

2018

St. John Ambulance Ontario Medical First Responder Competition

TEAM SCENARIO

Scenario # 5 – “The Ravine”

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 lessons the organizers of the training event has been contacted by city officials. One of the nearby ravines being overwhelmed with recent rain after a damn has overflowed.

The Ravine has a small homeless community living around it and concerns over missing people have the city overwhelmed with the search. As your team is arriving on site, the search team has told your team there a few people who need assessment and direct you into the ravine.



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 #5

(BACKGROUND – NOT TO BE SHARED WITH COMPETITORS)



Location: Ravine/ Embankment on edge of water/Grass.

Overall Scenario for the event: While your team is heading off to lessons the organizers of the training event has been contacted by city officials. One of the nearby ravines being overwhelmed with recent rain after a damn has overflowed. The Ravine has a small homeless community living around it and concerns over missing people have the city overwhelmed with the search. As your team is arriving on site, the search team has told your team there a few people who need assessment and direct you into the ravine.

Judges & Casualty Info: There are 3 people – one dead that the team should (hopefully) recognize that the patient is VSA and has been dead for a few days. The team has 2 actual patients to assess and care for.

Scenario Set Up:

- Total number of patients: 3 (1 manikin and 2 casualties)
- Patient #1 - VSA, Mottled and bloated after being in the water for days located on edge of water with face in water.
- Patient #2 – Conscious patient sitting beside the VSA manikin, in “wet” clothing. With mild hypothermia (immersion) and gangrene toes. You have not been to a doctor in years and live on the street.
- Patient #3 – Conscious patient with mental health issues, sitting nearby the other 2 patients. You are hearing voices that are telling you the team are trying to hurt you. You act suspicion and cautious around the team. You are refusing care and becoming increasingly agitated with the team and threaten violence. After the 2-minute remaining mark, you begin to swing at the team (safely!!! Do not strike anyone!!!) before the end of the scenario, get up and run away.

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.
- There will also be a 2-minute remaining signal for the team’s benefit. And to let patient 3 know to becoming increasingly violent and to run away from site.
- Teams will be given 5 minutes after the scenario to complete paperwork while scenario re-set occurs.

CASUALTY SIMULATORS INFORMATION

Patient #1 – “Bloated Corpse”



SIMULATION:

VSA, Mottled and bloated after being in the water for days located on edge of water with face in water.

Information	Casualty Simulation Required
<ul style="list-style-type: none"> • VSA Manikin 	<ul style="list-style-type: none"> • Bloated and mottled. • Dead in the water for a few days. • Face down on the edge of water after being moved from the middle of the ravine by other patients.

GENERAL INFORMATION:

- *Patient 1 and 2 know this patient as “Chester” who lives in the ravine “village.”*
- *He was missing for a couple of days and the pair just found him floating.*
- *Patient 2 jumped into the water to get him out and over to the edge just before the team arrived.*
- *He has been living on the streets his whole life. He is about 50 years old and is known for being really angry.*

VITAL SIGNS:

	<u>Repeat (if necessary)</u>
RESP.	0
PULSE	0
B/P	0
SKIN	Grey, cyanotic and mottled.
LOC	Unconscious
PUPILS	Fixed and dialated.

CASUALTY SIMULATORS INFORMATION Patient #2 – “Hypothermic/ Gangrene”



SIMULATION:

Conscious patient sitting beside the VSA manikin, in “wet” clothing. With mild hypothermia (immersion) and gangrene toes. You have not been to a doctor in years and live on the street.

Information	Casualty Simulation Required
<ul style="list-style-type: none"> Conscious, sitting beside VSA manikin 	<ul style="list-style-type: none"> Know your own SAMPLE and info about patient 1 You are homeless, don't see a MD Feet have been sore and hard to walk on them for a few months. (since the winter)
<ul style="list-style-type: none"> Gangrene Feet 	<ul style="list-style-type: none"> Black toes/ foot that have a couple open and infected sores between the toes/ foot. Redness up foot/leg.
<ul style="list-style-type: none"> Hypothermia 	<ul style="list-style-type: none"> Went into the water to bring “Chester” out. Wet and cold. Not really shivering but you “have been colder before”

SAMPLE/ HISTORY:

S	Feet sore, difficulty walking for months
A	Unknown
M	None
P	Unknown, no MD visits in years
L	You had something yesterday
E	Living on street, flood in ravine

Gangrene Feet:

O	– Feet have been sore for months
P	– walking is difficult
Q	– was burning, then pain and now no feeling in toes.
R	– no radiation
S	- 1/10
T	– a few months – since the winter.

VITAL SIGNS:

	<u>1st SET</u>	<u>2nd SET</u>
RESP.	12 shallow & regular	12 shallow & regular
PULSE	66 regular & full	70 regular & full
B/P	128/68	124/66
SKIN	Cool, wet skin	Cool, wet skin
LOC	Conscious	Conscious
PUPILS	Equal & reactive	Equal & reactive

CASUALTY SIMULATORS INFORMATION Patient #3 – “Violent MHA”



SIMULATION:

Information	Casualty Simulation Required
<ul style="list-style-type: none"> Conscious 	<ul style="list-style-type: none"> You know your SAMPLE, but are not forthcoming with information. You are somewhat calm unless: You are refusing care, you don't want them to touch you, and when they try to – you immediately flinch and yell at them. If the team asks if they are allowed to do certain tasks (IE; check pulse, or perform a rapid body survey) you will give permission for ONLY that task. They MUST ask each and every time if its ok to touch you. If they do not ask for each physical contact – you begin screaming at them immediately and make them have to calm you down again.
<ul style="list-style-type: none"> Agitation MHA issue 	<ul style="list-style-type: none"> You believe, and verbalize that the team are there to hurt you/ take you back to the hospital. You talk about being in a mental health hospital and how you were “locked up” This causes increasing agitation throughout the scenario. You begin to make threats towards the team around 2 minutes remaining. And after that you begin to swing at the team (SAFELY!!! DO NOT actually strike anyone!!) Near the end, get up and run away.

SAMPLE/ HISTORY:

S	No pain or injury
A	None
M	“They used to make me take some, but they don't work,”
P	“They say I'm crazy. But that's not what the voices in my head tell me.”
L	You don't know.
E	You helped get “Chester” from the water.

VITAL SIGNS:

	<u>1st SET</u>	<u>2nd SET</u> (increasingly agitated)
RESP.	22 shallow & regular	26 shallow & irregular
PULSE	98 rapid and bounding	120 rapid and bounding
B/P	122/78	138/90
SKIN	Pink, warm & dry	Pink, warm & sweaty
LOC	Conscious, however agitated	Conscious, very agitated
PUPILS	Equal & reactive	constricted