

LEHIGH DISTRICT

2024 FIRST AID MEET

Scenario #3: It's not just a flesh wound

Scenario: Your patrol comes across a sword fight between two great and infamous knights-Black Knight of Python and the Green Knight of Turtle.

As you race to see the battle, the Green Knight gets the upper hand and strikes the Black Knight on the left forearm (between the wrist and elbow) nearly severing the arm. The Black Knight yells "it is only a flesh wound", as the Green Knight slices the Black Knight's right leg just below the knee.

The patrol easily recognizes that a tourniquet must be applied immediately to the left arm, as blood is gushing from the nearly severed arm. The right leg, though bleeding, is oozing and does not need immediate care. The right leg does have some dirt in the wound. The Green Knight bids farewell and disappears into the glorious forest.

Though the Black Knight is unconscious, you know from his Knight Card, that he is 35 years old and has no allergies.

The patrol, knowing that the Black Knight needs more help than they can provide, must send someone for help. The help needed is about 5 miles from your location, the entrance to the Gateway Forest. King Foof, who was also on the trail, gives you two horses, *Two Half Coconut Shells* and *Spam-A-Lot*, to make your travel quicker.

PATROL NAME: _____ TROOP # _____
SCORE: _____ out of 100

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NOTE: Tourniquet should not be tight that it prevents blood flow, but should be snug.

NOTE: Tourniquet **CAN NOT** be on a joint, if they start putting it on a joint (elbow), **STOP THEM IMMEDIATELY** and have them move it.

ACTION TAKEN	POSSIBLE POINTS	POINTS EARNED
APPROACHING THE SCENE	10 Max pts	
1. Scouts ask if the scene is safe	5	
2. Scouts say they have medical gloves on	5	
LEFT FOREARM PARTIAL-AMPUTATION	55 Max pts	
1. Tourniquet is applied above the wound on the left arm	10	
2. Tourniquet is at least 1½" wide	10	
3. Tourniquet is at least 2" above the wound	10	
4. The windlass (stick) is sturdy and does not break	5	
5. Tourniquet is secured after being made tight	10	
6. Patrol documents time the Tourniquet is applied	10	
TREATMENT OF RIGHT LOWER LEG LACERATION	20 Max pts	
1. Clean wound	10	
2. Apply dressing and bandage	10	
TREATMENT FOR SHOCK	15 Max pts	
1. Keep the victim warm by covering with a blanket.	5	
2. Elevate legs to control bleeding and treat for shock	10	
TOTAL POINTS	100	

JUDGE'S NAME (PRINT): _____

JUDGE'S SIGNATURE: _____

JUDGE'S AFFILIATION: _____

PATROL NAME: _____ TROOP # _____
SCORE: _____ out of 50

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Scenario #3: It's not just a flesh wound OBTAINING HELP

GOING FOR HELP	5 Max pts	
1. Patrol sends two Scouts to obtain help or if only 1 Scout arrives and says there are two that went for help. <u>(if only 1 Scout goes and does not say there are 2 Scouts, then 2 points)</u>	5	
OBTAINING HELP	45 Max pts	
1. The Scout tells what happened-a sword fight	5	
2. Scout provides patient description – 35 year old male, Black Knight a. Deduct 2 points if no age is given b. Deduct 2 points if male is not stated c. Deduct 1 point if name is not given	5	
3. The Scout explains the injuries		
a. Male is unconscious	5	
b. Has a partial-severed left arm	5	
c. Laceration to the right leg below the knee	5	
4. The Scout explains what is being done to the victim		
a. Tourniquet was applied	5	
b. Bandaged right leg	5	
c. Treating for shock	5	
5. The Scout gives the location as being at the entrance to Gateway Forest.	5	
TOTAL POINTS	50	

JUDGE'S NAME (PRINT): _____

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