

Trauma 5 All Paths - Airway

Trauma 5-01 MVA Blunt Force - Airway

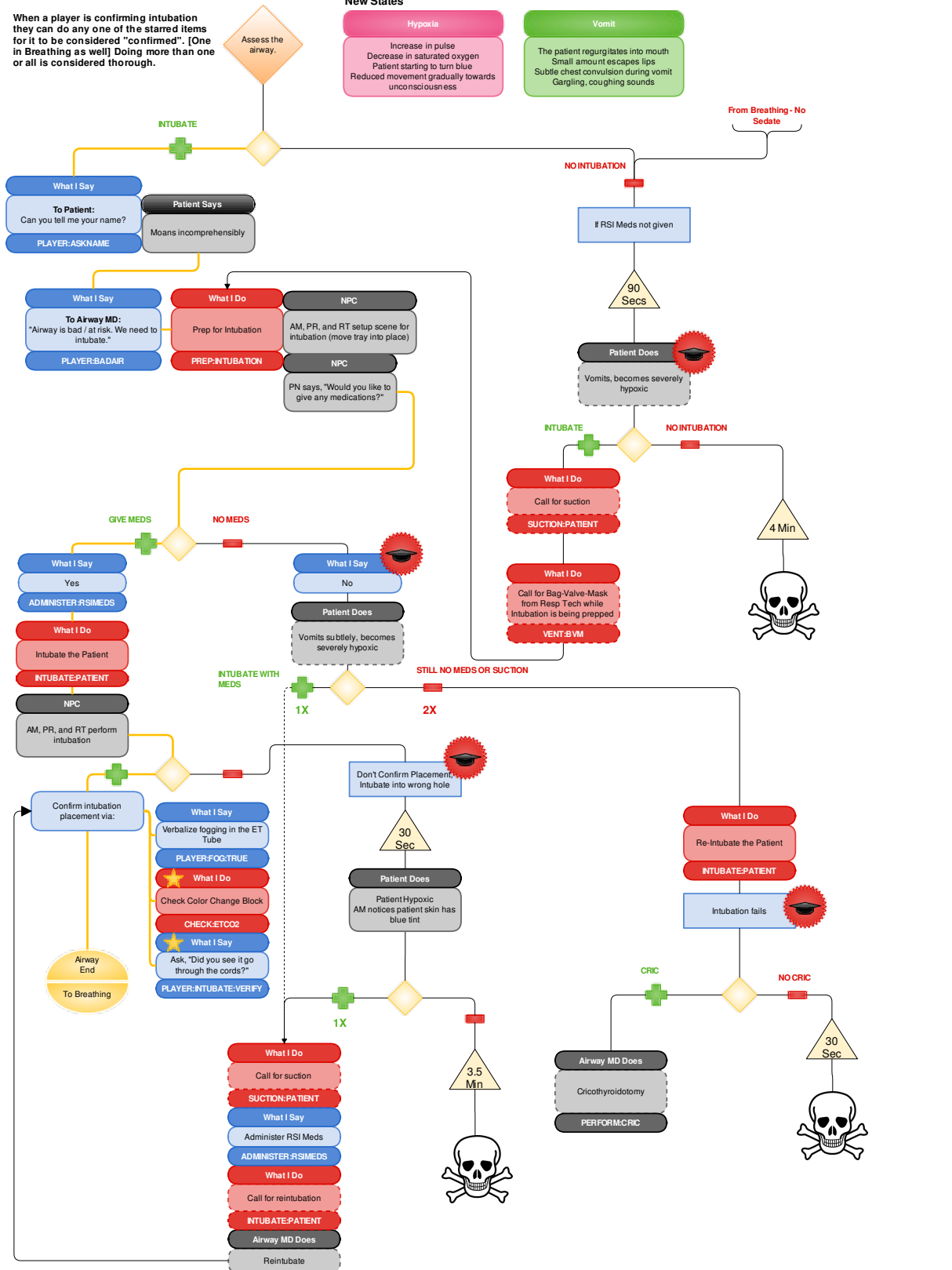
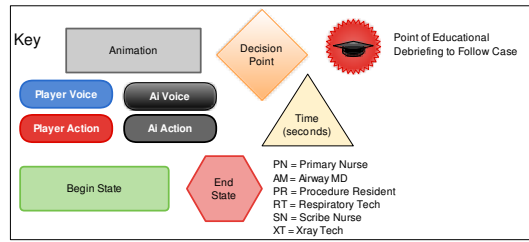
If the player messes up intubation by not giving drugs, they have a chance to remedy the situation by calling for suction (not developed) and retrying the intubation.

If the player doesn't intubate within 60 seconds, the patient vomits and become severely hypoxic. They turn a shade of blue from lack of oxygen. If the player attempts intubation 2x and fails he/she will need to perform a Cricothyrotomy to remedy the mistake. If they attempt to intubate a third time, the intubation will fail.

If the player performs the correct intubation procedure but fails to verify tube placement, Dr. Sava wants to have the intubation tube be placed incorrectly. This also causes hypoxia and the player will need suction and reintubation to remedy the situation.

A player can not attempt intubation more than twice. More than two attempts can cause damage to the patient's airway. The only remedy from this is a Cric. If the patient is unable to secure the airway within a specified amount of time the patient will die.

When a player is confirming intubation they can do any one of the starred items for it to be considered "confirmed". [One in Breathing as well] Doing more than one or all is considered thorough.

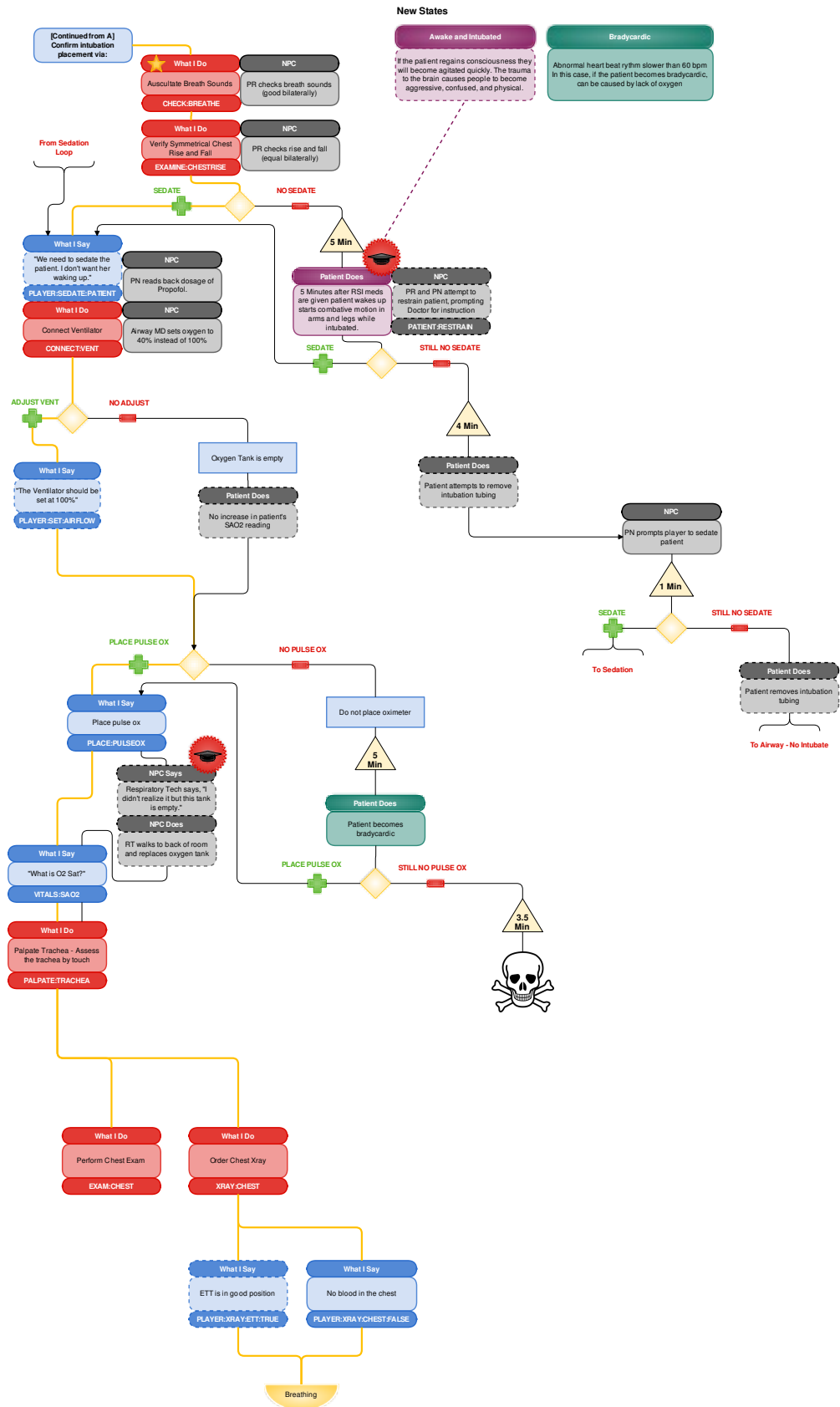


Trauma 5 All Paths - Breathing

Trauma 5-01 MVA Blunt Force - Breathing

If the player doesn't reseat the patient after intubation, the patient will wake up and enter the awake and intubated state. Initially, the patient will regain consciousness and begin to move their arms and legs. If this goes unnoticed for too long, the patient will attempt to remove their IV or their intubation tubing and will need to be restrained by the PR and PN.

If the player doesn't place the pulse ox after connecting the ventilator, the patient will enter a hypoxic state. If this goes unnoticed the patient will die in a specified amount of time.



Trauma 5 All Paths - Circulation

Trauma 5-01 MVA Blunt - Circulation

If the player puts on the auto blood pressure cuff but doesn't verify its readings with a manual pressure, the bp cuff will error.

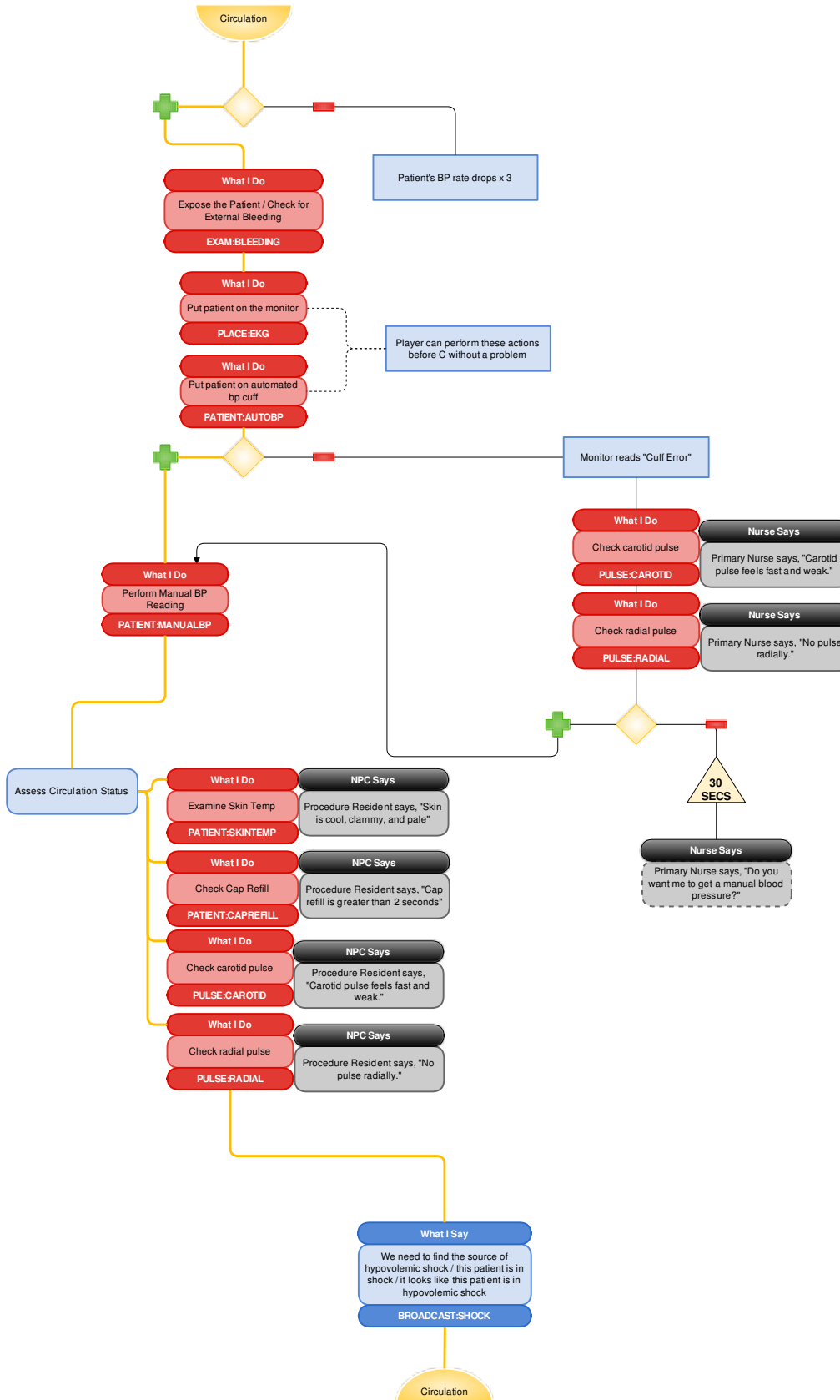
The player must rely on manual pressures for the rest of the scenario, the manual bp cuff.

If the player doesn't expose the patient (Check for External Bleeding) within 3 minutes after entering Circulation, the rate of BP drop triples. When BP \leq 60 the patient's sheets will become soaked with blood from a "missed" thigh laceration.

Pulses:
 "The X pulse is present and thready"
 Radial 90 - 100
 Femoral 70 - 80
 Carotid 60 - 70

"The X pulse is palpable"
 Radial 100+
 Femoral 80+
 Carotid 70+

"I don't feel an X pulse"
 Radial < 90
 Femoral < 70
 Carotid < 60



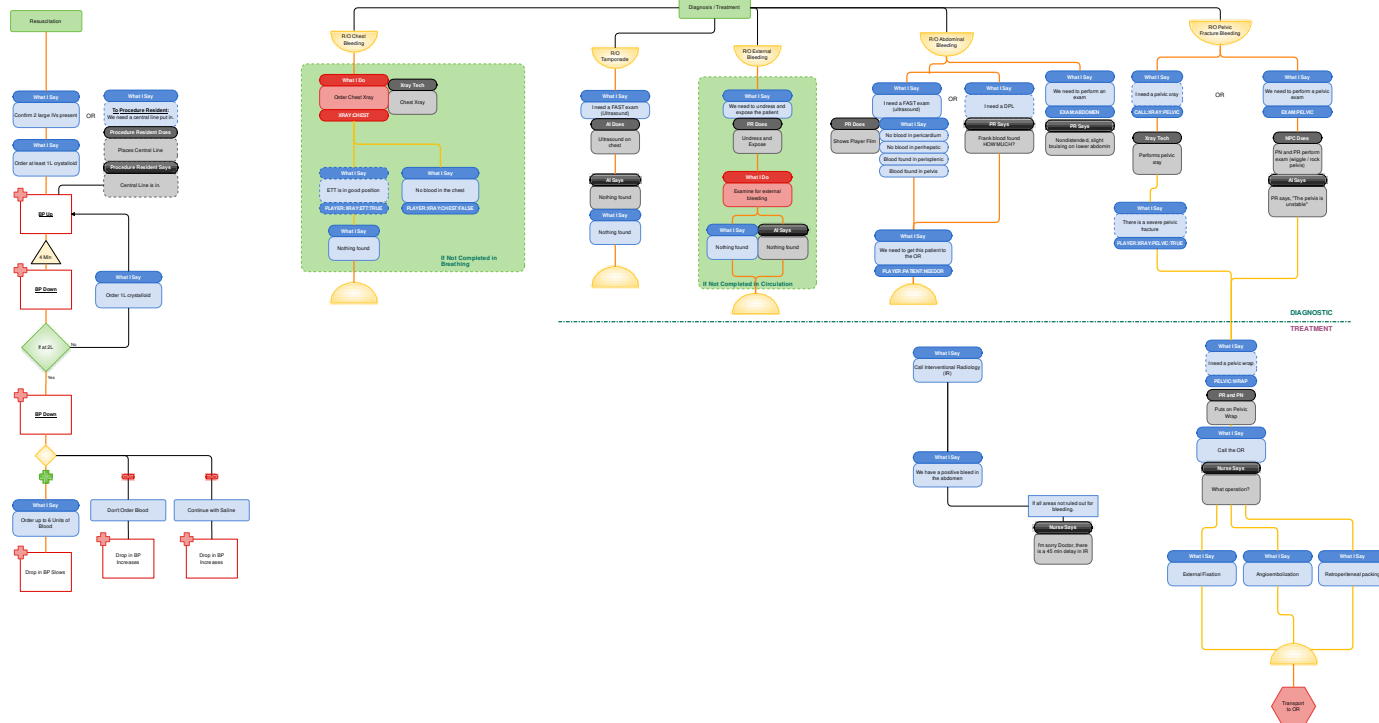
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The player needs to rule out bleeding in the 5 major areas of the body. In order to have a successful case, the player MUST diagnose and treat the abdomen and pelvic injury.

Abdomen = Diagnose- FAST or DPL, Treatment: Call OR for Laparotomy

Pelvis = Diagnose- Xray or Exam, Treatment: External Fixation or Angio or Retroperitoneal packing in the OR



Trauma 5 All Paths - Implementation Details

