

## VICTIM TYPES BY RESCUE *(start with Rescues then look at First Aid items)...*

Finish updating the following table by identifying which victim types may be used in the rescue situations at each level. Use both your lifesaving Award Guides and your Course Candidate Package to identify your victim options.

Please use the following key:

- R** = REQUIRED; stated in the Rescue items' descriptions and/or Notes = **evaluated/examined**
- I** = not actually listed in rescue item however can be inferred from award item content = **evaluated/examined**
- = extra means u may train rescuers with it but do not use this type as part of the final candidate evaluation/examination for rescue item listed (*i.e. topics from previous levels or extras from within level*) = **train, yes; evaluate, no!**

Rescue Victim Options	RkPtl (n/a)	RgrPtl #14	StrPtl #15	BrStr #16	BrStr #17	BrMdl #13	BrMdl #14	BrMdl #15	BrCrs #12	BrCrs #13	BrCrs #14	BrCrs #15
<b>Rescue RISK</b>	n/a	No Contact	Tow – Min contact	Tow or Asst Carry	Control Carry	No Contact	Control Carry	ANY (1)	ANY (2+)	Control Carry	ANY (1)	ANY (1)
<b>Victim size</b>												
Adult	I	I	I	I	I	I	I	I	I	I	I	I
Child		-	-	-	-	-	-	-	-	-	-	-
Infant						-	-	-	-	-	-	-
<b>Basic Types</b>	n/a	1 rescuer & 1 victim	1 rescuer & 1 victim	1 rescuer & 1 victim	1 rescuer & 1 victim	1 rescuer & 1 victim	1 rescuer & 1 victim	1 rescuer & 1 victim	1 rescuer & 2+ victims	1 rescuer & 1 victim	2 rescuers & 1 victim	1 rescuer & 1 victim
Weak/Tired	I	I	R	I (injured)		R		I	I (mild)		I (injured)	I (injured)
Non-swimmer	I	I (poor choice)	R (poor choice)	R (poor choice)	- (2 uncon)	R (poor choice)	I (2 uncon)	I	I (major)	I (2 uncon)	I (injured)	I (injured)
Unconscious					R		R	I (poor choice)	I (major)	R	- (injured)	I (4 worse)
Injured		I (mild)	- (mild)	R (ext bleed)	- (2 uncon)	- (mild)	I (2 uncon)	I	I (either)	I (2 uncon)	R	R

### REMEMBER:

- Victims are to be about same size or smaller than their rescuers (*i.e. all considered adults ...over 8 years of age*).
- Shock should be taught to ANYONE learning first aid at EVERY level.
- If being rescued from water, Aspiration needs to be taught to ALL rescuers AND they s/b prepared for vomiting in all drowning situations.
- In a real non-contact rescue, the real victim would most likely be weak/tired and/or mildly injured (*i.e. move easily under own power*).
- Any non-breathing victim may become non-breathing for a variety of reasons; can use these conditions as the preceding events – be fair though!
- If “distressed/drowning victim” only listed in rescue, any & all victim types &/or first aid conditions from current or previous levels could be the cause.
- The rescue difficulty should be low to high throughout the Lifesaving levels – e.g. non-breathing in Bronze Cross s/b harder than in Bronze Star.

Rescue Victim Options	Rk Pt (n/a)	Rg Pt #14	Star #15	BrStr #16	BrStr #17	BrMdl #13	BrMdl #14	BrMdl #15	BrCrs #12	BrCrs #13	BrCrs #14	BrCrs #15
Shock	-	R	R	R	R	I	I	I	I (either)	I	I	I (worse)
Cons - Aspiration	I	I	I	I		I		I	I (either)		I	I
Cons-ObstructAirwy		I (mild)		- (mild)	- (2 uncon)	- (mild)	- (2 uncon)	I	I (either)	I (2 uncon)	-	- (start)
UnCon-ObstructAirwy					I		I	I poor choice	I (major)	I	-	- (worse)
Respiratory Distress / Emergencies			- (mild)		- (2 uncon)	- (mild)	- (2 uncon)	I	I (either)	I (2 uncon)	-	R (start)
Non-Breathing/CPR					R		R	I poor choice	- (major)	R	-	I (worse)
Uncons Vomit Mgmt					I		I	I poor choice	- (major)	I	-	I (worse)
External Bleeding	I	I (mild)		R		- (mild)		I	I (either)	- (2 uncon)	R	R (start)
Angina/HA					- (2 uncon)		- (2 uncon)	I	I (major)	I (2 uncon)	-	I (worse)
TIA/Stroke					- (2 uncon)		- (2 uncon)	I	I (major)	I (2 uncon)	-	I (worse)
Arm/Leg injury			- (mild)	- (mild)		- (mild)		- (mild)	- (major)	- (2 uncon)	R	R (start)
Hypothermia									- (major)	- (2 uncon)	R	R (start)

THINK ABOUT:

- What is does the rescue item details actually state?
- How does each rescue in a level get harder (i.e. Swim Patrol levels MUCH easier than Bronze levels)?
- How does each rescue challenge the rescuer differently?
- What can you “read between the lines”?
- What do you know about “real-life” (e.g. all victims can go into shock)?
- What could cause a victim to be unconscious, non-breathing (e.g. what first aid topics covered but not used in other rescues)? ...specifically BM & BC Rescue #2
- How can you make two or more victims manageable = most minor & one major (e.g. mild choking or mild bleed but other severe choking or suspected HA)?
- Why would a victim’s condition get worse (e.g. chokes on own vomit, respiratory distress leads to cardiovascular event, mild to severe hypothermia, shock sets in because of pain, extreme blood loss, breathing difficulties, CVD, etc.)?...specifically BC Rescue #4