

HOSPITAL CORPSMAN SKILLS BASIC (HMSB)

Performance Check List (PCL)

Clinical Skill: **Bleeding Control & Shock Management**

Circle One: **Initial Evaluation** Re-Evaluation

Command: _____



Member's Name: _____ Date: _____

Rank: _____

Objective:

- Perform emergency interventions and bleeding control measures for a patient with:
 - (1) Emergency bleeding
 - (2) Shock

Safety Guidelines:

- Member will follow universal precautions and wear proper PPE
- Ensure a 1:1 Evaluator/member ratio

Evaluator Assistance: No more than three (3) evaluator assists are allowed. *Note: Evaluator Assist: Any assistance provided by the evaluator during the skill demonstration whether verbally or physically, which aids the member in the successful completion of the skill or the parts of the skill identified by the objective*

Performance Standard:

- All skills will be graded either **PASS/FAIL**. Member must complete **100%** of all parts with no critical items (*) missed. Failure to successfully complete a critical item (*) will result in a failure of the skill and remediation will be required.

Condition: Group of two (2) members

Equipment:

- Tourniquet
- O2 Tank
- Blanket
- O2 Administration set with non-rebreather mask

SCENARIO: The patient has arterial bleeding on the right lower extremity	PASS	FAIL
1. *Takes or verbalizes appropriate body substance isolation precautions		
2. *Applies direct pressure to the wound		
NOTE: The evaluator must now inform the member that the wound continues to bleed.		
3. *Applies tourniquet		
NOTE: The evaluator must now inform the member that the patient is exhibiting signs and symptoms of hypoperfusion.		
4. *Properly positions the patient (Trendelenburg)		
5. *Administers high concentration oxygen		
6. *Initiates steps to prevent heat loss from the patient		
7. *Indicates the need for immediate transportation		

Print and sign below:

Evaluator: _____ Date: _____

Member: _____ Date: _____

Comments:

Member Passed: ___/7	Calculated %:
Circle: PASS / FAIL	Evaluators Initials: