2018

St. John Ambulance Ontario Medical First Responder Competition

TEAM SCENARIO

Scenario # 4 - "Bad Decisions"

Background Scenario

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

While your team is going to session, you hear of a car crash incident in the highspeed roadway coming into the site. Your team is the closest responders and have been asked to immediately attend the scene.



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 #4



(BACKGROUND – NOT TO BE SHARED WITH COMPETITORS)

Location: Back parking lot of Facility.

<u>Overall Scenario for the event:</u> While your team is going to session, you hear of a car crash incident in the high-speed roadway coming into the site. Your team is the closest responders and have been asked to immediately attend the scene.

<u>Judges & Casualty Info:</u> This single vehicle will be rolled over, with uncapped needles (BLUNTS), drug paraphilia, pill bottles and a narcan kit (simulated with a trainer) with pills and a knife. There are 2 patients, unbelted and driver has been thrown about 25 feet from the car – laying on your stomach, passenger laying on the over turned vehicles roof screaming. There is an empty car seat, poorly installed in the back seat without a child in the car.

Scenario Set Up:

- Total number of patients: 2 (ADULTS, Passenger is a WOMAN); heavy drug users with track marks on arms and fingers. Both are unsure of what happened and not forth coming with info. Make sure the car seat is in the vehicle neither person knows anything about a baby.
- Patient #1 Driver, unbelted and thrown out of the vehicle. You begin the
 scenario unconscious but will wake up, slowly around the 3 minute mark. You
 remember being out with your friend, but nothing else. You have a suspected
 head and spinal injury with fractures of the knee. Abrasions on face, arms and
 knees. You don't know what drugs you have taken and when asked; you don't
 use drugs and anything in the car isn't yours.
- Patient #2 Passenger, unbelted and thrown inside the vehicle. You are laying
 on the overturned ceiling screaming until the team calms you down. You remain
 very anxious and scared. You are 3 MONTH PREGNANT!!! You don't remember
 anything, you know who you are, but are very evasive with answers and do not
 give freely to the team. You have neck and back pain and have some abrasions
 but no other notable injuries.

Timing Notes:

- There will be a 3 minute warning to signify the end of the primary survey and the
 Patient 1 beginning to re-gain there level of consciousness. Teams will ONLY be
 able to score points from the first page during the first 3 minutes.
- 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 - " Ejected Driver"













A STATE OF

SIMULATION: (= 13 simulated areas)

Information	Casualty Simulation Required	
Unconscious	 Begin the scenario as unconscious, laying prone on the ground away from vehicle. 3 minute mark, you begin to wake but are very slow to respond. Throughout the scenario – you will becoming increasingly aware however will always remain confused and slow to respond. 	
Suspected head and spinal injury	 Bruising behind both ears, and under eyes. (1) Confusion Skull and Neck pain on palp. 	
Abrasions	 Minor bleeding and dirt in the wounds. To BOTH cheeks (2 & 3) and forehead (4) To BOTH fore arms (5 & 6) and BOTH palms (7 & 8) To BOTH knees (9 & 10) 	
 LEFT Knee fracture 	Bruising to Left knee cap & Pain (11)	
RIGHT Elbow injury	Bruising to Right elbow & Pain, unable to bend !! (12)	
Track marks	 Small red injection sites on forearms, fingers, etc. (13) 	

SAMPLE/ HISTORY: NECK PAIN:

S	Neck pain, Arms and legs burn	
Α	"a bunch of stuff"	
M	"what ever I need at the time"	
Р	"Doctors don't know anything"	
L	"I had something a while ago."	
Е	"I don't remember what happened"	

O – only feel pain since waking up	
P – Touching neck increases pain	
Q – aching	
R – touching sends pain in spine, neck	
pain and hurts everywhere	
S - 7/10	
T = "I don't remember what happened"	

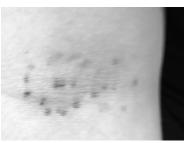
VITAL SIGNS:

	1 st SET	2 nd SET
RESP.	10 shallow & regular	18 shallow & regular
PULSE	98 weak & regular	108 weak & regular
B/P	98/70	104/78
SKIN	Pale, cool, dry	Pale, cool, dry
LOC	Unconscious (until 3 minutes)	Semi-consciouis
PUPILS	Equal & reactive	Equal & reactive

CASUALTY SIMULATORS INFORMATION

Patient #2 - "Thrown Passenger"







SIMULATION: (= 7 simulation areas)

Information	Casualty Simulation Required	
Conscious & Anxiety	 Passenger, unbelted and thrown inside the vehicle however you have now crawled out of the car and are dragging yourself away from the car, screaming until the team calms you down. You remain very anxious and scared. You don't remember anything, you know who you are, but are very evasive with answers and do not give freely to the team. 	
 Head & Neck 	Pain in the head with a pounding headache	
Injury	 Slight trickle of blood from the nose. (Left Nare) (1) 	
 Abrasions 	On BOTH forearms (2 & 3) and hands. (4 & 5)	
 Track marks & 	Small red injection sites on forearms, fingers, etc. (6)	
Self arm marks	 Old white scars from self harm on arms. (7) 	

SAMPLE/ HISTORY:

S	Pounding headache
Α	None
M	None
Р	3 mth pregnant, previously healthy
L	Had a coffee a little while ago.
Е	Passenger in car, don't remember
	what happened.

HEAD PAIN:

O – thrown around in the car	
P – Moving head increases pain	
Q – Pounding headache	
R – Ringing in the ears	
S - 9/10	
T – "Feels like it happened a long time ago."	

VITAL SIGNS:

	1st SET	2 nd SET (if calmed by crew)
RESP.	34 sobbing and deep	24 deep & regular
PULSE	130 rapid and bounding	110 rapid & bounding
B/P	168/102	150/94
SKIN	Pink, warm, dry	Pink, warm, dry
LOC	Conscious	Conscious
PUPILS	Equal & reactive	Equal & reactive