

2020

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

TEAM SCENARIO

Scenario #2

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:

Your team has been called into the areas lounge area for a fight.

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

Event Background: 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.



Scenario Info: Your team has been called into the areas lounge area for a fight.

Scenario Set Up: Total number of patients. = 2

- **Patient #1 “Jets Player”** – Wearing Street Clothes, sitting on buttock holding right side of face and 2 knocked out teeth nearby on floor
- **Patient #2 – “Sharks Player”** – Wearing Street Clothes, laying supine under a table

PROPS for EACH square/team competing:

- [] Tables/Chairs set up as if in a lounge/bar area.
- [] Beer Bottles, Bowls of snacks, items normally found in a hockey lounge

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”
- **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 – “Jets Player”



Patient History Information:

You are a player in the hockey tournament this weekend. You were sitting at the lounge area having a beer (2nd beer of the day) when the “other guy/girl from the Sharks, started chirping” about how your team (the jets) are a bunch of “goons” and “cheaters.” They were going on and on and you had enough. You told them to “shut up” and the next thing you know, you are on the ground (sitting on your backside holding the right side of the face) after having been punched in the face. You don’t think you struck your head in the fall to the ground, No loss of consciousness. You have an Orbital Fracture of the Right eye socket = blurred vision and pain around eye. Fractures to the RIGHT Cheekbone and Jaw which pain increases with movement of the jaw (limit talking/mouth movement) and you have 2 knocked out teeth which are sitting on the floor nearby as the team arrives, you spit blood onto the floor beside you (hazard)

HISTORY & PAIN SCALE (MFR/PRO):

SAMPLE/ HISTORY:		Possible Orbital Fracture- OPQRST:	
S	Pain in Right Cheekbone & Jaw, > with mvt	ONSET	Punched in the face by the other person
A	Environmental	PROVOKES	Jaw Movement (talking) Increases
M	Coversyl	QUALITY	“Ache”
P	High Blood Pressure	RELIEF	If Ice is provided, it will decrease pain
L	Was having a beer and snacks when struck	REGION	Right Eye socket/Cheek & Jaw
E	Punched in the RIGHT face	RADIATION	No radiation
		SEVERITY	3/ 10
NO MEDICAL ALERT DEVICE		TIME	Just before team arrived

VITAL SIGNS:

	Initial & 1 st set	2 nd Set	3 rd Set
RESPIRATIONS	22 Shallow & Regular	24 Shallow & Regular	24 Shallow & Regular
PULSE	84 Strong & Regular	78 Strong & Regular	80 Strong & Regular
B/P	138/90	134/90	132/92
SKIN	Pink, Warm & Dry	Pink, Warm & Dry	Pink, Warm & Dry
LOC	Conscious	Conscious	Conscious
PUPILS	Equal & Reactive @ 4mm	Equal & Reactive @ 4mm	Equal & Reactive @ 4mm

JUDGES & CASUALTY INFO: Pt 2 – “Sharks Player”



Patient History Information:

You are a player on an opposing team (from patient #1) In your last game, the other team (the jets) were super aggressive and starting fights for no reason. You have had a couple of beers to try and cool off when the (patient #1) Jets were being “jerks” and “lipping off” about how your team didn’t deserve to win and that you must have “paid off the ref” as your team was getting away with a lot of “crap.” You got tired of listening to the “jerk” and went over to confront him when he pushed you backwards causing you to fall and struck the back of your head on side of a table. Your neck is sore and you have a 3” LAC to the back of the scalp.

You admit to having had a “few beers” but don’t know how many exactly. You will act slightly intoxicated and slurring your words throughout the conversation with the team. You will get tired throughout the scenario, closing your eyes and nearly falling asleep. In the final 2 minutes of the scenario, you will pass-out completely (unresponsive) from your head injury and intoxication.

HISTORY & PAIN SCALE (MFR/PRO):

SAMPLE/ HISTORY:		NECK PAIN - OPQRST:	
S	Stinging to the back of head (LAC)	ONSET	Struck back of head from fall backwards
A	Penicillin	PROVOKES	Touching (by the team) increases stinging
M	“something for stress – its new”	QUALITY	“Stinging”
P	Anxiety	RELIEF	No relief
L	Had a “few beers” since the last game	REGION	Back of scalp
E	Was pushed backwards and struck head	RADIATION	No radiation
		SEVERITY	4/10
NO MEDICAL ALERT DEVICE		TIME	Just before team arrived

VITAL SIGNS:

	Initial & 1 st set	2 nd Set	3 rd Set
RESPIRATIONS	18 Shallow & Regular	14 Shallow & Regular	14 Shallow & Regular
PULSE	84 Strong & Regular	80 Strong & Regular	82 Strong & Regular
B/P	118/76	116/74	118/80
SKIN	Flushed, Warm & Dry	Flushed, Warm & Dry	Flushed, Warm & Dry
LOC	Conscious	Semi-Conscious	Semi-Conscious (Unconscious @ 2 min remaining)
PUPILS	Equal & Reactive @ 4mm	Equal & Reactive @ 4mm	Equal & Reactive @ 4mm