

Flying Chair

Scenario Overview:

The patient in this scenario has been hit over the head with a chair and was knocked out. Some people found him lying on the ground outside a bar have called the first aiders over. As the first aiders arrive, the patient is coming round and is becoming more alert. This scenario should give practice in potential head and spinal injury management.

Difficulty:

First Aider Moderate

How the scenario should progress:

The patient doesn't have a serious head injury and so will not deteriorate. If the first aiders do a really terrible job at neck immobilisation you could get the patient to have knock-on effects from that in order to make a point.

Actor Tips:

Initially be quite groggy and not that responsive but become more alert and responsive over time. Act a little confused throughout.

Patient 1:

Name: Martin Green **Age:** 24 **Sex:** Male

Medication:

Temazepam for Insomnia

Allergies:

Nuts

Past medical/family/social history:

Struggles to sleep but apart from this generally fit and well.

Findings on examination:

Patient is confused and dizzy. Bleeding from head and has pain in neck. The patient is struggling to tell you exactly where the pain is though. The patient is able to remember what happened just before he got knocked out. Pupils equal and reactive. Can retain information. Does not feel sick. Pain in neck is about 3/10 and is in the general neck area - pain in head is on the point where the chair hit. Swelling is evident at this point on head.

Possible treatment from first aiders:

C-spine control due to mechanism and general pain. Neurological assessment and monitoring for potential head injury.

Time after start:	0 mins	2 mins	4 mins
Response:	Voice	Alert	Alert
Airway:	Yes	Yes	Yes
Respirations:	15	14	16
Pulse:	101	105	103

Blood Pressure:	125/82	120/80	122/81
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