

**2017**

## **St. John Ambulance OMFRC Competition First Aid Challenge**

### **TEAM SCENARIO**

#### **Scenario # 4 “Drown the Sorrows Away”**

#### **Background Scenario:**

Your team is on site providing first aid coverage for an open house of the different business & community partners at the Cotton Factory. You have been notified of a short of breath patient in the buildings kitchen/common room.

*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)**

**Scenario Location:** 1<sup>st</sup> floor movie sets in (2) kitchen & (1) bar settings.

**Team Info:** Your team is on site providing first aid coverage for an open house of the different business & community partners at the Cotton Factory. You have been notified of a short of breath patient in the buildings kitchen/common room.

**Overall Scenario:** Patients are cleaning up the common area for the community event. They have been drinking all morning/afternoon. Patient 2 has excused himself to use the bathroom when they have a seizure. Patient 1 in the meantime has tried to move a heavy object (microwave/ fridge/etc.) and began having drowning sensation with SOB and chest pain. He has CHF and this feels like the worst exacerbation of it ever. He is intoxicated. If after the first 3 minutes; the teams have not discovered the 2<sup>nd</sup> patient – patient 1 begins to ask where his friend is. Making statements like “Where’s \_\_\_\_\_(name?)” “he/she was drunk as a skunk.” “he/she has a brain problem and can die from it.” “I wonder is \_\_\_\_\_ (name) is dead somewhere.”

**Scenario Set Up:**

- **Total number of patients:** 2
- **Patient #1** - CHF patient, sudden onset SOB after moving a large item, complains of severe SOB (drowning) and chest pain. Drunk and belligerent.
- **Patient #2** – found unconscious in nearby booth/ bathroom. Remains unconscious through out. Wearing medical alert “epilepsy” smells of alcohol.
- **Scenario Props:** Pt #1- obvious in main room. Nitro bottle, ASA. Open Beer/liquor bottles around (10 or more), open bag of chips/snacks, etc. Pt #2 - Second patient hidden; if not noticed in the first 3 minutes patient 1 begins to ask about his friends location and mentions that “he/she had a brain problem and he can die from it.” Medical alert bracelet “Epilepsy”, smells of alcohol.
- **First Aid Supplies Required:** FA Kit(s), Blankets, PRCs, AED programed = NSI
- **MFR Supplies:** Oxygen Kit(s),

**Timing Notes:**

- There will be a 3 minute warning to signify the end of the primary survey for both patients. Teams will ONLY be able to score points from the first page during the first 3 minutes! ALSO – if not found yet – patient 1 can indicate the presence of a second patient.
- 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 – “CHF Exacerbation”****SIMULATION:**

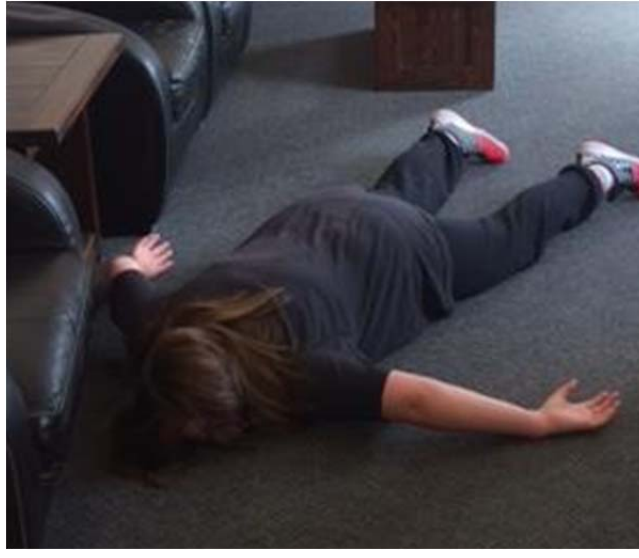
Information	Casualty Simulation Required
<ul style="list-style-type: none"> <li>Conscious adult</li> </ul>	<ul style="list-style-type: none"> <li>Ensure patient is aware of situation and SAMPLE.</li> <li>Intoxicated and belligerent (mouthy, not physically aggressive)</li> <li>Asks about patient #2 if not found in the first 3 minutes.</li> <li>Seated but Leaning. <b>CANNOT</b> lay down! =&gt; SOB</li> </ul>
<ul style="list-style-type: none"> <li>CHF exacerbation</li> </ul>	<ul style="list-style-type: none"> <li>Severe SOB (2-3 word sentences)</li> <li>Feels like you are drowning</li> <li>Chest Pain (5/10) no radiation</li> <li>Has RX NITRO and ASA on their person.</li> </ul>
<ul style="list-style-type: none"> <li>Shock</li> </ul>	<ul style="list-style-type: none"> <li>Pale, Cool, wet skin.</li> </ul>

**SAMPLE/ HISTORY & OPQRST (pain scale for AMFR/Pro Level) :**

<b>S</b>	Chest pain 5/10 with drowning SOB feeling.	<b>C/C: Chest Pain:</b> <b>O-</b> Moving heavy item <b>P-</b> Laying down > <b>Q-</b> Feeling like I'm drowning. Heaviness <b>R-</b> No Radiation <b>S-</b> 5/ 10 <b>T-</b> for the past 15 minutes
<b>A</b>	Penicillin and Sulfa	
<b>M</b>	Nitro, Asa daily, Metoprolol, Digoxin, and Puffers (blue and orange)	
<b>P</b>	You have Congestive Heart Failure. Last episode (if asked) was 6 months ago where you nearly died. Also have breathing problems for the past couple years.	
<b>L</b>	You have been drinking and snacking all morning/afternoon.	
<b>E</b>	You have been working hard all day with your friend to get the common room cleaned up for this big event. You admit to having “tied on a few” (unsure of quantity) You needed to move the heavy item and when you were moving it, you started having some chest pain. Within a few minutes you feel like you are drowning and having Impending sense of death.	

**VITAL SIGNS:**

	<b><u>1<sup>st</sup> SET</u></b>	<b><u>2<sup>nd</sup> SET</u></b> ( ** if nitro given)
<b>RESP.</b>	30 Shallow and irregular	26 Shallow and irregular
<b>PULSE</b>	154 Strong and Regular	148 Strong and Regular
<b>B/P</b>	188/122	146/118
<b>SKIN</b>	Pale, Cool, Sweaty	Pale, Cool, Sweaty
<b>LOC</b>	Conscious but slurring words/drunken	Conscious but slurring words/drunken
<b>PUPILS</b>	Equal & Reactive	Equal & Reactive

**CASUALTY SIMULATORS INFORMATION      Patient #2 – “Unconscious Epileptic”****SIMULATION:**

Information	Casualty Simulation Required
<ul style="list-style-type: none"> <li>Unconscious</li> </ul>	<ul style="list-style-type: none"> <li>Remains unconscious throughout</li> <li>Found prone in adjacent area but NOT obvious!</li> </ul>
<ul style="list-style-type: none"> <li>Broken nose</li> </ul>	<ul style="list-style-type: none"> <li>Fell face first into sink/cabinet.</li> <li>Deformed nose with lac to bridge</li> <li>Bleeding from the nose</li> <li>Smeared blood on furniture</li> </ul>
<ul style="list-style-type: none"> <li>Bitten tongue</li> </ul>	<ul style="list-style-type: none"> <li>Blood trickling from mouth, draining onto floor.</li> </ul>
<ul style="list-style-type: none"> <li>Shock</li> </ul>	<ul style="list-style-type: none"> <li>Pale Cool and sweaty skin.</li> </ul>

**SAMPLE/ HISTORY & OPQRST (pain scale for AMFR/Pro Level) :**

<b>S</b>	Unable to obtain	<b>OPQRST-  UNABLE TO OBTAIN- PATIENT IS UNCONSCIOUS</b>
<b>A</b>	None on Medical Alert	
<b>M</b>	None on person	
<b>P</b>	Medical Alert bracelet ID “Epilepsy”	
<b>L</b>	As per friend: “Drinking all morning/afternoon.”	
<b>E</b>	Unable to obtain. If patient 1 asked – this patient had NO complaints before leaving and said he had to “pee”	

**VITAL SIGNS:**

	<b><u>1<sup>st</sup> SET</u></b>	<b><u>2<sup>nd</sup> SET</u></b>
<b>RESP.</b>	20 deep and snoring	18 deep and snoring
<b>PULSE</b>	104 regular and bounding	100 regular and bounding
<b>B/P</b>	132/80	136/82
<b>SKIN</b>	Pale, cool, Sweaty	Pale, cool, Sweaty
<b>LOC</b>	Unconscious	Unconscious
<b>PUPILS</b>	NOT Equal & Sluggish	NOT Equal & Sluggish