

CARD

You are preparing to go to do a duty, when you hear a crash and shout.

Time of Test : 12 minutes



ST JOHN AMBULANCE

Page 1

INTERNATIONAL TELEPHONE COMPETITION 1988

Team

Total Mark

TEAM TEST

TIME: 12 minutes

CARD

You are preparing to go to do a duty, when you hear a crash and shout.

HISTORY AND SETTING

Fellow member was changing a light bulb when he overbalanced, falling to the ground. The bulb broke while trying to grab for support. The ladder landed on his knee. Siding to accommodate the incident indoors. Ladder and broken bulb below an empty light fitting.

INJURIES:

- (1) Shock
- (2) Fracture of knee
- (3) Multiple incisions +/- 8) 5 to 6 mm long by 1 mm wide on hand and lower forearm (Capillary bleeding) At least 5 to have "glass" embedded, which can easily be wiped out.

EQUIPMENT & FACILITIES

2 Benches, 1 Pillow, a filled water bottle, Set of splints and a Cooler bag/box with ice, (which can be simulated using small cubes of polystyrene)

FIRST AID BOX CONTAINING:

Resuscitation face shield, 12 triangular bandages, 2 each 50, 75 and 100 mm (crepe), conforming bandages, 1 roll each of 50 and 75 mm elastic adhesive bandages, roll of cotton wool (open), 3 plastic bank bags each containing 8 cotton wool swabs, small plastic bag containing +/- 20, 75 x 75 mm gauze swabs, 3 No. 2 SOS dressings (50 mm first dressing) 3 No. 3 SOS dressings (75 mm field dressing), an assortment of 40 elastic adhesive dressings, antiseptic solution diluted ready for use (1%), safety pins, tweezers, scissors, pen/pencil and notebook and a clear plastic bag containing six pairs of disposable gloves of suitable size

NOTES

- (1) Equipment to be examined by team before test.
- (2) Equipment to be placed on a table in the duty room
- (3) Time to commence when "shout" is heard.
- (4) Casually to use own details i.e., name, address, telephone number etc.
- (5) Ambulance unavailable for approximately 30 minutes
- (6) Hospital is 12 km away on good roads
- (7) Telephone is available in Caretaker's flat (apartment) The competitor to be detained for 5 minutes when making telephone calls
- (8) A 3 minute warning to be given

Team

(A) JUDGE - GENERAL & FRACTURE

(VG) Very good = 3; (G) Good = 2; (F) Fair = 1; (P) Poor/not done = 0; (U) Unacceptable = -1
 If a (U) symbol is used, a NOTE as to why should be made in the remarks section below

		VG	G	F	P	U
1	Quick response to possible accident					
2	Ensure all available equipment is taken to accident scene					
3	Ensure safety of team					
4	Speak to casualty - "Ask what happened and can we help?" (YES PLEASE)					
5	Enquire where pain is "a?" (MY LEG AND HAND)					
6	Carefully and with all possible assistance remove ladder and broken glass					
7	Examine the leg and hand					
8	Note and diagnose possible fracture of knee and					
9	Note wounds and embedded glass					
10	Team to discuss plan of action (Treatment)					
11	Tell casualty what you intend doing					
12	Reassure casualty					
13	As soon as full extent of injuries are known telephone for Ambulance/help					
14	Team's communication					
	TREATMENT					
15	Carefully cover casualty with blanket					
16	Steadily and support leg (Ensure that support is maintained)					
17	Place correctly folded bandages in position					
18	Suitably pad splint and apply to leg					
19	Secure splint to leg in correct sequence					
20	a) Overall appearance/support b) Ensure equal tension of bandages c) Knot position and securing					
21	Ensure if treatment gives relief (YES - if correctly done)					
22	Using ice prepare and apply cold compress to knee					
23	Care and gentleness in handling					
24	After fracture has been immobilised, place casualty on another blanket					
25	Use pillow to slightly elevate legs					
26	Ensure all notes of incident are: (a) Legible (b) Correct details (c) Verify injuries and treatment (d) Vitals are regularly updated					

Remarks

Judges Signature _____

Judges Signature _____

Column totals					
Multiply by	3	2	1	0	-1
Add				0	
Total A					
B					

GRAND FINAL

Team

[]

Page 3

(B) JUDGE - SHOCK AND WOUNDS

(VG) Very good = 3; (G) Good = 2; (F) Fair = 1; (P) Poor/not done = 0; (U) Unacceptable = -1
 If a (U) symbol is used, a NOTE as to why should be made in the remarks section below

	VG	G	F	P	U
1 Ask casualty his name (hereafter address him by name)					
2 Tell the casualty your name					
3 Note face is pale					
4 Test and enquire re condition of pulse (WEAK AND RAPID)					
5 Test and enquire re condition of breathing (SHALLOW AND QUICK)					
6 Test and enquire re condition of skin (COLD AND MOIST)					
7 Note these vitals and the time of observation					
8 Note casualty is conscious and alert					
9 Obtain casualty's details (REFER NOTE 4)					
10 Continuous attention to casualty's needs/requests					
TREATMENT OF HAND AND FOREARM					
11 Note wounds and embedded glass fragments					
12 Put on protective gloves					
13 Do not cough or breathe over wounds					
14 Carefully remove glass by either wiping with swabs or using tweezers previously cleaned with antiseptic					
15 Carefully wipe away visible dirt from the wounds					
16 Do not touch wounds with fingers					
17 Place suitable dry dressings over wounds - sufficient to cover adequately					
18 Do not touch side of dressing in contact with wound					
19 Bandage carefully being careful as unseen glass fragments may still be present					
20 Place arm in a comfortable elevated position					
21 Carefully remove gloves and dispose of					
22 Dispose of waste material correctly					
23 After treatment is completed, enquire if casualty is comfortable					
24 Enquire if pain or discomfort is felt anywhere else					
25 Clear area in working					
26 Care and gentleness in handling					
27 Continuous reassurance					
28 Continuous attention to vital signs					
29 Tell casualty you will advise family of accident and his hospital admission					

Remarks: _____

Column totals					
Multiply by	3	2	1	0	-1
Add				0	
TOTAL B					

Judges Signature _____
 Judges Signature _____