

First Aid Scoring Guidelines

Material to be provided by Station Master: Scoring Rubric

In this event, Scouts are given the first aid scenario described below. Scouts must render first aid and then evacuate the victim. Patrols will have to furnish all first aid supplies such as triangular bandages, poles and blankets for stretchers, extra coats/blankets to keep victim warm, etc. Each patrol will have to provide its own victim. Only first aid knowledge required for BSA rank advancement (tenderfoot, second class, first class) will be used in the scenario. Scenario judges will judge the scenario throughout the day to ensure consistency in scoring.

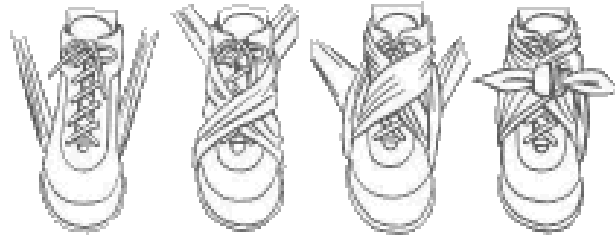
Winter First Aid Scenario

A group of Scouts snowshoeing to a winter campsite and towing a sled with essential supplies in a national forest come across an injured cross country skier at the base of a hill. The individual's clothing is wet from lying in the snow. His right knee is bent at an odd angle and swollen indicating possible torn ligaments. The left ankle is also bent and swollen. The skier is confused, has slurred speech, very drowsy, and shivering. He is complaining that he can't feel his fingers. Examination of the fingers shows skin that is bluish-white and hard.

Scoring Checklist:

The victim needs first aid for:

- Hypothermia.
- Shock
- Frostbite of fingers.
- Sprained left ankle.
- Torn ligaments in right knee.



Scouts need to do the following:

- Send two Scouts for help
- Begin immediate treatment for hypothermia by removing wet clothing and drying the person off. (Scouts just need to explain this part. They do not need to strip the victim.) They should begin warming the person by putting dry clothing on the person and wrapping him in blankets. If using hot water bottles or chemical hot packs to warm the person, wrap them in cloth; don't apply them directly to the skin.
- Simultaneously they should calm and reassure the victim that they will be taken care of.
- Treat for shock by getting him warm with a blanket and elevate the head and feet if possible.
- Splint the right knee; be sure the leg is straightened and immobilized.
- Immobilize the left ankle injury using the wrapping technique outlined in the Scout Manual (see above diagram). It would be best not to remove the boot while wrapping it.
- Treat frostbitten fingers. Restore the warmth to the fingers by gently warming the area. One way to do this is by breathing on it through cupped hands and/or hold it next to your body. Do not use direct heat from chemical hot packs. Do not rub or massage the skin or break blisters. Continue the re-warming process until the skin appears red and warm or the individual is ready for transport to an evacuation point.
- Carry the victim to an evacuation point on an improvised stretcher.

SCORING SHEET

Treatment		Possible Points	Actual Points
1	Two Scouts are sent for help (buddy system). 2 points if only one Scout is sent for help.	4	
2	Treat for hypothermia by getting him dry by removing wet clothing and warm him with a blanket.	5	
3	Calm and reassure the victim. Treat for shock by getting him warm with a blanket and elevating head.	5	
4	Straighten the right leg with minimal movement.	5	
5	The splint for the right leg should be positioned correctly and tied snugly with cravats above and below the knee.	8	
6	Straighten the left foot with minimal movement.	5	
7	The ankle should be immobilized correctly by wrapping and tying the wrap snugly over the boot.	8	
8	Treat frostbitten fingers. Restore the warmth to the fingers by gently warming the area.	5	
9	Construct a stretcher using a blanket and staves and transport the victim to the evacuation point.	5	
Total Possible Points		50	

Troop #	Patrol	1	2	3	4	5	6	7	8	9	Total Score

Total points possible: 50 points