

CRITERIA FOR PRIORITY I TRAUMA ACTIVATION/RESPONSE

**Applies to All Trauma < 24 hrs Old From Scene or Hospital, Trauma > 24 hrs
Old with Incomplete Evaluation**

CRITERIA

1. **Confirmed** Blood Pressure < 90 mm Hg at Any Time in Adults and Age-Specific Hypotension in Children
2. Respiratory Compromise/Obstruction and/or Intubated Patients
3. Transferred Patients from Other Hospitals Receiving Blood or Intravenous Fluid to Maintain Vital Signs
4. Penetrating Trauma to the Abdomen, Neck, Chest, Flank or Proximal to the Knee or Elbow
5. Glasgow Coma Scale < 8 with Mechanism Attributed to Trauma
6. All Patients Age < 6 or > 74
7. Emergency Physician's Discretion

IF IN DOUBT, INITIATE PRIORITY I RESPONSE

CRITERIA FOR PRIORITY II TRAUMA ACTIVATION/RESPONSE

***Applies to All Trauma < 24 hrs old From Scene or Hospital, Trauma > 24 hrs
Old with Incomplete Evaluation***

PHYSIOLOGIC PARAMETERS

1. Respiratory Rate < 10 or > 30
2. Glasgow Coma Scale ≥ 8 and ≤ 14



ANATOMY OF INJURY

1. Obvious Major Vascular Injury (i.e. External Hemorrhage, Pulseless Extremity)
2. Maxillofacial Injury without Respiratory Compromise
3. Crushed Chest/Flail Chest without Respiratory Compromise
4. Isolated or Multiple Long Bone Fractures (Femur, Tibia, Fibula, Humerus, Radius, Ulna)
5. Pelvic Fractures
6. Suspected Spinal Trauma
7. Combination Trauma with Burns > 10%
8. Inhalation Injury without Respiratory Compromise
9. Multiple Fractures Excluding Long Bones
10. Amputations
11. Drowning/Near Drowning (That Do Not Meet P1 Criteria)
12. Hanging (That Do Not Meet P1 criteria)
13. Lightning Injuries (That Do Not Meet P1 Criteria)



MECHANISM OF INJURY

1. Ejection from Vehicle
2. Death in Same Passenger Compartment
3. Extrication Time > 20 Minutes
4. Falls > 20 Feet
5. Roll-Over
6. High-Speed Auto Crash
 - Initial Speed > 40 mph
 - Velocity Change > 20 mph
7. Pedestrian/Cyclist Injury with Significant (> 5 mph) Impact
8. Motorcycle/All-Terrain-Vehicle Crash > 20 mph or with Separation of Rider & Vehicle



IF IN DOUBT, INITIATE PRIORITY II TRAUMA RESPONSE