

2018

St. John Ambulance Ontario Medical First Responder Competition

TEAM SCENARIO

Scenario # 2 – “Bumper Planes”

Background Scenario

You and your team have arrived at FESTI for a weekend of on-site training opportunities.

While your team is heading off to lesson on the use of fire suppression equipment, there is an alert that two planes have crashed into each on the Pearson airport runways causing a massive incident involving hundreds of potential patients.

The scene has been secured from fire, but your team and the other groups who are attending the training weekend have been asked to assist with caring for patients who have been yet to be extricated from one of the damaged planes while more emergency resources are brought on site.



You have 20 minutes to complete the scenario, Good Luck!!

There will be a 3 minute warning signify the end of the primary survey.

There will also be a 2 minute left signal for the team's benefit.

THIS PAGE IS GIVEN TO TEAMS AT THE BEGINNING OF THE SCENARIO

CASUALTY SIMULATORS INFORMATION - Scenario #2

(BACKGROUND – NOT TO BE SHARED WITH COMPETITORS)



Location: Damaged Plane

Overall Scenario for the event: Your team is alerted that two planes have crashed into each other on the Pearson airport runways next-door causing a massive incident involving hundreds of potential patients. The scene has been secured from explosions/fire, but your team and the other groups who are attending the training weekend at FESTI have been asked to assist with caring for patients who have been yet to be extricated from one of the damaged planes.

Judges & Casualty Info: There are 3 patients – 2 sitting in obvious locations on the plane. The Third is an unconscious and hidden patient under debris. **The original triage team did not find the 3rd patient so the team is not made aware of their existence. If the teams ask the number of patients, the judges are to respond “as you find it.” DO NOT TELL any teams that there are 2 patients!**

Scenario Set Up:

- Total number of patients: 3 – patient 1 and 2 have been “triaged” already by first responders and have tags attached with yellow level marked off. The responders have already removed the “reds” of the plane and told these two patients that other responders will be in soon – hence the arriving team.
- Patient #1 - Seated in chair on airplane. Conscious, slightly confused diabetic. They haven’t eaten anything for a few hours and were feeling fine before the planes crashed. Did bump her head during the impact and has a golf ball sized goose egg on the forehead on side (closest to wall)
- Patient #2 – Seated in chair on airplane. Conscious, Alert but complaining of bilateral wrist pain.
- Patient #3 – lying face down on floor of plane, under debris nearby to the two other patients. This patient is covered up and no attention by judges are to be given to this patient unless the team actively seeks out. Unconscious with a suspected head and neck injury.

Timing Notes:

- There will be a 3-minute warning to signify the end of the primary survey. Teams will ONLY be able to score points from the first page during the first 3 minutes for ALL 3 patients!!!
- There will also be a 2-minute remaining signal for the team’s benefit.
- Teams will be given 5 minutes after the scenario to complete paperwork while scenario re-set occurs.

CASUALTY SIMULATORS INFORMATION Patient #1 – “IDDM with head injury”

SIMULATION:

Seated in chair on airplane. Conscious, slightly confused diabetic. They haven’t eaten anything for a few hours and were feeling fine before the planes crashed. Did bump her head during the impact and has a golf ball sized goose egg on the forehead on side (closest to wall)

Information	Casualty Simulation Required
<ul style="list-style-type: none"> Conscious, sitting in window - airplane seat 	<ul style="list-style-type: none"> Alert and oriented x3 with mild distress, upset about being involved in a plane crash. Very talkative and obvious anxiety that the team must constantly reassure.
<ul style="list-style-type: none"> History of Insulin Dependent Diabetes – however this is NOT the real issue! 	<ul style="list-style-type: none"> “well controlled” – if asked by team “my normal blood sugars are between 15-20 most days” you have not eaten in a few hours and do not have your glucose monitor with you. You are feeling “shakey”, “hungry” “tired” and will become more tired/ lethargic throughout scenario despite if the team gives you something to eat or drink. Medical Alert Bracelet (NIDDM)
<ul style="list-style-type: none"> Head Injury with golf-ball sized goose egg on the side of the forehead. 	<ul style="list-style-type: none"> Large swelling pad on the side of the forehead with minimal discoloration. (depending on where they are sitting on the plane –simulation on the side closest to the wall.) Patient is slightly confused and slow to respond which will continue to become worse throughout the scenario, however they remain semi conscious and talkative throughout.

SAMPLE/ HISTORY:

S	Dull headache behind eye, dizzy
A	None
M	Humalog, lantus, Januvia, metformin, daily ASA
P	Insulin Dependent Diabetic.
L	Ate many hours ago
E	Was in the plane when it was run into by another plane. Struck head on wall.

HEAD PAIN:

O	– while waiting here in the plane
P	– Loud noises increase pain
Q	– dull ache behind eye.
R	– no radiation, however dizziness +
S	– 2/10, increase by 18 min to 3/10
T	– after crash, before team arrived.

VITAL SIGNS:

	<u>1st SET</u>	<u>2nd SET</u>
RESP.	18 shallow & regular	20 shallow & regular
PULSE	74 strong & regular	86 strong & regular
B/P	108/78	112/78
SKIN	Pink, warm & dry	Pink, Warm & Dry
LOC	Conscious but lethargic	Semi- Conscious & Lethargic
PUPILS	Equal & Reactive	Equal & Reactive but sluggish

CASUALTY SIMULATORS INFORMATION

Patient #2 – “Bilateral Wrist Fx”



SIMULATION:

Seated in chair on airplane. Conscious, Alert but complaining of bilateral wrist pain.

Information	Casualty Simulation Required
<ul style="list-style-type: none"> Conscious, sitting in plane seat. 	<ul style="list-style-type: none"> Fully conscious, aware of history and SAMPLE. Saw impact about to happen and braced their arms on the seat back in front of them. Medical Alert Bracelet “ Allergy: Penicillin”
<ul style="list-style-type: none"> CLOSED Fx Right Wrist 	<ul style="list-style-type: none"> Swelling and discoloration to the top focused on the pinky side of the wrist bones
<ul style="list-style-type: none"> CLOSED Fx Left Wrist 	<ul style="list-style-type: none"> Swelling and discoloration to the top focused on the pinky side of the wrist bones Patient heard a “crack” and felt “pops” in both wrists.

SAMPLE/ HISTORY:

S	Moderate Pain in both wrists
A	Penicillin
M	None
P	Previously Healthy
L	Ate a snack 1 hour ago in airport
E	Saw plane about to crash into this one, braced for impact on seat.

WRIST FRACTURES:

O	– immediate crack/pop on impact
P	– movement increases
Q	– stinging and aching pain
R	– No radiation
S	- 6/10 left and 7/10 right wrists
T	– happened about 25 minutes before team arrived.

VITAL SIGNS:

	<u>1st SET</u>	<u>2nd SET</u>
RESP.	22 regular & shallow	22 regular & shallow
PULSE	94 bounding & regular	84 strong & regular
B/P	116/88	112/84
SKIN	Pink, warm & dry	Pink, warm & dry
LOC	Conscious	Conscious
PUPILS	Equal & Reactive	Equal & Reactive

CASUALTY SIMULATORS INFORMATION

Patient #3 – “Hidden, Uncon. H&S”



SIMULATION:

Information	Casualty Simulation Required
<ul style="list-style-type: none"> Unconscious, 	<ul style="list-style-type: none"> laying on stomach under debris DO NOT draw attention to this patient
<ul style="list-style-type: none"> Head and Spinal Injury 	<ul style="list-style-type: none"> Swelling pad on the back of the neck Bruising. Patient Squints/ winces while touched in the back of the head/neck.

SAMPLE/ HISTORY:

- Unknown SAMPLE – other patients DO NOT recognize this person. No medical alert.

VITAL SIGNS:

	<u>1st SET</u>	<u>2nd SET</u>
RESP.	6 very shallow & irregular	8 very shallow & irregular
PULSE	56 weak & thready	46 weak & thready
B/P	186/66	94/44
SKIN	Pale, cold, grey, cyanotic lips	Pale, grey, cyanotic lips & cool
LOC	Unconscious	Unconscious
PUPILS	Sluggish @ 2mm	Sluggish @ 2mm