

PRE-HOSPITAL SIMULATION COMPETITION

Task: Search

Author: Viliam Dobiáš (SK)

Judges: Viliam Dobiáš (SK), Jan Maršálek (CZ)

Player: Jan Maršálek jr. (CZ)



Time limit for task: max. 6 mins Story get to team at task start.

Story for team:

Examinate thoroughly the patient (victim) without patient history obtainable and without known injuries or ilnesses.

Your tasks:

- Patient assesment by primary and secondary survey
- Find out unusual findings
- Abnormal findings report to judge: 1. large or small, 2. amount number, 3. localisation

Situation on the scene:

Patient is unconscious, breathing regularly, not necessary to measute vital ff. - normal. Lying on the back-suppine, OR on the side OR on the abdomen - position are changed within competition randomly.

Player has 2 large abnormal findings (chestnut or butons) and 3 small abnormal findings (acorns or small buttons).

Places of placements: are changed after each crew to diminish leak of informations:

Chestnuts - everytime 2 pcs: a) right armpit, b) left armpit, c) umbilicus, d) right popliteal fossa, e) left popliteal fossa, f) LS region central, g) Th 6 back side.

Small abnormalities: a) hairy part of the head, b) under right collarbone, c) under left collarbone, d) apex of the heart, e) one of four quadrants of abdomen wall - change regularly, f) central part of thigh at medial side left or right - change regularly.

Key words:

Thorough, systematic and detail examination of the whole body with unknown injury/abnormalities.

Team scoring		1	2	3	4	5	Max. points	Correct decisions and performance
							500	
1	Chestnuts	2/2		1/2		0/2	100	By examination of patient with eye, hands and touch find out the chestnuts, report number and localisation. Sthetoscope is not obligatory, BP meter not necessary.
I		100		50		0		Dr meter not necessary.
2	Acorns	3/3		2/3	1/3	0/3	300	By examination of patient with eye, hands and touch find out the chestnuts, report number and localisation. Sthetoscope is not obligatory, BP meter not necessary.
		300		200	100	0		
3	Player							Subjective evaluation by players according players rules.
		100						