

Scenario Scoring Matrix

Directions: Assign points in three categories (injury/illness, environment, and personnel) where appropriate to determine the degree of difficulty for the scenario.

Injury or Illness

0 points

- medical condition (no influence on situation)
- medications (no influence)
- minor soft tissue (closed)
- burn (superficial)
- frostbite (superficial)

1 point

- eye injury (minor)
- moderate bleeding
- minor sprain/strain/contusion
- medical condition (minor influence)
- contusion of head without loss of responsiveness
- frostbite (moderate to severe)
- burn (partial- or full-thickness) – small or to non-critical areas
- mild altered mental state

2 points

- eye injury (severe)
- minor fracture, e.g., finger, clavicle
- closed extremity fracture or dislocation
- severe sprain/strain that limits mobility
- major bleeding, e.g., arterial/large vein
- amputation
- burn (partial or full-thickness – extensive or to critical areas)
- medical condition (major influence, e.g., hypoglycemia, seizures, pregnancy, hypothermia)
- head injury with loss of responsiveness or altered mental status less than 1 minute
- behavioral crisis

3 points

- shock (hypotensive)
- open or severely angulated extremity fractures
- femur fracture (traction splint)
- neck, back, pelvis fractures (backboard immobilization)
- fracture or dislocation with circulatory, motor, or sensory deficit

4 points

- unresponsive patient
- any life-threatening situation, e.g., stroke, heart attack, severe respiratory distress, acute abdomen, etc.

Environment

0 points

- site does not add difficulty

1 point

- difficult extrication or rescue
- disentanglement
- extreme slope or off trail
- rescuer/bystanders in danger

2 points

- combination of any of the above

Personnel

0 points

- single patient
- trained help

1 point

- more than one patient
- untrained assistants
- obnoxious or hysterical patient/bystander
- disoriented patient (non-medical issue)
- language/communication barrier

2 points

- physical danger to self/others