



**BOY SCOUTS OF AMERICA**  
**Troop 146**  
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## **Second Class Requirement 6d1**

**"Explain what to do in case of accidents that require emergency response"**

**NOTE: READ THIS PAGE FIRST! IT HAS ALL THE ANSWERS!**

\_\_\_\_\_  
Name

**EIGHT STEPS: THE TEXT BELOW WAS COPIED FROM THE SCOUT HANDBOOK. Index:"First aid | method"**

### **1. CHECK THE SCENE**

Before doing anything, stop for a moment to look over the entire scene and collect your thoughts. Consider the following questions:

- What caused the accident or illness?
- Are there dangers in the area that could affect the victims, bystanders, or rescuers?  
Should the victims be moved?
- How many victims are there? How badly are they injured? Which ones appear to need the most assistance?
- If other people are nearby, can they assist with first aid or with getting help?
- Will bystanders need guidance so that they do not become victims themselves?

### **2. CALL FOR HELP**

Whenever someone has anything more than a minor illness or injury, act quickly to get them medical help. Send a bystander or other first-aider to call for help immediately. In much of the United States, you can dial 911 to reach emergency services. Some communities use other emergency-alert procedures, such as dialing "O" or calling a local sheriff's office or fire department.

When a serious injury or illness occurs in the backcountry, send at least two people for help. They will look out for each other along the way.

### **3. APPROACH SAFELY**

Keep your own safety in mind. At the scene of a car accident, watch for other cars and trucks on the road. In the backcountry, be aware of falling rocks, slippery footing, steep slopes, and other hazards. As you approach the victim, be aware of your surroundings.

Tell the injured or ill person, "My name is \_\_ , and I know first aid. May I help you?" If someone is unconscious or so badly hurt that he or she cannot respond, you can assume the person wants help.

#### **4. PROVIDE URGENT TREATMENT**

Any situation where a victim requires urgent treatment is considered a hurry case, bleeding and breathing are the immediate concerns. When you approach an ill or injured person, take 15 to 20 seconds to survey the victim's condition to find out the following:

- Is the person conscious?
- Is the person breathing?
- Is the person's heart beating?
- Is there severe bleeding?

#### **5. PREVENT FURTHER INJURY**

Avoid moving someone who is injured unless it is impossible to perform urgent first aid or the victim is in a dangerous location. If the person's position must be adjusted, do so carefully with the minimum amount of movement. With the help of a fellow first-aider or bystander, stabilize the victim's head and neck as you move the person. Never move a person with a suspected spinal injury unless it is absolutely necessary.

#### **6. TREAT FOR SHOCK**

When a person is injured and under great stress, the circulatory system might not provide enough blood and oxygen to the body tissues. This condition is called shock, and it requires quick and effective treatment. Every accident victim should be assessed for shock and immediately treated if necessary.

#### **7. MAKE A MORE THOROUGH EXAMINATION**

When professional medical help will be delayed, check the victim from head to toe for other injuries after providing urgent care. If the victim is alert, ask for information about how an injury occurred. Ask what hurts and whether the victim can move arms, legs, fingers, and toes. Pay attention to how a victim is responding as well as to what he or she is saying. Open rain gear, jackets, and outer clothing that might be hiding other wounds. If you suspect a spinal injury, avoid moving the victim as much as possible, but carefully check any parts of the body that aren't visible but might be injured. The information you collect during this examination will be useful as you plan a course of action.

#### **8. PLAN A COURSE OF ACTION**

If medical assistance is on the way, keep the victim comfortable. When help will be delayed, decide on a clear course of action. A victim who can walk alone or with some support might be able to hike to a road. If injuries are serious, it is almost always better to send two people to get medical help. Keep monitoring the injured person's condition and be ready to respond to any changes.

If you come upon an emergency scene and take charge, the Scout handbook gives step-by-step advice for what to do -- 8 steps in all. If you like mnemonics, try this:

**CHAT-W-SEA**

1. **"C"** = **C**heck the scene
2. **"H"** = Call for **H**elp
3. **"A"** = **A**pproach safely
4. **"T"** = Provide urgent **T**reatment (= **T**reat the hurry cases)
5. **"W"** = Prevent further injury (= Don't let things get **W**orse)
6. **"S"** = Treat for **S**hock
7. **"E"** = Make a thorough **E**xamination
8. **"A"** = Plan a course of **A**ction (= What comes next?)

**All the answers can be found on the first two pages of this quiz with text that was reproduced from the Scout handbook.**

1. **"C"** = **C**heck the scene

What are the 5 things to check for? (short answers are okay)

- a. \_\_\_\_\_
- b. \_\_\_\_\_
- c. \_\_\_\_\_
- d. \_\_\_\_\_
- e. \_\_\_\_\_

2. **"H"** = Call for **H**elp

a. In the attached text dealing with calling for help, how many times does the word "quickly" show up? \_\_\_\_\_

b. In the attached text dealing with calling for help, how many times does the word "immediately" show up? \_\_\_\_\_

c. If you're busy doing first aid yourself, what's a good way to ensure that 911 gets called quickly? \_\_\_\_\_

d. **Super Scout question:** If there are no bystanders to call 911 for you, how can you both apply first aid and call 911 at the same time? \_\_\_\_\_

\_\_\_\_\_

3. **"A"** = **A**pproach safely

Use your imagination to come up with an emergency situation in which you decide to keep your distance and call 911 instead of doing any first aid yourself.

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4. **"T"** = Provide urgent **T**reatment ( = **T**reat the hurry cases)

What are the 4 things to check for that call for urgent treatment?

- a. \_\_\_\_\_
- b. \_\_\_\_\_
- c. \_\_\_\_\_
- d. \_\_\_\_\_

5. **"W"** = Prevent further injury (Don't let things get **W**orse)

The Scout handbook says, "**Avoid moving someone who is injured unless...**"

What are two exceptions to this rule?

- a. \_\_\_\_\_
- b. \_\_\_\_\_

If you must move the injured victim, What part of his/her body will receive special attention during the move?

- c. \_\_\_\_\_

6. **"S"** = Treat for **S**hock

Learning how to treat for shock is a different Second Class requirement, so you won't find answers in this quiz. How good is your memory?

a. It turns out that the treatment for a victim displaying shock symptoms is the same as treatment for preventing shock. Do these two things:

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b. Best not to raise the victim's legs if you suspect a broken bone. A suspected broken arm is not a problem, but name some suspected breaks that could make things worse if you try to raise the victim's legs:

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7. **"E"** = Make a thorough **E**xamination

After doing first aid for the hurry cases, the Scout handbook says, "**Check the victim from head to toe for other injuries.**"

Assume that the injured person is awake and alert. What are two questions to ask him as part of your examination?

a. How did \_\_\_\_\_

b. Can you \_\_\_\_\_

What does the Scout handbook say about "rain gear, jackets, and outer clothing that might be hiding other wounds?"

c. \_\_\_\_\_

8. **"A"** = Plan a course of **A**ction (= What comes next?)

a. No planning needed on your part if:

\_\_\_\_\_

b. When might you assist the victim in hiking to a nearby road?

\_\_\_\_\_

c. If the injury is serious, should you try to transport the victim to where he can get help, or rather have help come to him?

\_\_\_\_\_

d. When does the buddy system come into play?

\_\_\_\_\_

\_\_\_\_\_