

# Life Threatening Situations

## Emergency Preparedness Event .....

<b>Eligible Divisions:</b> Middle School	<b>Round 1:</b> 35 Q test in 60 minutes	<b>Digital Upload:</b> NO
<b>Solo Event:</b> 1 competitor	<b>Round 2:</b> Skill demonstration	

 **New for 2024 - 2025**  
Editorial updates have been made.

### Event Summary

Life Threatening Situations allow middle school members to gain the knowledge and skills required to handle emergencies until trained assistance arrives. This competitive event consists of two rounds. Round One is a 35-item written, multiple-choice test. The top-scoring competitors will advance to Round Two for the performance of a selected skill(s) identified in a written scenario. This event aims to inspire members to be proactive future health professionals and gain skills in basic emergency preparedness.

### TEXAS HOSA

**Make sure to read TEXAS General Rules and Regulations for updated “Electronic Device Policies” and “Extended Stay Preparation”.**

### Texas State Leadership Conference

A Round 1 written exam will be used to slate the top ten (10) competitors for Round 2. Both Round 1 and Round 2 for State will be in person at Kalahari in Round Rock. The top three (3) scores from State will advance to ILC.

### Dress Code

Bonus points will be awarded for [proper dress](#).

Round 1: Proper business attire, official HOSA uniform, or attire appropriate to the occupational area

Round 2: Attire appropriate to the occupational area

### Competitors Must Provide:

- [Photo ID](#) for both rounds
- Two #2 lead pencils (not mechanical) with eraser for the test.
- Sterile Gauze Squares (10)
- Disposable non-latex gloves (2 pairs)
- Tourniquet - HOSA will provide a tourniquet, OR the competitor can provide their own tourniquet.

### General Rules

1. Competitors must be familiar with and adhere to the [General Rules and Regulations](#).

### Official References

2. The below references are used in the development of the test questions and skill rating sheets:
  - a. <https://community.fema.gov/until-help-arrives>
  - b. [First Aid for Severe Trauma \(FAST\). American Red Cross. Red Cross Store](#)
  - c. [Hazard Information Sheets. www.ready.gov](http://www.ready.gov)

### ROUND ONE: The Test

3. [Test Instructions](#): The written test will consist of 35 multiple-choice items in a maximum of 60 minutes

4. **Time Remaining Announcements:** There will be NO verbal announcements for time remaining during ILC testing. All ILC testing will be completed in the Testing Center and competitors are responsible for monitoring their own time.

5. **Written Test Plan**

The test plan for Life Threatening Situations is:

- Stop the Bleed - 25%
- Maintaining Safety - 10%
- Calling 911 - 10%
- Provide Comfort - 10%

Position the Injured - 5%

- Communication in Emergency Situations - 5%
- Violent Situations - 5%

Emergency Preparedness

- Be Informed - 10%
- Plan Ahead - 10%
- Take Action - 10%

6. **Sample Round One Test Questions**

1. To help a person who has sustained critical injuries, what is the first action? (*Until Help Arrives*)
  - A. Talk to the injured person to keep them calm
  - B. Estimate the blood loss before initiating treatment
  - C. Quickly recognize life-threatening bleeding**
  - D. Recognize breathing difficulties
2. To stay safe during an earthquake, which of the following actions should be taken?  
([www.ready.gov](http://www.ready.gov))
  - A. Drop, cover, and hold on**
  - B. Run and hide
  - C. Stay outside and call for help
  - D. Seek shelter with neighbors
3. Which of the following statements best describes the use of direct pressure to stop bleeding?  
(*FAST*)
  - A. Use the fingertips to apply even, steady pressure
  - B. Use both hands with arms locked to apply firm pressure**
  - C. Use the heel of one hand to apply continual pressure
  - D. Use both hands to apply intermittent pressure

**ROUND TWO: Skill Assessment**

7. The test score from Round One will be used to qualify the competitor for Round Two. The skills approved for Round Two for this event are:
- |   |           |
|---|-----------|
| Skill I: Call 911                           | 5 minutes |
| Skill II: Stop the Bleed                    | 7 minutes |
| Skill III: Position the Unconscious Injured | 5 minutes |
| Skill IV: Response to Violent Situation     | 5 minutes |
8. The selected skill(s) will be presented to competitors as a written scenario at the beginning of the round. The scenario will be the same for each competitor. Some scenarios may involve the combination of multiple skill sheets, in which case some elements may not be scored due either to being duplicative or not appropriate within the scenario. A sample scenario can be found [here](#).
9. Competitors must complete all skill steps listed in the guidelines, even if the steps must be simulated/verbalized. (If the equipment is available, the competitors would complete all skill steps as the scenario warrants. The competitors will simulate/verbalize the steps if the equipment is unavailable.)
10. The scenario is a secret topic. Professional ethics demand that competitors DO NOT discuss or reveal the secret topic until after the event has concluded. Violation of the ethics rules will be

severely penalized per [the GRRs](#).

### **Final Scoring**

11. The test score from Round One will be used to qualify the competitor for Round Two and will be used as part of the final score.
12. The competitor must earn a score of 70% or higher on the combined skill (s) of the event (excluding the test) in order to be recognized as an award winner at the ILC.
13. In case of a tie, the highest test score will be used to determine the rank.

# Life Threatening Situations

Section # \_\_\_\_\_ Division: \_\_\_\_\_ MS  
 Competitor # \_\_\_\_\_ Judge's Signature \_\_\_\_\_

<b>Skill I: Calling 911</b>	<b>(5 minutes)</b>	<b>Possible</b>	<b>Awarded</b>
1. Verified emergency situation required 911 call.		2	0
2. Called 911 (placed phone on speaker mode if alone to allow hands to be free).		2	0
3. Responded appropriately to all 911 dispatcher questions.		2	0
a. Stated what happened.		2	0
b. Stated specific location including floor, room number or any identifying landmarks.		2	0
c. Accurately reported the number of people injured.		2	0
d. Described the type and severity of life-threatening situation.		2	0
e. Addressed any ongoing safety concerns such as any obvious dangers or ongoing threats.		2	0
4. Followed all directions provided by the dispatcher.		2	0
5. Hung up when instructed to by dispatcher. (Verbalized that dispatcher told them it is OK to hang up.)		2	0
6. Used appropriate verbal and nonverbal communication with injured person and other personnel.		2	0
<b>TOTAL POINTS - SKILL I</b>		<b>20</b>	
<b>70% Mastery for Skill I = 14</b>			

# Life Threatening Situations

Section # \_\_\_\_\_ Division: \_\_\_\_\_ MS  
 Competitor # \_\_\_\_\_ Judge's Signature \_\_\_\_\_

Skill II: Stop the Bleed (Extremity) (7 minutes)		Possible	Awarded
1.	Assessed the scene safety prior to rendering care and verbalized scene is safe.	2 0	
2.	Introduced self and asked if can help.	2 0	
3.	Moved the injured person if grave danger is evident and verbalized danger danger.	2 0	
4.	Verified emergency situation required 911 call.	2 0	
5.	Instructed another person to call 911 ( <i>scenario indicates another person is present</i> ).	2 0	
6.	Verbalized to judge the identified source of bleeding.	2 0	
7.	Applied disposable gloves.	2 0	
8.	Applied direct pressure to the source of the bleeding using gauze pads.	2 0	
9.	Maintained firm, steady pressure on the source of the bleeding until EMS arrives or tourniquet is applied.	2 0	
10.	If injured person complains of pain, explained that firm pressure is required due to the amount of blood loss.	2 0	
<b>*Judge will provide instructions regarding if direct pressure is controlling bleeding or if a tourniquet is available and indicated, per judge script. (if bleeding is controlled skip to #12).</b>		-	
11.	If bleeding is so severe that bleeding is not stopped and a tourniquet is available, applied the tourniquet:	4 0	
	a. Placed the tourniquet only on the correct arm or leg.	2 0	
	b. Placed the tourniquet 2 to 3 inches above the wound, between the wound and the heart.	2 0	
	c. Attached the buckle or passed the end of the strap through the buckle.	2 0	
	d. Pulled the free end of the strap until the tourniquet is as tight as possible around the arm or leg.	2 0	
	e. Securely fastened the strap back onto itself using the hook-and-loop fastener, if present.	2 0	
	f. Twisted the rod until the bleeding stops or until you cannot twist the rod.	2 0	
	g. If the injured person complains of pain, provided reassurance and informed them of the need for additional pressure to control bleeding.	2 0	
	h. Clipped the rod in place to prevent the rod from untwisting and to keep the tourniquet tight.	2 0	
<b>*Judge states, "Bleeding is controlled."</b>		-	
	i. Left tourniquet in place until EMS arrived.	2 0	
12.	Allowed injured person to assume position that is most comfortable for them.	2 0	
<b>*Judge states, "EMS has arrived."</b>		-	
13.	Demonstrated close-looped communication in the role of the sender.	2 0	
	a. Spoke clearly.	2 0	
	b. Clearly identified the intended receiver.	2 0	

<b>Skill II: Stop the Bleed (Extremity) (con't)</b>		<b>Possible</b>		<b>Awarde d</b>
	c. Made eye contact with the receiver.	2	0	
	d. Pointed at the receiver to make clear who the sender is speaking to.	2	0	
	e. Used the receiver's name if known or identified receiver in some way.	2	0	
	f. Looked and listened for feedback from the receiver to ensure request was heard.	2	0	
	g. Closed the loop by obtaining feedback from the receiver.	2	0	
14.	Used appropriate verbal and nonverbal communication with the injured person and other personnel.	2	0	
15.	Removed gloves appropriately without touching the outside of the gloves with bare hands.	2	0	
16.	Disposed of gloves properly.	2	0	
17.	Washed hands or used alcohol-based handrub for hand hygiene.	2	0	
<b>TOTAL POINTS - SKILL II</b>				
<b>Without Tourniquet</b>				
<b>70% Mastery for Skill II Without Tourniquet - 30.8</b>		<b>44</b>		
<b>With Tourniquet</b>				
<b>70% Mastery for Skill II With Tourniquet – 44.8</b>		<b>64</b>		

# Life Threatening Situations

Section # \_\_\_\_\_ Division: \_\_\_\_\_ MS  
 Competitor # \_\_\_\_\_ Judge's Signature \_\_\_\_\_

<b>Skill III: Position the Unconscious Injured</b>		<b>(3 minutes)</b>		<b>Possible</b>	<b>Awarded</b>
1.	Verbalized that 911 has been called and bleeding has been resolved.	2	0		
2.	Placed the unconscious injured person on their side.	2	0		
3.	Positioned the bottom arm, reaching outward.	2	0		
4.	Positioned the top arm resting on the bicep of the bottom arm.	2	0		
5.	Positioned head resting on hand of the top arm while minimizing movement of the head or neck.	2	0		
6.	Positioned legs slightly bent.	2	0		
7.	Positioned chin raised forward.	2	0		
8.	Positioned mouth pointed downward.	2	0		
9.	Used appropriate verbal and nonverbal communication with and other personnel.	2	0		
10.	Remained with the person until EMS arrived.	2	0		
<b>TOTAL POINTS - SKILL III</b>		<b>20</b>			
<b>70% Mastery for Skill III = 14</b>					

# Life Threatening Situations

Section # \_\_\_\_\_ Division: \_\_\_\_\_ MS  
 Competitor # \_\_\_\_\_ Judge's Signature \_\_\_\_\_

*\*Competitor will assume a leadership role with peers (2 to 3 peer actors) when responding to the scenario. Competitors will be acting out their response as well as verbalizing. The competition room will be set up with props to allow competitors to act out the appropriate response to the scenario.*

<b>Skill IV: Response to Violent Situation (5 minutes)</b>		Possible	Awarded
1.	Identified the violent situation response based on provided scenario (ie: active shooter). a. Verbalized the best response ( <i>run, hide, or fight</i> ) to the judge.	10	0
<b>Based on the decision in step #1, competitors will then either RUN, HIDE, OR FIGHT and perform steps #2, #3, OR #4, acting out and verbalizing the steps for the judge.</b>		-	
2.	RUN - a. If clear escape route is evident verbalized RUN away from violent situations and dangers.	4	0
	b. Helped others evacuate if possible ( <i>Did not try to move injured person</i> )	4	0
	c. Called 911 when reached safety.	4	0
3.	If unable to run, HIDE a. Chose a hiding place in the competition room with as few windows as possible ( <i>verbalized covered windows if present</i> ).	4	0
	b. Blocked the entry to the hiding place and locked the door.	4	0
	c. Silenced all electronics and stayed quiet.	4	0
4.	FIGHT, as a last resort a. Developed a plan for disabling or disarming the attacker.	4	0
	b. Competitor assumed leadership role and explained to peers what actions to take.	4	0
	c. Verbalized use of heavy items available to strike attacker in sensitive areas, such as head, neck, groin, or knees.	4	0
<b>TOTAL POINTS - SKILL IV</b>		<b>22</b>	
<b>70% Mastery for Skill IV = 15.4</b>			