Source:

- 1 | diff between normal first aid and wilderness first aid
- 1.1 | when you are 2 hours away from a hospital
- 1.1.1 | either far or will tike a while to get there
- 2 | requires
- 2.1 | **improv**
- 2.2 | thinking on the fly
- 2.3 | treating without 100% diagnosis
- 2.4 | think about what body systems are being impacted
- 3 | body systems
- 3.1 | respiratory system
- 3.1.1 | nose, mouth, airway, lungs, diaphragm
- 3.1.2 | things that could go wrong
 - 1. liquid in the lungs
 - 2. puncture to the lungs (rib or external)
 - 3. choking on something or anything that blocks your airway
 - 4. allergies and asthma anaphalaxis
- 3.2 | cardiovascular system
- 3.2.1 | heart, vessels
- 3.2.2 | things that could go wrong
 - 1. bleeding
 - (a) some blood vessels are important (corodal, femeral arteries)
 - 2. heart damage
 - 3. blood clot / swelling
 - 4. infection

3.3 | musculoskeletal system

3.3.1 | things that could go wrong

- 1. sprain, strain, twisted ankle, jammed finger
- 2. break
- 3.4 | these other ones aren't going to be focused on as much
- 3.4.1 | integumetntary system
- 3.4.2 | nervous system
- 3.4.3 | digestive system
- 3.4.4 | urinary system
- 3.4.5 | reproductive system
- 3.4.6 | endocrine system
- 3.4.7 | lymphatic/immune system

4 | patient assessment

- 4.1 | scene saftey and sizeup
- 4.1.1 | is this a safe situation for you to go into?
- 4.1.2 | if you get hurt or sick, then you become a second patient
- 4.1.3 | unsafe things like
 - 1. a rock falling, bees, a clif, etc
- 4.1.4 | personal protective equipment
 - 1. gloves? goggles?
- 4.2 | ABCs (to address urgent issues)
- 4.2.1 | **Airway**
 - 1. problems
 - (a) obstructed?
 - (b) damage to the lungs?
 - 2. ways to see (bad)

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- (a) choking
- (b) coughing
- (c) wheezing
- (d) swelling
- 3. ways to see (good)
 - (a) speaking / screaming (their airway is clear)
 - (b) chest rise / fall (esp if laying down)
 - (c) pay attention to if this stops happening
- 4. resolve it
 - (a) heimlich maneuver (IF THEY ARE NOT COUGHING)
 - (b) if coughing, KEEP COUGHING, pat on back

4.2.2 | Breathing

- 1. problems
 - (a) quality of breath (hyperventilation bad)
 - (b) a tightening sound may indicate constriction of airway
- 2. ways to deal
 - (a) for allergies / asthma epipen/inhaler
 - i. they should administer it themselves if able
 - ii. tripod position lean them forwards or sitting up
 - iii. a bag valve mask

4.2.3 | Circulation

- 1. problems
 - (a) puncture wounds or losing blood
- 2. look for
 - (a) pulse
 - i. close pulses will be stronger, so a strong radial (wrist) pulse is good
- 3. ways to deal
 - (a) IF HEART NOT BEATING (no pulse) cpr chest compressions
 - (b) major bleed
 - i. direct, well aimed pressure
 - ii. presssure dressing
 - A. pack gauze on wound then wrap as tight as possible WITHOUT cutting off bloodflow
 - iii. stuff the wound
 - iv. turniquet
 - A. you won't really come across a situation where this is the best option
 - B. only happens in a severed or nearly severed limb (if its dangling/detatched)
 - C. the patient will lose a limb

4.2.4 | Is there anything that will be a threat in five minutes?

4.3 | figuring out what is going on

4.3.1 | overview

1. 'make a diagnosis' or as close to one as possible

4.3.2 | history/SAMPLE

- 1. ask questions
 - (a) what happened?
 - (b) are you sick? did you eat something?
 - (c) get the story of the day

4.3.3 | head to toe

- 1. overview
 - (a) look and listen to see what's going on

4.3.4 | vital signs

- 1. overview
 - (a) cues about how the body is doing
- 2. is
 - (a) heart rate
 - i. typcally 60-100 for resting
 - ii. might be up if they are hurt or panicked
 - (b) respratory rate
 - (c) blood pressure (unlikely to have the equipment)
 - (d) pupils? bad if
 - i. head injury maybe diff pupil size
 - ii. not responding to light
 - iii. really large
 - (e) mental state
 - i. how conscious are they

- 4.4 | fix it
- 4.4.1 | wound
- 4.4.2 | break/strain
- 4.4.3 | sickness
- 4.4.4 | evacuation
- 5 | this vs that?
- 5.1 | break vs muscle strain
- 5.1.1 | is it stable or not? can you walk on it / can you get yourself out?
- 5.2 | a closed break is not so bad but an open break is very bad
- 6 | situations
- 6.1 | minor wound / scrape
- 6.1.1 | proirites
 - infection
 - (a) area may be red, warm, throbbing, smell, leaking puss
 - (b) how to clean a wound
 - i. first remove debris (dirt, pebbles) (tebridement)
 - ii. flush with clean water (pressure behind water is good)
 - iii. disinfectant (alchohol or peroxide)
 - A. don't put alchohol directly on an open wound (may dry it out)
 - B. use it around the wound on the skin
 - C. dab with alchohol splashed gauze (dont wipe)
 - D. thin layer for creams and ointments
 - (c) bandage it if:
 - i. may get dirty again
 - ii. if it might bleed again
 - iii. maybe for comfort
 - iv. otherwise, open air is better
 - 2. bleeding control

6.2 | ankle/joint assesment

6.2.1 | elevated vitals, swelling, says ankle got stuck between rocks and got twisted

6.2.2 | maybe:break, strain, sprain, roll, etc

- 1. break
 - (a) bone damage
- 2. strain / sprain
 - (a) tendon or ligament damage
- 3. how to tell the difference
 - (a) something in the middle of a limb, it's probably a break
 - (b) something at a joint, it's usually a strain or sprain
 - (c) breaks are point tender, strains/sprains are area tender

6.2.3 | ask: can it be moved?

6.2.4 | swollen, area pain, not much movement, from an ankle roll implies sprain

- should use a splint (stop the movement, hold tight in a comfortable location)
- 2. can also use compression (stretchy bandage)
- 3. ice pack to help with swelling, or advil

6.2.5 | to get out

- 1. is it stable? can she walk?
- 2. if not, call for the team with the litter/stretcher ('call for help with evacuation')
- 3. maybe use a sitting litter (put arms around someone and carry them out)

6.3 | environmental illness (very hot or very cold)

6.3.1 | symptoms

- 1. shivering
- 2. slurred speach
- 3. weird walking / hand fumbles
- 4. mumbles, stumbles, fumbles, grumbles
- 5. get out of wet clothing
- 6. layers / blankets
- 7. have them move (not sweaty but warm)
- 8. warm or maybe sugary drink

6.4 | dehydration / hyperthermia

6.4.1 | heat exhaustion

6.4.2 | symptoms

- 1. if they feel hot
- 2. haven't had enough water
- 3. not able to regulate heat
- 4. dizzy/lightheaded
- 5. stumbling or spacey
- 6. stop sweating is very bad

6.4.3 | hyponutremia

1. make sure they eat something (or get electrolytes) while drinking water

6.4.4 | heat stroke

1. rare (deasert with no water for days)

7 | if you got lost

7.1 | it depends

- 7.1.1 | what happened to get you lost
- 7.1.2 | don't go offtrail, have a compass and map
- 7.1.3 | can you backtrack safely, as that will be the best bet
 - 1. don't wander because you may get more lost

7.1.4 | get to higher ground visibly