

LEHIGH DISTRICT

2024 FIRST AID MEET

Scenario #2: Joust Accident

Scenario: Your patrol was requested by King Foof to provide medical care for the Grand Jousting Match of the Royal Rangers at the Minsi Jousting Center because of your unit's advanced medical knowledge. While watching this extraordinary match, two of the finest jousts clash in a battle of skill and luck. On the 2nd run, Sir Gallop of Gallantry gets struck by Sir Loin of Beef's joust and falls to the ground. Fortunately, Sir Gallop's shield absorbed the bulk of the blow.

Your patrol arrives and finds Sir Gallop's left arm is broken between the wrist and the elbow. While removing Sir Gallop's armor, you find that he was stung three times on the left ankle when he fell onto a ground wasp nest. You find one of the stings is still embedded in the skin. King Foof requests that you remove him from the field of glory to the side as soon as possible so the joust may continue.

Sir Gallop of Gallantry is a 24-year-old Knight of the Square Table and has a history of mild reactions when stung by wasps. The local alchemist and a healer are about 1 mile from the jousting field.

LEHIGH DISTRICT

2024 FIRST AID MEET

Scenario #2: Joust Accident

Scenario: Your patrol was requested by King Foof to provide medical care for the Grand Jousting Match of the Royal Rangers at the Minsi Jousting Center because of your unit's advanced medical knowledge. While watching this extraordinary match, two of the finest jousts clash in a battle of skill and luck. On the 2nd run, Sir Gallop of Gallantry gets struck by Sir Loin of Beef's joust and falls to the ground. Fortunately, Sir Gallop's shield absorbed the bulk of the blow.

Your patrol arrives and finds Sir Gallop's left arm is broken between the wrist and the elbow. While removing Sir Gallop's armor, you find that he was stung three times on the left ankle when he fell onto a ground wasp nest. You find one of the stings is still embedded in the skin. King Foof requests that you remove him from the field of glory to the side as soon as possible so the joust may continue.

Sir Gallop of Gallantry is a 24-year-old Knight of the Square Table and has a history of mild reactions when stung by wasps. The local alchemist and a healer are about 1 mile from the jousting field.

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

LEHIGH DISTRICT 2024 FIRST AID MEET

Scenario #2: Joust Accident

ACTION TAKEN	POSSIBLE POINTS	POINTS EARNED
APPROACHING THE SCENE	10 Max pts	
1. Scouts ask if the scene is safe	5	
2. Scouts say or do have medical gloves on.	5	
TREATMENT FOR BROKEN ARM	50 Max pts	
1. Splinted the LEFT arm	5	
2. Splint goes from hand to elbow.	5	
3. One splint is used. If two splints are used then 3pts.	5	
4. Splint is firmly secured using gauze rolls or triangular bandages. If rope is used, then only 2 points.	5	
5. Something is placed in victim's left hand to form a natural position.	5	
6. Pulse or capillary refill is checked before and after splinting. (5 points for before, 5 points for after)	10	
7. Person is asked to wiggle their fingers or asked if they can feel the person touching their fingers.	5	
8. The victim's arm is placed in a sling.	5	
9. The splint and sling helps to minimize movement.	5	
TREATMENT FOR BEE STINGS	20 Max pts	
1. Stinger is removed using a card or other flat surface. If tweezers are used, then 0 points given.	5	
2. Applied Ice	5	
3. Applied insect sting relief or mud	5	
3. Say they will monitor patient.	5	
EXPLAIN 3 WAYS TO MOVE VICTIM (ASK PATROL)	20 Max pts	
1. First Method	5	
2. Second Method	5	
3. Third Method	5	
4. Fourth Method	5	
TOTAL POINTS	100	

JUDGE'S NAME (PRINT): _____

JUDGE'S AFFILIATION: _____

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

LEHIGH DISTRICT 2024 FIRST AID MEET

Scenario #2: Joust Accident 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 knight fell off horse	5	
2. Scout provides patient description – 24 year old male, Sir Gallop of Gallantry 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. Knight is conscious	5	
b. Knight has a broken left arm	5	
c. Knight received bee stings to left ankle	5	
4. The Scout explains what is being done to the victim		
a. Left arm is splinted	5	
b. Arm placed in sling	5	
c. Treated/treating for bee stings	5	
5. The Scout gives the location as being at Minsi Jousting Center.	5	
TOTAL POINTS	50	

JUDGE'S NAME (PRINT): _____

JUDGE'S SIGNATURE: _____

JUDGE'S AFFILIATION: _____

LEHIGH DISTRICT

2024 FIRST AID MEET

Scenario #2: Joust Accident

Scenario: Your patrol was requested by King Foof to provide medical care for the Grand Jousting Match of the Royal Rangers at the Minsi Jousting Center because of your unit's advanced medical knowledge. While watching this extraordinary match, two of the finest jousts clash in a battle of skill and luck. On the 2nd run, Sir Gallop of Gallantry gets struck by Sir Loin of Beef's joust and falls to the ground. Fortunately, Sir Gallop's shield absorbed the bulk of the blow.

Your patrol arrives and finds Sir Gallop's left arm is broken between the wrist and the elbow. While removing Sir Gallop's armor, you find that he was stung three times on the left ankle when he fell onto a ground wasp nest. You find one of the stings is still embedded in the skin. King Foof requests that you remove him from the field of glory to the side as soon as possible so the joust may continue.

Sir Gallop of Gallantry is a 24-year-old Knight of the Square Table and has a history of mild reactions when stung by wasps. The local alchemist and a healer are about 1 mile from the jousting field.