

2018

St. John Ambulance Ontario Medical First Responder Competition

TEAM SCENARIO

Scenario # 6 – “A breath of fresh air”

Background Scenario

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

While your team is going to the smoke house for a demonstration on new fire suppression techniques.

Upon arriving, your team is notified that some of the fire fighters inside had an incident with some respiratory issues and you have been asked to assess the fire fighters before they begin the demonstration.



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 #6



(BACKGROUND – NOT TO BE SHARED WITH COMPETITORS)

Location: Blue 5 story building – The Smoke House

Overall Scenario for the event: While your team is going to the smoke house for a demonstration on new fire suppression techniques. Upon arriving, your team is notified that some of the fire fighters inside had an incident with some respiratory issues and you have been asked to assess the fire fighters before they begin the demonstration.

Judges & Casualty Info: The Casualties will be dressed in full bunker gear who did not have their Scott air packs on. They were setting up a demo in the smoke house when there was one of the machines they were using to create the smoky environment actually caught on fire itself. The pair quickly put out the fire, but did inhale a lot of smoke and are now not feeling well, patient 2, while trying to get back/open for fresh air, you

Scenario Set Up:

- Total number of patients: 2 – make sure there is a “first responders” medication kit nearby that a bystander or one of the patients points out to the team. The kit should have nitro bottles (no name on them), epi pens (no name on it), OTC - ASA bottle, Ventolin inhalers (with name of patient #2), and oral glucose in it. This is meant to test to see if the teams will administered non-prescription medications to the patients. Also a hand held tool with a sharp edge for the possession of Patient #2 – causing the throat LAC. At the 2 minute mark the room fills with smoke requiring escape.
- Patient #1 - fire fighter – SOB with headache and dizziness and chest pain.
- Patient #2 – fire fighter - SOB with headache and dizziness, but has a history of asthma and presenting with wheezing, went to get outside and fell; slicing open the neck

Timing Notes:

- There will be a 3-minute warning to signify the end of the primary survey. The team 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 signify the smoke filling the room causing the teams to have to evacuate, if not already done.
- Teams will be given 5 minutes after the scenario to complete paperwork while scenario re-set occurs.

CASUALTY SIMULATORS INFORMATION

Patient #1 – “Chest Pain, SOB”



SIMULATION:

Information	Casualty Simulation Required
<ul style="list-style-type: none"> Conscious, adult older (male or female) 	<ul style="list-style-type: none"> Aware of SAMPLE and history. Dressed in full bunker gear , NO Scott air packs on. They were setting up a demo, a machine caught on fire. Quickly put out the fire, but did inhale a lot of smoke.
<ul style="list-style-type: none"> Shortness of Breath 	<ul style="list-style-type: none"> Hoarse coughing States, hard time taking a breath due to pain.
<ul style="list-style-type: none"> Chest Pain 	<ul style="list-style-type: none"> Chest pain 3/10 increases to 6/10 with deep inspiration. Right chest, No radiation and no history.

SAMPLE/ HISTORY:

S	SOB with Chest pain.
A	Eggs
M	Vitamins
P	Healthy but smokes 1 pk/day
L	Hasn't eaten today, is to busy
E	Put out machine on fire and breathed in smoke.

OPQRST - Chest pain/SOB:

O	– after breathing in smoke,
P	– Deep breath increase and shallow breathing helps.
Q	– burning sensation with breath
R	– does not radiate
S	- 3/10, increase to 6/10 with breath
T	– about 10 minutes before team.

VITAL SIGNS:

	<u>1st SET</u>	<u>2nd SET</u>
RESP.	16 shallow & regular	18 shallow & regular
PULSE	94 rapid & full	90 rapid & full
B/P	144/94	142/102
SKIN	Red, sweaty, warm	Red, sweaty, warm
LOC	Conscious	Conscious
PUPILS	Equal & reactive	Equal & reactive

CASUALTY SIMULATORS INFORMATION Patient #2 – “Filet Throat & Asthma”



SIMULATION:

Information	Casualty Simulation Required
<ul style="list-style-type: none"> Conscious, adult 	<ul style="list-style-type: none"> Aware of SAMPLE and history. Dressed in full bunker gear , NO Scott air packs on. They were setting up a demo, a machine caught on fire. Quickly put out the fire, but did inhale a lot of smoke.
<ul style="list-style-type: none"> Asthma Attack/ SOB 	<ul style="list-style-type: none"> Wheezing, speaking in 2-3 word sentences. Hoarse coughing since taking in smoke
<ul style="list-style-type: none"> Severe Bleed to the throat 	<ul style="list-style-type: none"> Went to get outside/ fresh air and tripped over something causing you to fall. When you fell, you sliced your neck on the tools you had in your hand. = massive blood loss. 6” Filet Laceration across the Right side of the neck from adams apple around towards the ear.

SAMPLE/ HISTORY:

S	Moderate SOB; wheezing, severe bleeding to the neck.
A	None
M	Ventolin PRN and Flovent (in your first responder kit).
P	Asthma – well controlled
L	Ate a few hours ago
E	Put out fire, but no scott pack = you breathed in a lot of smoke.

OPQRST- SOB:

O	– Took in smoke
P	– Ventolin (after team assists) helps, but DOES NOT completely resolve!
Q	– Unable to take deep breaths
R	– No radiation, SOB does =dizziness
S	- 7/10, decreases to 2/10
T	– about 10 min. before team arrived.

VITAL SIGNS:

	<u>1st SET</u>	<u>2nd SET</u> (after Ventolin)
RESP.	34 shallow & irregular	26 shallow & irregular
PULSE	110 rapid & bounding	122 rapid & bounding
B/P	134/88	126/78
SKIN	Flushed face but pale, sweaty	Flushed face, sweaty
LOC	Conscious	Conscious
PUPILS	Equal & reactive	Equal & reactive