

2020

St. John Ambulance OMFRC ZONE Competition First Aid Challenge

TEAM SCENARIO

Scenario #I

Event Background Scenario:

Your team is providing coverage at a local hockey tournament this weekend. It is the final day of the 3-day long event and energy is high. Teams are looking for the gold medal opportunity and it was noted that a number of teams are more aggressive than in past years. Your team is on site at the multi-rink facility with available resources within the arena. It is chilly inside at -15.

Responder information:

You are watching the game at rink 2 when a player from the opposing team cross-checked another player sending him face first to the ground and into the boards. A referee has also been injured in the collision. Hockey trainer on the ice immediately has waved your team over for help.



Good Luck, You have 20-minutes to complete this scenario.

There will be a 3-minute into the scenario signal and a 2-minute remaining signal for your teams benefit.

**THIS PAGE IS GIVEN TO TEAMS 5-minutes BEFORE
THE BEGINNING OF THE SCENARIO.**

Background and Logistics Information:

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Scenario Set Up: Total number of patients. = 2

- **Patient #1 “Player”** – Hockey uniform, Helmet and skates (with blade cover)
- **Patient #2 – “Referee”** - Referee uniform, Helmet and skates (with blade cover)

PROPS for EACH square/team competing:

- [] Cover floor with clear plastic to represent ice. This scenario takes place against the boards, please turn a table on its side to allow limited access to the teams.
- [] Each patient is representing a hockey participant and should be dressed accordingly. Helmets are a must!
- [] Blood/spit bubbles for on the ice and out of patient#1 mouth.

Judges Timing Notes:

Team **handout/ Scenario background** to be given **5 minutes BEFORE** the beginning of the scenario.

- **0 minutes** – Scenario **BEGINS** - “GO, GO, GO.”
- **3 minutes** – 3 minutes in – for the end of the marking of “scene/primary survey” and to indicate for patient #1 to begin a 30-second-long full-body seizure (counted in their own head)
- **18 minutes - 2-minute remaining** - for the team’s benefit.
- **20 minutes** – Scenario **ENDS** Teams will be given 5 minutes after to complete paperwork.
- **25 minutes - Paperwork ENDS**
 - Judges collect PCR immediately and ensure ALL boxes are completed with either a point value earned or a “o” points earned for not complete items.

Judges Marking notes

- items are scored as a zero if Not **FULLY** completed. If a team does not finish the statement in the marking line, they cannot earn **ANY** points for that line.
- If teams continue to provide patient care (i.e.: finish tying a bandage, etc.) after time is called, that line will receive “o” points.
- If a team continues to write on the PCR after time is called, the entire PCR is marked as a “o” points.

JUDGES & CASUALTY INFO: Pt I – "Player"



Patient History Information:

You are a player in the hockey game who was checked from behind by a goon from the other team. You fell face first into the ice, biting your lip when you struck the ice (small amount of blood on the lip and ice.) Despite wearing your helmet, you have gone head first into the referee's legs and into the boards. You are laying prone (face down) with your helmet on and the referee (patient #2) left leg is resting under your helmet. You will be UNCONSCIOUS for the first 3 MINUTES of the scenario and at the 3-minute mark (there will be a signal) you will act out a 30-second long (count the seconds in your head) full body seizure. After the seizure. You will remain UNCONSCIOUS & non-responsive throughout the rest of the scenario.

Bystander (Team Trainer) Information:

You are the team trainer and saw what happened. You came out to find the player unconscious and patient #2 yelling in pain with blood on the ice, before calling for the SJA team help. You can help the team with some of the patient's personal information (i.e.: Name, address, birthday, etc.) There is a hand out sheet that you should have in your possession about the player. NOTE: If the team asks for a medical chart on him, you can provide them the sheet. If they do not ask, DO NOT give it to them!

HISTORY & PAIN SCALE (MFR/PRO):

	SAMPLE/ HISTORY:	UNABLE TO OBTAIN OPQRST
S	Unconscious, Seizure (30 sec), Unequal pupils, Mouth trauma (blood/ spit)	
A	None (trainer sheet)	
M	Lantus 10 IU am, Toronto 18 IU pm, Ventolin MDI, Flovent MDI (trainer sheet)	
P	Diabetic, Asthma (trainer sheet)	
L	Unknown	
E	Cross checked from behind, struck face in fall, head first into boards.	
~ NO MEDICAL ALERT DEVICE ~		

VITAL SIGNS:

	Initial & 1 st set	2 nd Set	3 rd Set
RESPIRATIONS	10 Shallow, Irregular	12 Shallow, Irregular	10 Shallow, Irregular
PULSE	124 Bounding, regular	90 Strong, regular	96 Strong, regular
B/P	134/88	146/92	144/90
SKIN	Flushed, Sweaty	Flushed, Sweaty	Flushed, Sweaty
LOC	Unconscious	Unconscious	Unconscious
PUPILS	R= 3, L=5 & Non-reactive	R= 3, L=5 & Non-reactive	R= 3, L=5 & Non-reactive

JUDGES & CASUALTY INFO: Pt 2 – "Referee"



Patient History Information:

You are the referee. You were about to blow your whistle as the other team member crosschecked "this guy" (patient #1) from behind making him faceplant in front of you. The momentum from the push caused the player to careen into your legs before you could jump over him. You have fallen backwards on the ice and have landed hard. Your left leg is tangled up under the players helmet (they are unconscious and prone) which has sustained an open fracture of the LEFT lower leg. You also struck your head despite wearing a helmet (no casualty simulation on head.) You are physically tired and feeling a lot of pain in your LEFT lower leg.

HISTORY & PAIN SCALE (MFR/PRO):

SAMPLE/ HISTORY:		Open Fracture- LEFT Lower Leg- OPQRST:	
S	Open Bone, LEFT lower leg, Pain ++	ONSET	Struck by player
A	None	PROVOKES	Movement Increases
M	None	QUALITY	"Throbbing"
P	Previously Healthy	RELIEF	No relief
L	Ate meal 2 hours ago, energy drink in game	REGION	Left lower leg
E	Player slid into left leg, heard and felt snap.	RADIATION	No radiation
		SEVERITY	8/10
		TIME	Just before team arrived

VITAL SIGNS:

	Initial & 1 st set	2 nd Set	3 rd Set
RESPIRATIONS	30 Shallow and Regular	24 Shallow and Regular	22 Shallow and Regular
PULSE	134 Bounding	124 Bounding	110 Bounding
B/P	144/90	146/84	134/90
SKIN	Flushed and Sweaty	Flushed and Sweaty	Slightly pale
LOC	Conscious	Conscious	Conscious
PUPILS	Reactive @ 4mm	Reactive @ 4mm	Reactive @ 4mm