and training	0 1 2 3	2		6
					<b>18</b>

Primary Survey	Notes	3-Point Scale	x	SCORE	Out of
Level Of Consciousness	Unconscious non responsive	0 1 2 3	3		9
d- Spine	Major head trauma	0 1 2 3	3		9
A- airway assessment	Clear	0 1 2 3	5		15
B- breathing assessment	Non Breathing	0 1 2 3	5		15
C- circulation assessment	weak carotid pulse present / After 5 min no Pulse present	0 1 2 3	3		9
RBS- Rapid Body Survey	Head Trauma	0 1 2 3	5		15
					<b>72</b>

TREATMENT	Notes	3-Point Scale	x	SCORE	Out of
C-Spine Management	1- Attempts immobilization methods however there is obvious motor movement 2- Maintains immobilization with minimal movement throughout simulation 3- Maintains complete immobilization throughout simulation	0 1 2 3	15		45
Airway - Management	1- An ineffective attempt in managing an open airway 2- Performs a jaw thrust through out most of sim and inserts OPA 3- Performs a jaw thrust completely through sim and inserts OPA	0 1 2 3	5		15
Breathing - Time to Initiate	1- > 2 min - Starts Rescue Breathing 2 minutes after start of simulation 2- < 2 min - Starts Rescue Breathing between 1-2 minutes after start of simulation 3- < 1 min - Starts Rescue Breathing Between 0- 1 minutes after start of simulation	0 1 2 3	5		15
Breathing Management	1- Does not maintain proper ratio of breaths 2- One breath every 5 seconds through simulation 3- Proper seal, simulates a complete breath, 1 breath every 5 seconds throughout sim	0 1 2 3	15		45
CPR - Time to Initiate	1- > 7 min - Starts CPR 7 minutes after start of simulation 2- < 7 min - Starts CPR between 6-7 minutes after start of simulation 3- < 6 min - Starts CPR Between 5-6 minutes after start of simulation	0 1 2 3	5		15
CPR	1- Ineffective CPR techniques 2- Effectively performs CPR techniques 3- Landmarks perfectly, correct rate, allows time for air to exit between breaths	0 1 2 3	15		45
Wound Management	1- Attempts to apply direct pressure but does not maintain through out sim 2- Applies direct pressure & uses gauze through out sim 3- Applies direct pressure, Uses appropriate bandage techniques, and ice through out sim	0 1 2 3	5		15
Oxygen	1-O2 applied late and/or to incorrect flow rate 2-O2 applied within reasonable time to correct flow rate and never removed 3-O2 applied at earliest possible moment to correct flow rate and never removed	0 1 2 3	5		15
Reassurance & Blanket	1- Minimal reassurance or blanket applied 2-Reasonable reassurance & blanket applied 3- Excellent reassurance & blanket applied fully covering patient	0 1 2 3	3		9
					<b>219</b>

SECONDARY SURVEY	Notes	3-Point Scale	x	SCORE	Out of
<b>(1 = verbalized, 2 = written or detailed, 3 = written and detailed)</b>					
Time Noted		0 1 2 3	1		2
LOC	unresponsive	0 1 2 3	1		3
Pulse Rate/Rhythm	165 bpm and weak	0 1 2 3	1		3
Respiration Rate/Rhythm	none	0 1 2 3	1		3
Eyes	PEARL	0 1 2 3	1		3
Skin	pale, cool, sweaty, cyanosis	0 1 2 3	1		3
Number of Vitals Taken		0 1 2 3	2		6
Chief Complaint	non breathing	0 1 2 3	1		3
History of Chief Complaint	hit by car	0 1 2 3	1		3
Allergies	Unknown				
Medications/Med History	Unknown				
Patient Information	Victims name and age can be given by friend	0 1 2 3	1		3
Pain Assessment - PQRST	Unknown				
Head & Neck	blood from ears, head wound	0 1 2 3	1		3
Chest & Back	nothing found	0 1 2 3	1		3
Abdomen & Pelvis	nothing found	0 1 2 3	1		3
Legs	nothing found	0 1 2 3	1		3
Arms	nothing found	0 1 2 3	1		3
					<b>47</b>

COMMENTS:

**TOTAL SCORE: /356**

Team: \_\_\_\_\_

Judge: \_\_\_\_\_