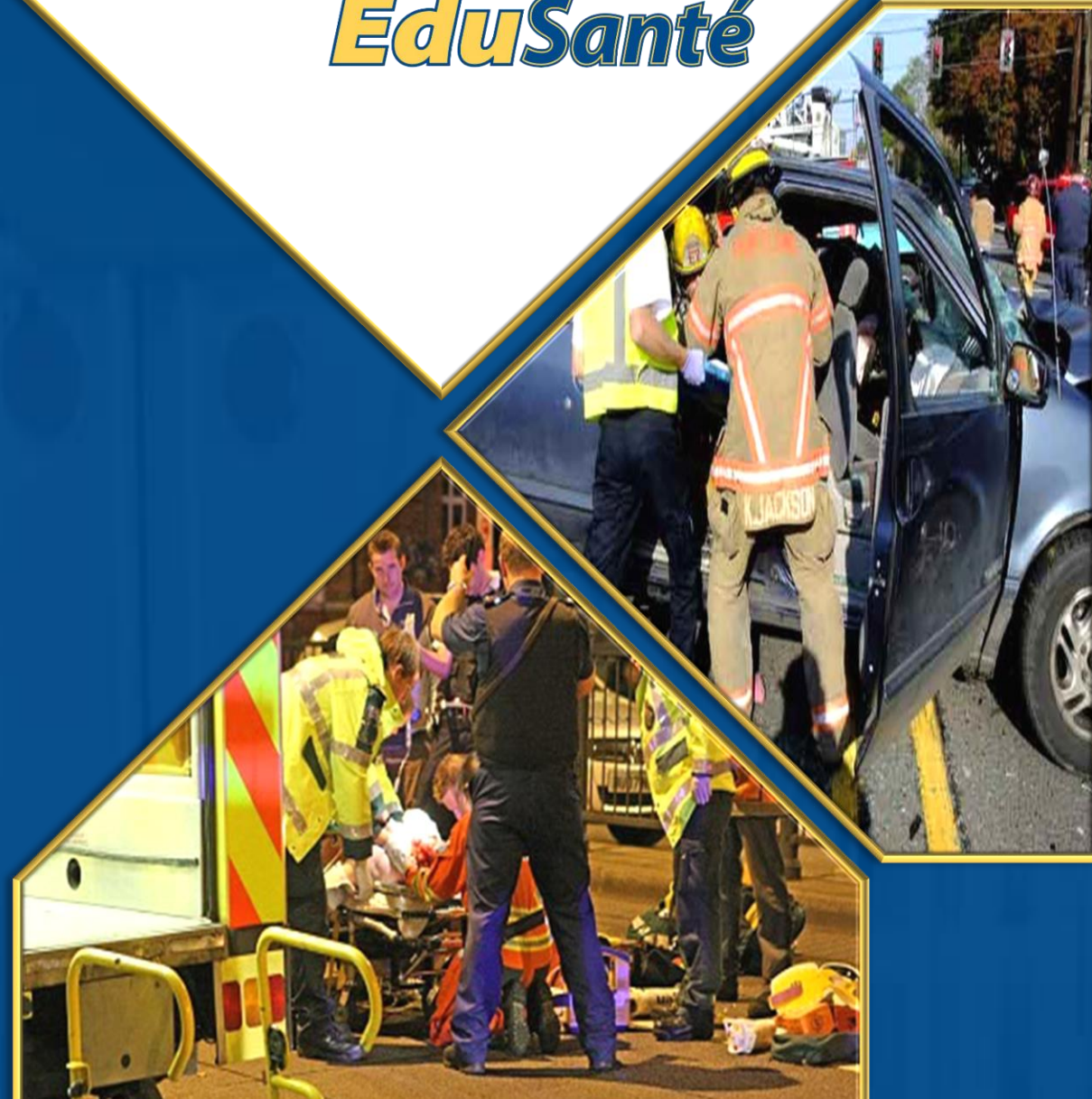


BLUNT TRAUMA

Primary Care Paramedicine

Module: 08

Section: 02a



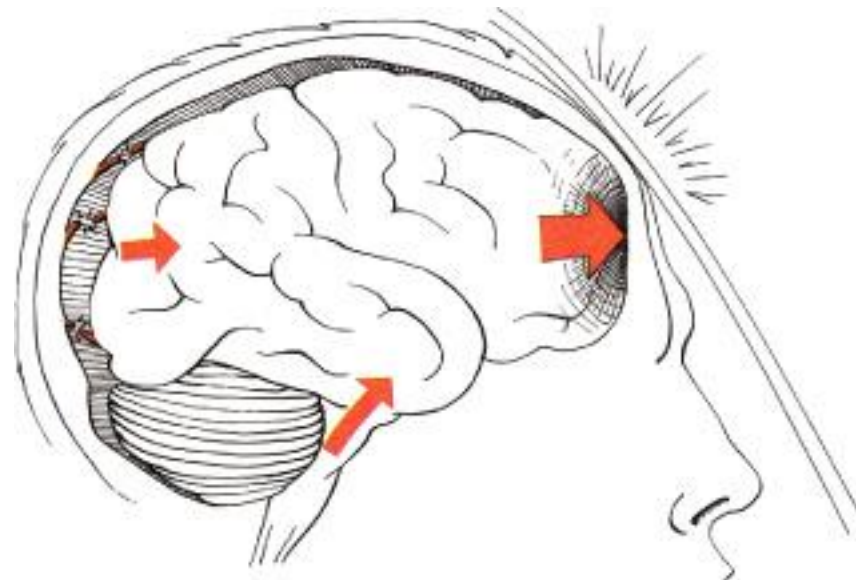
- Introduction
- Blunt Trauma
 - Automobile collisions
 - Blasts
 - Other blunt trauma

- Most common cause of trauma death and disability
- Energy exchange between an object and the human body, without intrusion through the skin
- Can be deceptive
 - The true nature of the injury is often hidden
 - Evidence of the serious injury may be very subtle or even absent

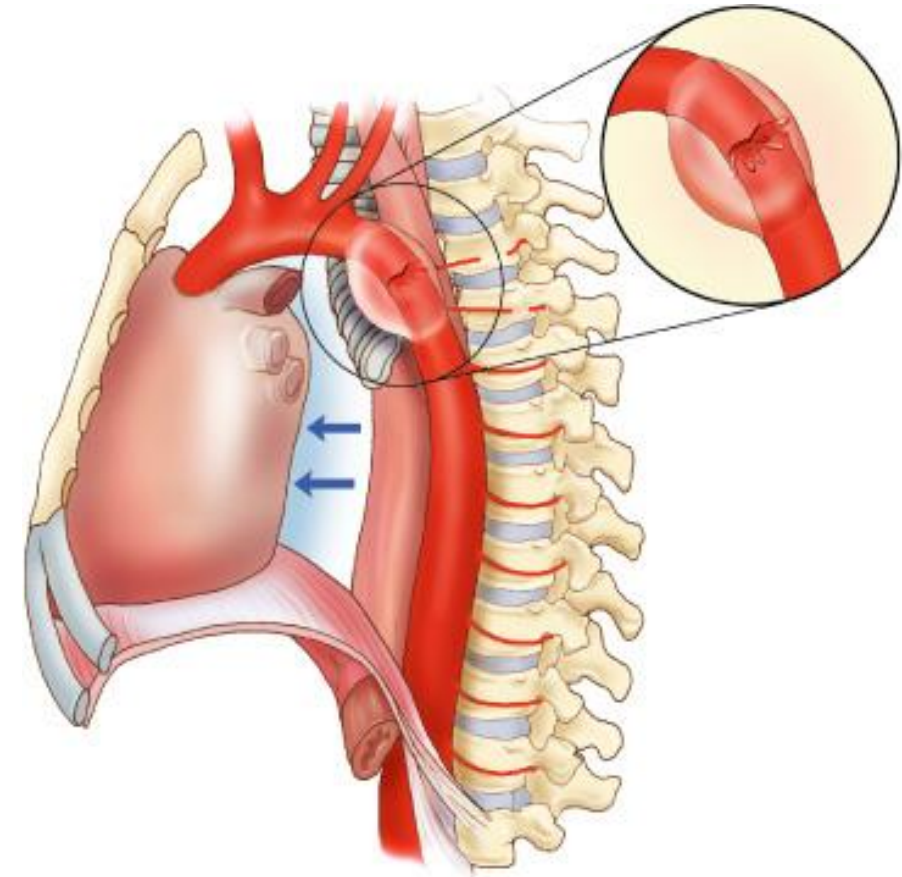
- Most commonly from motor vehicle collisions
 - Automobiles
 - Motorcycles
 - Pedestrians
 - Recreational vehicles
 - Explosions
 - Falls
 - Crush injuries
 - Sporting injuries

- After impact organs continue to pull against structures that attach them to the body
 - Organs may separate from attachments
 - Vascular pedicle or mesenteric attachment injury may cause hemorrhage

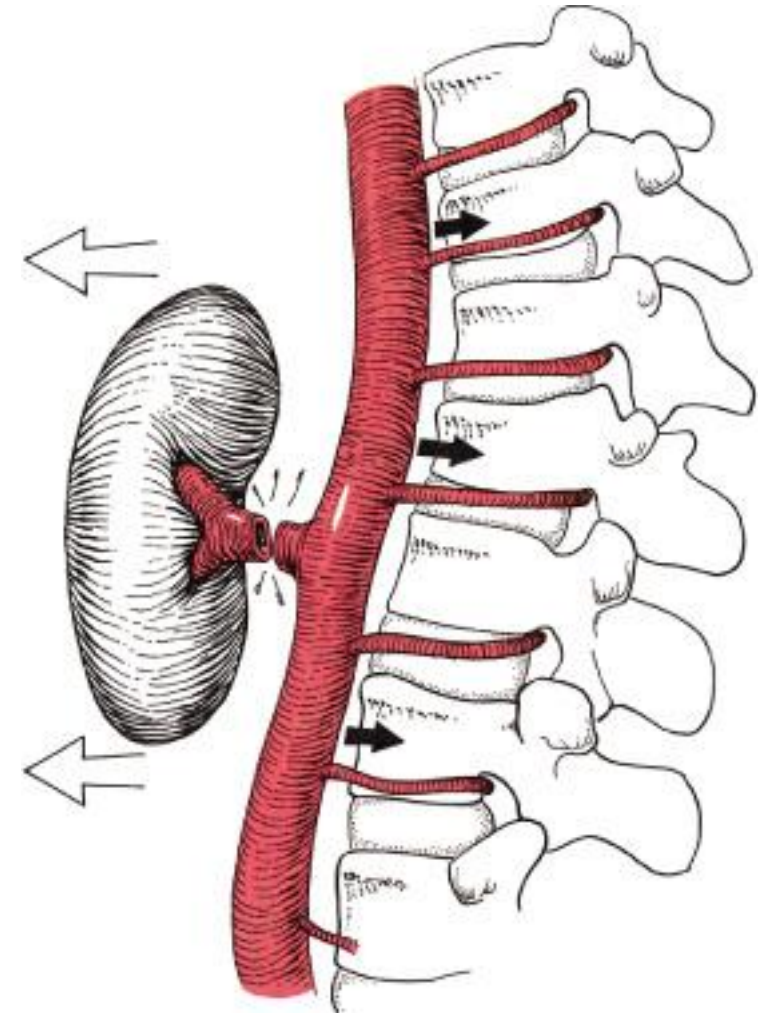
- Head strikes stationary object
- Cranium stops abruptly
- Brain continues moving and is compressed against skull



- Aorta often injured by severe deceleration forces
 - Usually sheared at ligamentum arteriosum attachment
- Rupture causes rapid exsanguination



- Abdominal organs and retroperitoneal structures (most commonly the kidneys) may be affected by deceleration forces



- Causes
 - Structural collapse, explosion, industrial or agricultural
- Pathophysiology
 - Tissue stretching and compression
 - Extended pressure results in anaerobic metabolism distal to compression
 - Return of blood flow, toxins to entire body
 - Severe hemorrhage due to severe damaged blood vessels

- Severity and pattern depend on:
 - Direction of impact
 - For vehicle crashes—energy absorbed by vehicle
 - Part(s) of body to which energy is transmitted
 - Use of protective equipment
 - Compression, deceleration, acceleration
 - Density and contact area of object
 - Velocity at impact

- Again, a crash is any impact between the body and an object
- Assessment and management of the injured patient must consider three phases:
 - Pre-crash
 - Crash
 - Post-crash

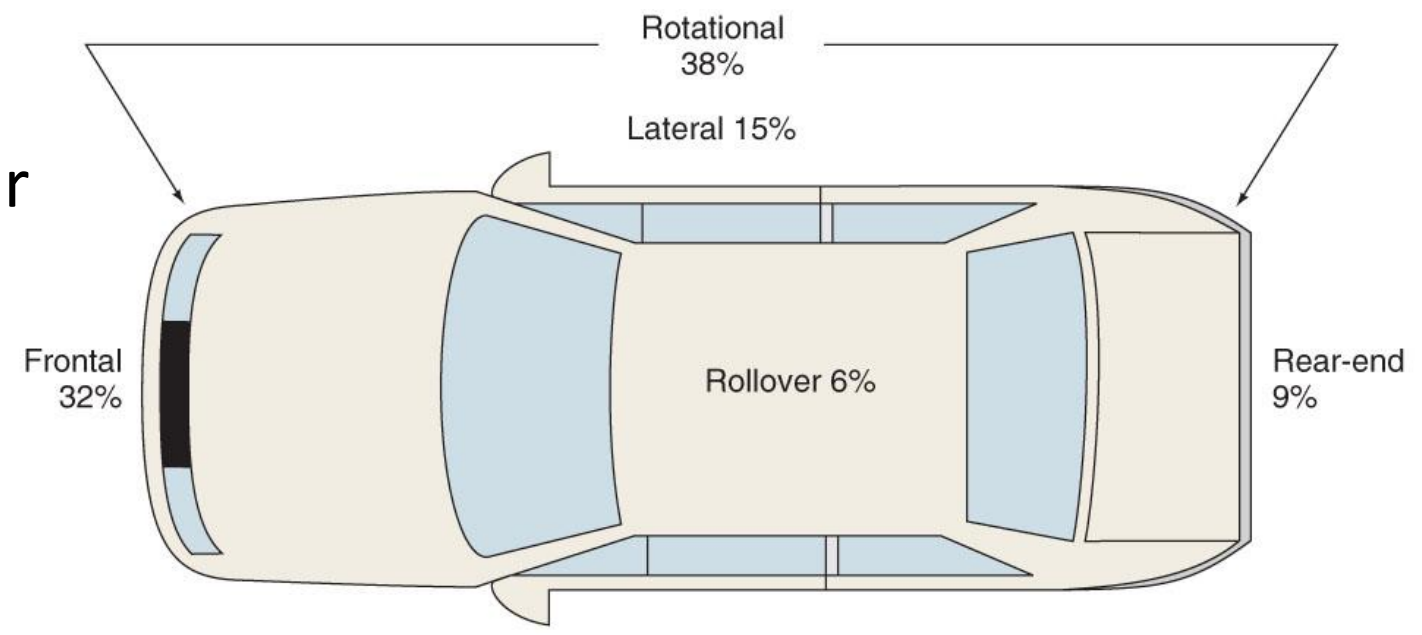
- Pre-crash factors must be considered in the assessment and management of the trauma patient:
 - Patient age and size
 - Drugs/alcohol
 - Preexisting medical conditions and
 - Medications

- The crash phase begins at the moment of initial impact
- Remember, there are at least three impacts in most collisions
- Our understanding of Newtonian physics help

- Post-crash
 - Patient outcome is affected by conditions after the crash
 - Response time and resources available
 - Providers' knowledge of kinematics, assessment and management
 - Providers' response depends on knowledge of energy and anatomy

- Motor vehicle crashes come in many varieties:
 - Frontal impact
 - Rear impact
 - Lateral impact
 - Rotational impact
 - Rollover
 - Motorcycle crashes
 - Pedestrian–motor vehicle crashes

- Frontal: 32%
- Lateral: 15%
- Rotational: 38%
 - Left & Right – Front & Rear
- Rear-end: 9%
- Rollover: 6%



Blunt Trauma

FRONTAL IMPACT

- Most common type of impact
- Often result in significant exchange of energy and serious injuries
- Produces three pathways of occupant travel
 - Down and under pathway
 - Up and over pathway
 - Ejection

- Frontal impacts often result in significant exchange of energy and serious injuries

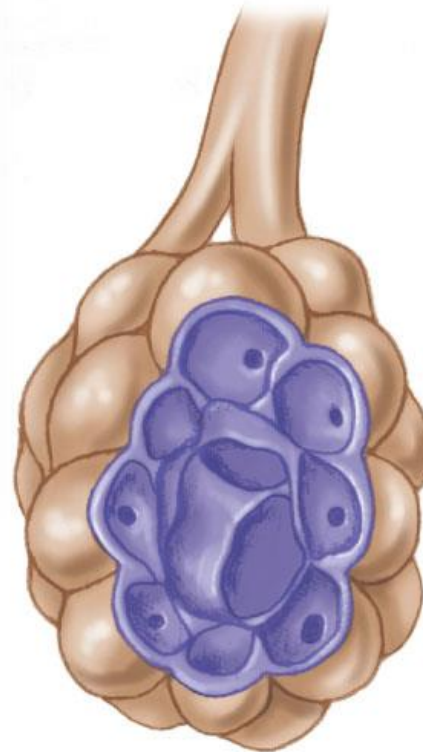


- Occupant slides downward as vehicle comes to a stop
- Knees come into contact with firewall and absorb the initial impact
 - Knee, femur and hip fracture or dislocations
- Upper body rotates forward and hits steering wheel
 - Chest trauma
- Driver may take a deep breath in anticipation of the impact
 - Paper bag syndrome

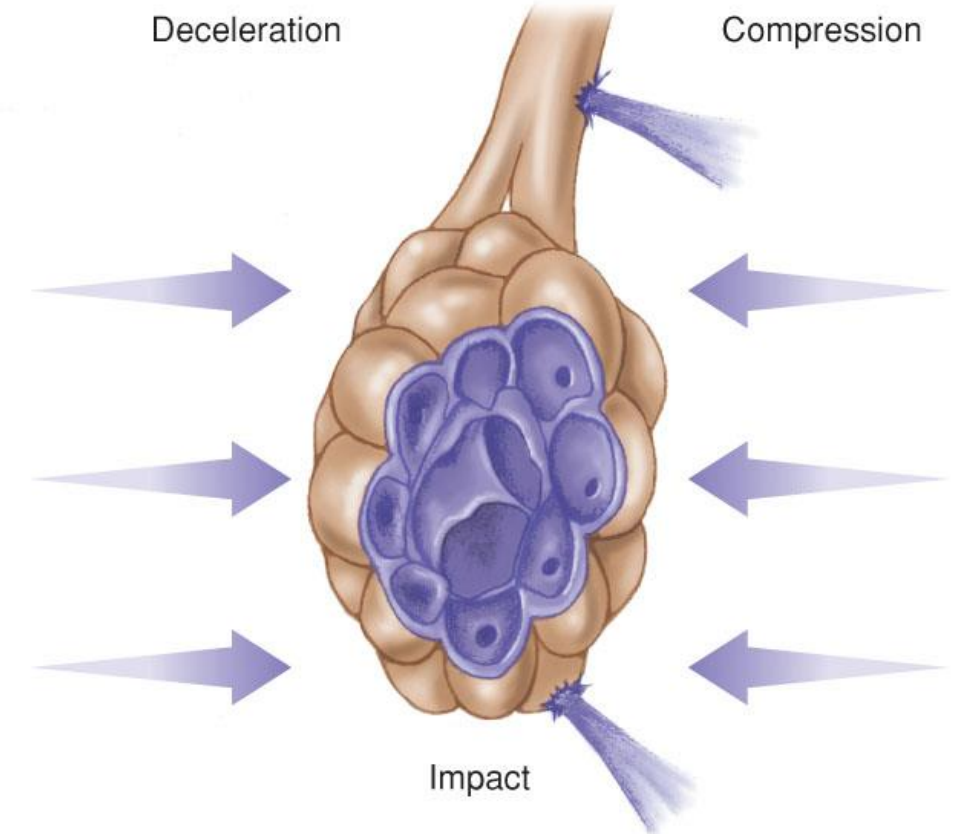
Injury Prediction?



Paper Bag Syndrome



Precrash



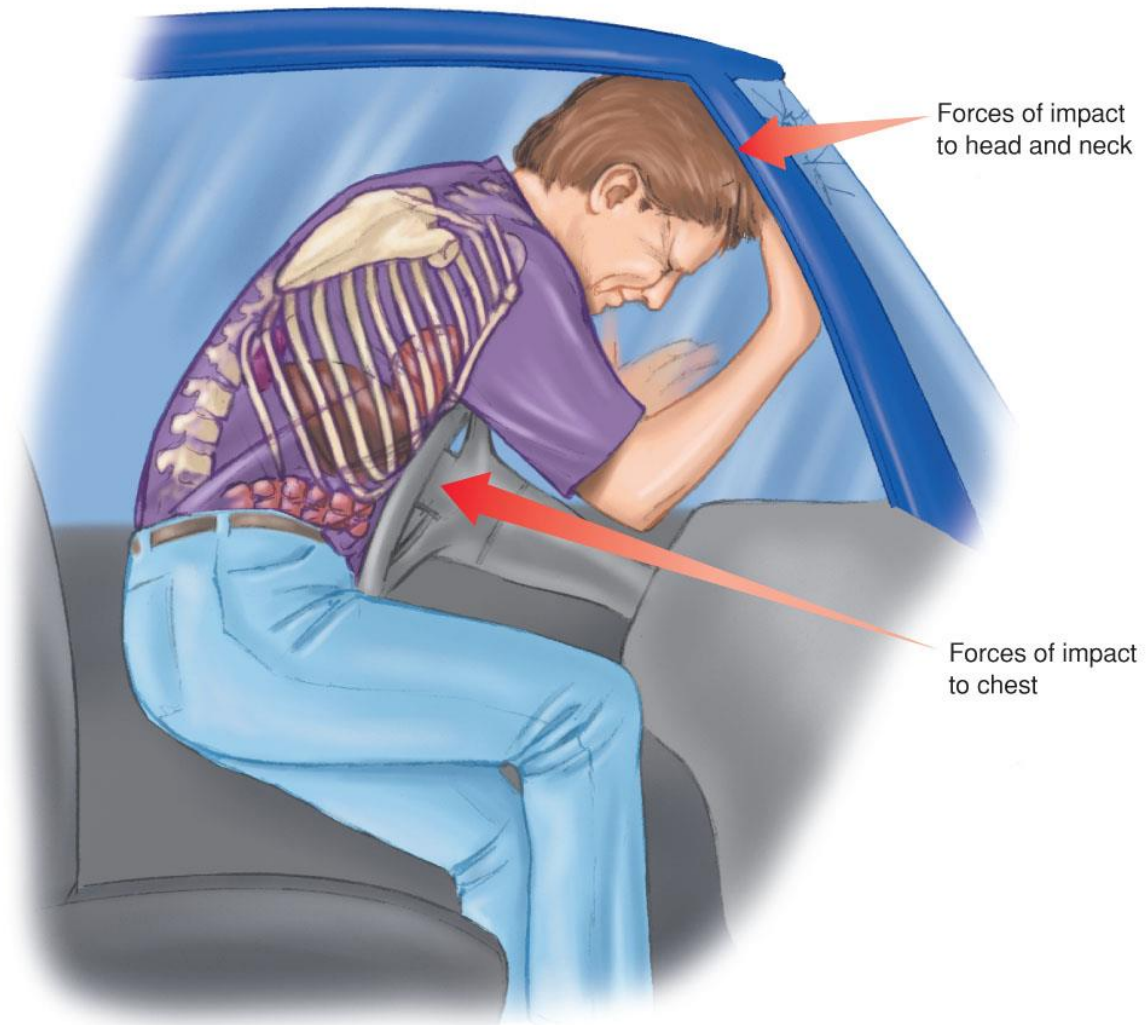
Impact

- Occupant tenses legs in anticipation of the impact
- Upper body pivots forward and upward
- Steering wheel impinges on the femurs
 - Possible bilateral fractures
 - Compresses and injures abdominal contents
- Lower chest strikes steering wheel
 - Thoracic injuries
- Forward motion propels head into windshield
 - Head and neck injuries
 - Axial loading

- Head leads the way
- Compression of cervical spine
- Chest/abdomen impacts steering wheel
- Compression of hollow and solid organs
- Shearing injuries



Up and Over Pathway

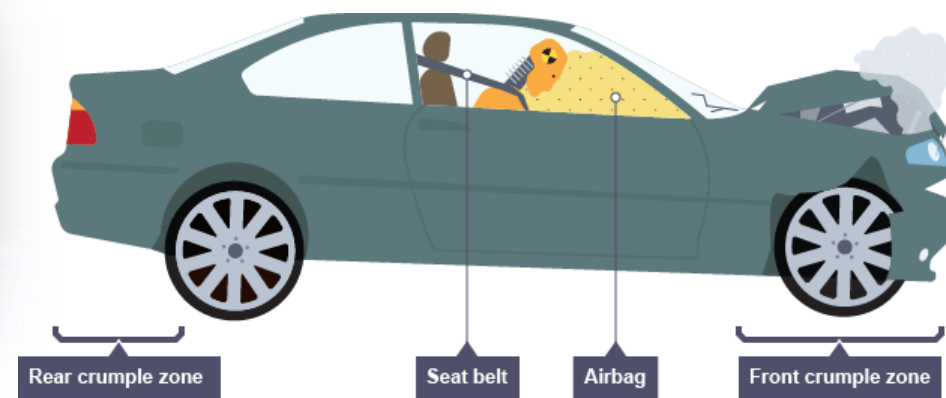


- Closed/open head injury - ALOC
- Facial fractures
- Airway problems
- Chest
- Abdomen



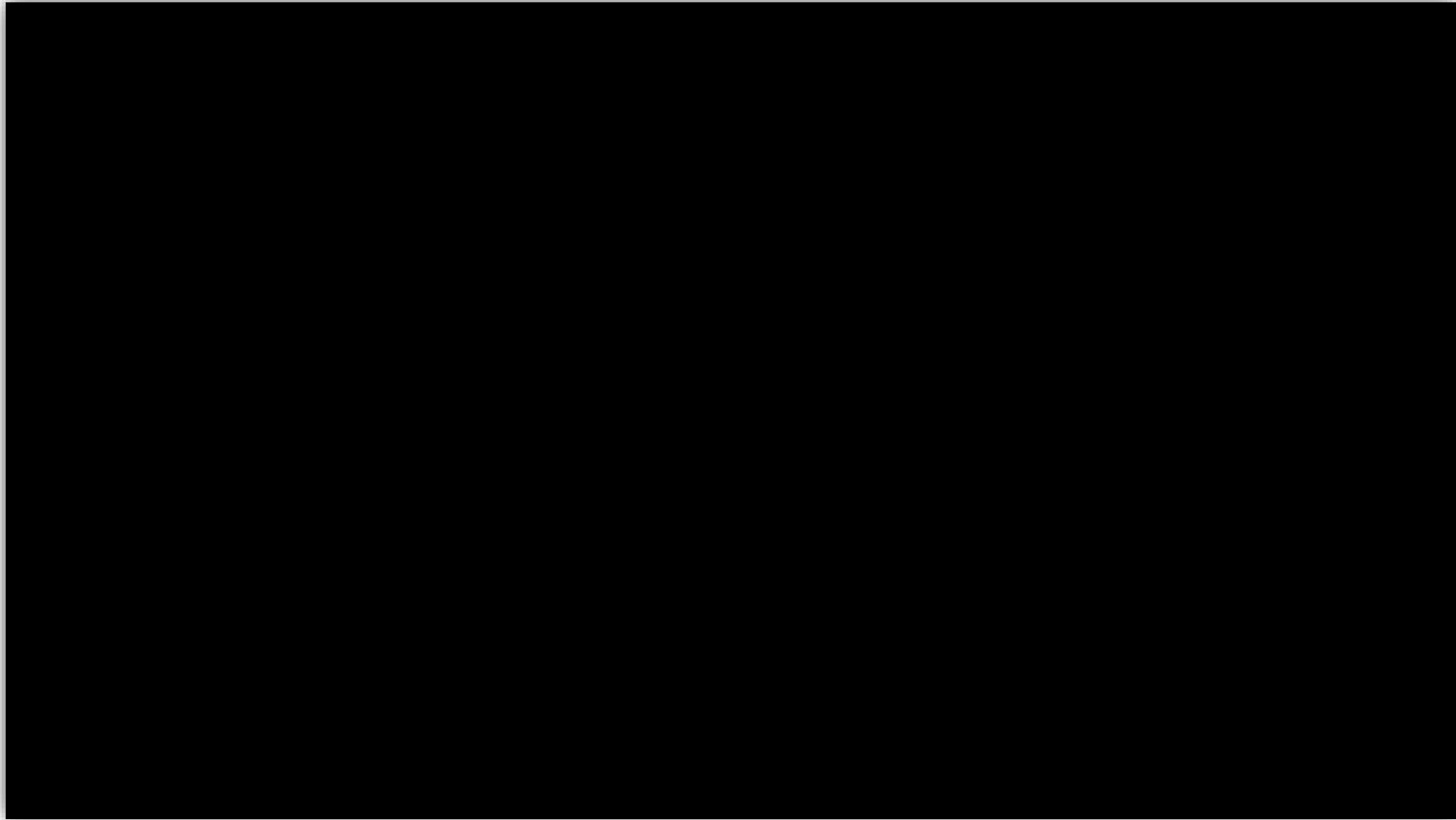
- Due to up-and-over pathway
- Victims experience two impacts
 - Contact with vehicle interior and windshield
 - Impact with ground, trees or other objects
- Responsible for ~27% of vehicular fatalities

- Frontal impacts interpose more vehicle between the point of impact and patients
- Modern vehicles use this area to absorb impact forces and limit occupant injury
- Patients in collisions involving vans or lateral impacts do not benefit the same way



- A lateral impact presents the least amount of crumple zone





- Pre-Crash Considerations
 - Age of patients
 - Co-morbid factors, medications
 - Intoxication
 - Age of vehicles
 - Safety measures (50 years of research)
 - Crumple zones, airbags, seatbelts, telemetry
 - Speed, mass, impact type

- Post-Crash Considerations
 - Response time – 5 minutes
 - Resources needed?
 - Prediction of injuries based on paramedic's knowledge of anatomy, kinematics?

Driver A (Ford)

- Possible whiplash
- Cuts from flying glass
- Minor upper extremity injuries

Driver B (Toyota)

- Head
- Neck
- Face (airway)
- Chest (multiple)
- Abdomen – shearing / compression
- Pelvis
- Upper and lower extremities

Blunt Trauma

LATERAL IMPACT

- 15% of MVC's but 22% of deaths
- Kinetics the same as in a frontal impact
- Two exceptions:
 - Occupants present a different profile
 - Less structural steel to protect occupants

- Intrusion into the passenger compartment
- Often an intersection crash
- Vehicle is accelerated in the direction of impact
- What would Newton say about this?





- Increased upper extremity injuries
 - Lateral rib fractures
 - Head and neck injuries
- Lateral compression
 - Ruptured diaphragm, spleen fracture, aortic injury
- Consider any unrestrained passengers
 - Becomes an object that will collide with driver

Blunt Trauma

ROTATIONAL IMPACT

- Vehicle struck at oblique angle
- Energy exchange generally more gradual
 - Deflected from path rather than stopped
 - Longer stopping distance
 - Deceleration more gradual
- Less serious injuries unless there are multiple impacts

Blunt Trauma

REAR END IMPACT

- Seat propels the occupant forward
 - Generally good protection for the body
 - Poor protection for the head
- Head is forced backwards and then forwards
 - Stretching of neck muscles and ligaments
 - Hyperextension and hyperflexion



a. Victim moves ahead while head remains stationary. Head rotates backward. Neck extends.

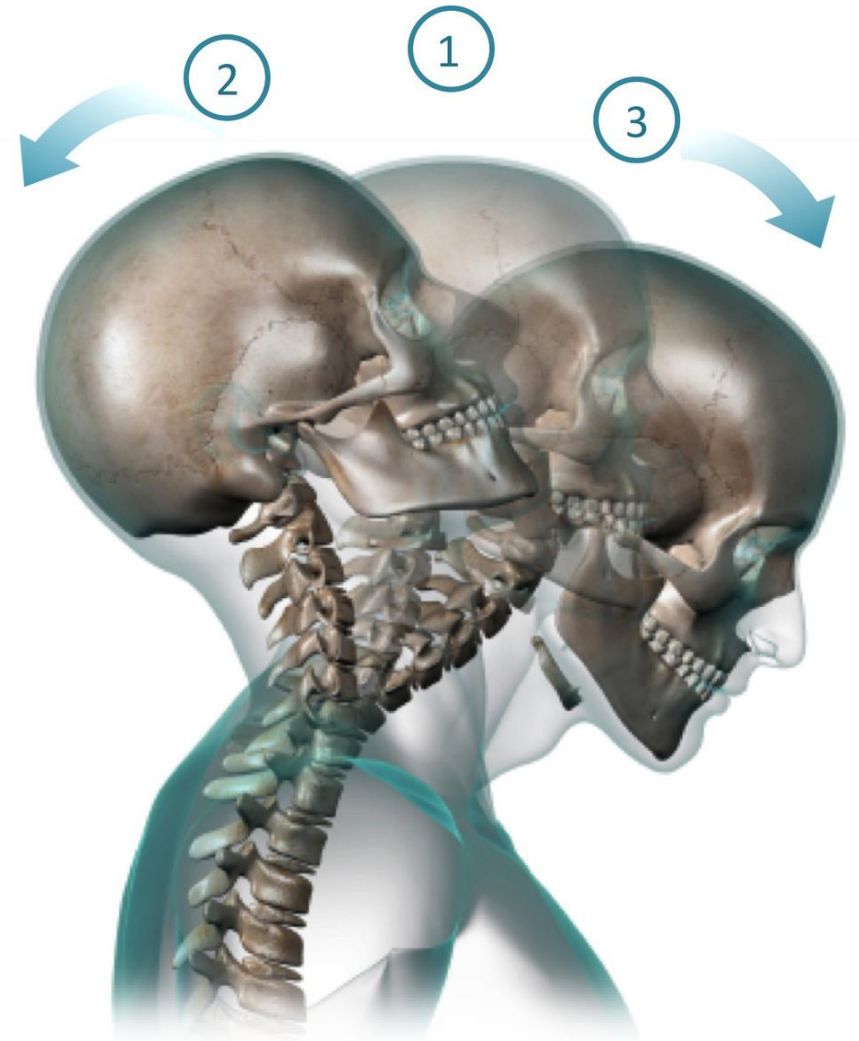


b. Head snaps forward. Head rotates forward. Neck flexes.

- Properly placed headrests help lessen injury
- Frontal impact on the target car after rear impact increases the likelihood of injury



- Hyperextension of the neck may occur with improperly placed/absent headrest
- Rapid deceleration may follow if the target car strikes another object or brakes





Blunt Trauma

ROLL OVER

- Generally caused by:
 - Change in elevation
 - Vehicle with high centre of gravity
- Occupant experiences impact at each impact of vehicle
- Often involves ejection or partial ejection
- Injuries are usually compounded by multiple subsequent impacts

- Rollover collisions result in multiple impacts and potentially multiple injuries





Blunt Trauma

COLLISION ANALYSIS

- Hazards
- Crumple zones
- Intrusion
- Deformity of vehicle
- Use of restraints

- Heat
 - Hot engine and transmission parts
 - Hot fluids (radiator coolant, engine oil)
- Caustic substances
 - Battery acid, automatic transmission fluid, steering fluids
- Sharp jagged edges of metal and broken glass

- 36.5% of deaths on Canadian Highways were alcohol related (2001 CCMTA statistics)
- Patient effects:
 - Alters level of consciousness
 - Masks signs and symptoms of injury
 - Anesthetizes patient somewhat
- Makes mechanism of injury analysis and index of suspicion even more important
 - Otherwise significant injuries may be missed



Table 17-1 MOTOR VEHICLE INJURIES

(Incidence by Body Area)

Head	4 067	26.2%
Orthopedic	3 944	25.4%
Superficial	3 847	24.8%
Internal	2 425	15.6%
Spinal Cord	337	2.2%
Blood Vessels	301	1.9%
Burns	223	1.4%
Nerves	194	1.3%
Other	158	1.0%

Source: NTR/CIHI, 2003. Percentages don't add to 100 due to rounding.

- Collision Questions
 - How did the objects collide?
 - From which direction did they come?
 - At what speed were they travelling?
 - Were the object similarly or different sized?
 - Were there any secondary collisions or additional transfers of energy?

- Cause of Collision
 - Did wet roads or poor visibility contribute to the crash?
 - Was alcohol involved?
 - Are there skid marks? Was the driver prevented from braking?

- Auto Interior
 - Does the windshield show evidence of an impact?
 - Is the steering wheel deformed or collapsed?
 - Is the dash indented where the knees or head hit it?
 - Has the impact extended into the passenger compartment?

Blunt Trauma

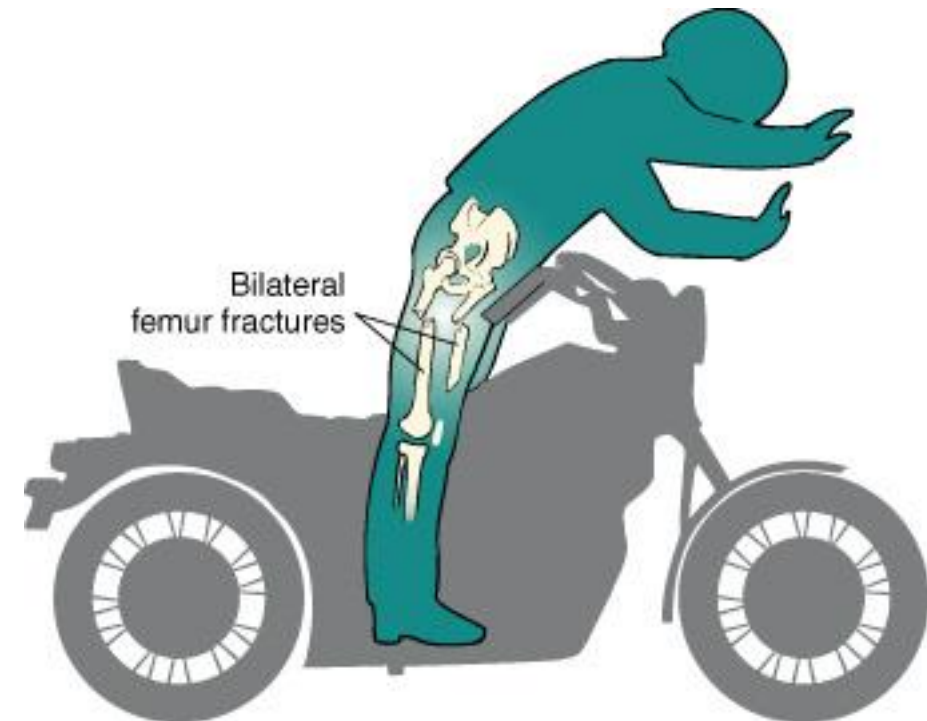
MOTORCYCLES

- Motorcycles provide little protection for their riders during a collision



- Often result in serious trauma even at low speed
 - Driver absorbs most of impact
- Impacts
 - Frontal
 - Angular
 - Sliding
 - Ejection
 - Initial Bike/object collision
 - Rider/object
 - Rider/ground





- Impact stops the vehicle
- Center of gravity is above and behind the front axle, making it the pivot point
- Riders are ejected over the handlebars; impacting thighs
 - Bilateral femur/pelvic fractures are common
 - Secondary impact with stationary object or ground
 - Tertiary impact with moving traffic including target vehicle

- Angular impact
 - Rider caught between bike and another object
 - Crush injuries to affected side
 - Open fractures of femur, tibia, fibula
 - Fracture dislocation of malleolus

- Laying the motorcycle down
 - Massive abrasions
 - Fractures of affected side



- Injury occurs at point of impact and radiates throughout body as energy is transformed
- Laying down the bike can result in extensive skin damage in unprotected riders

- Riders of small motor vehicles
 - Boots
 - Leather clothing
 - Eye protection
 - Helmets
 - Absorb energy, reduce head and facial injuries
 - Helmet non-use increases head injuries > 300%

No Gear

Full Gear



- Two occupants on a motorcycle strike a moving car in a frontal/lateral impact pattern

- Pre-Crash Considerations
 - Age of patients
 - Co-morbid factors, medications
 - Intoxication
 - Ejection issues
 - Other traffic, protective equipment
 - Speed, mass, impact type

- Post-Crash Considerations
 - Response time – 3 minutes
 - Resources needed?
 - Prediction of injuries based on paramedics knowledge of anatomy, kinematics?

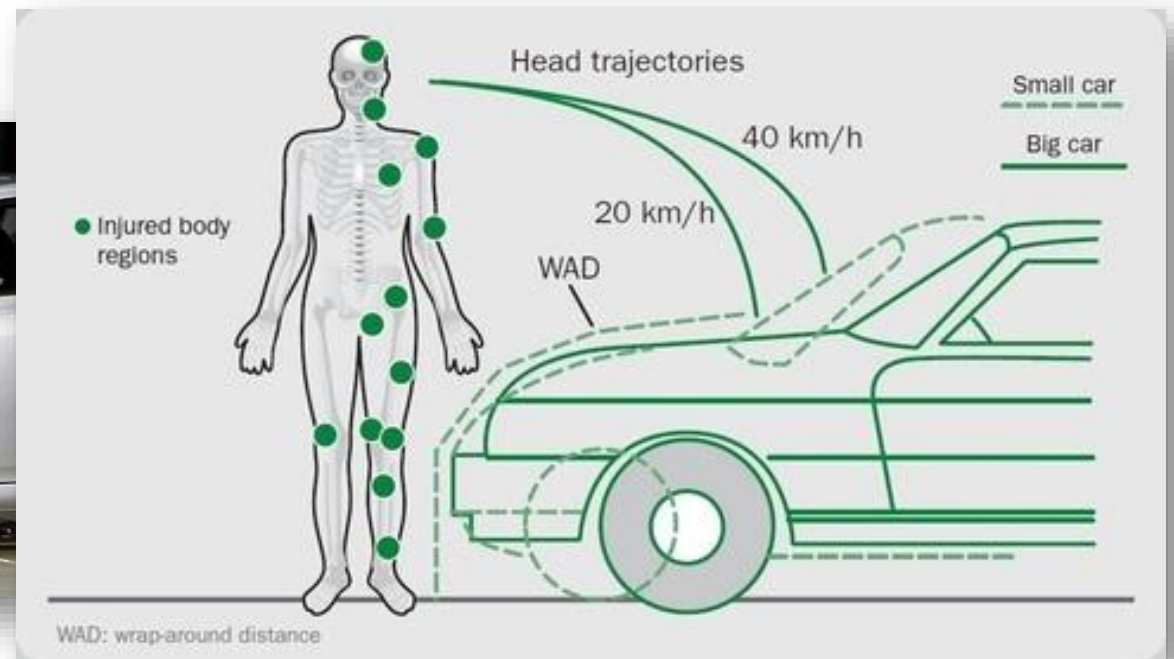
Blunt Trauma

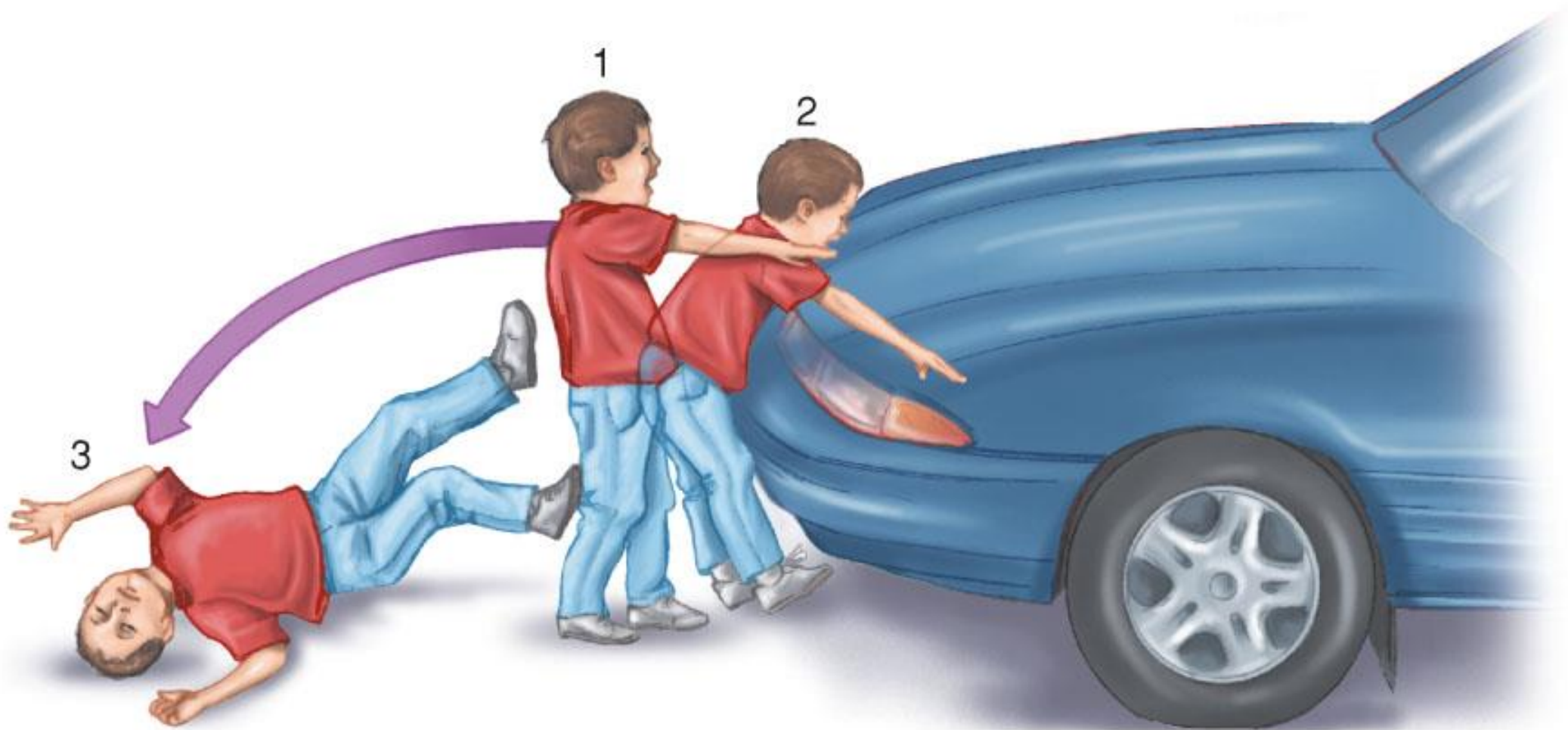
PEDESTRIAN

- Adults
 - Adults turn away
 - Bumper strikes lower legs first
 - Victim rolls up and over and thrown
- Children
 - Children turn toward
 - Thrown in front of car
 - Femurs, pelvis often injured



- Crash phases vary by height relative to vehicle
 - Initial impact to lower extremities/hips
 - Torso rolls onto hood
 - Victim falls to ground, often head-first





Blunt Trauma

RECREATIONAL VEHICLES

- Lack structure and restraint system
 - Little protection offered to occupants
- Types of Vehicles
 - Snowmobiles
 - Personal watercraft
 - ATV's

- Speeds can be comparable to cars and motorcycles
- Usually result in ejection and/or rollover injuries



- Watercraft accident also present risks of drowning and hypothermia



- ATVs cause a multitude of injuries due to speed, instability and lack of protection



Blunt Trauma

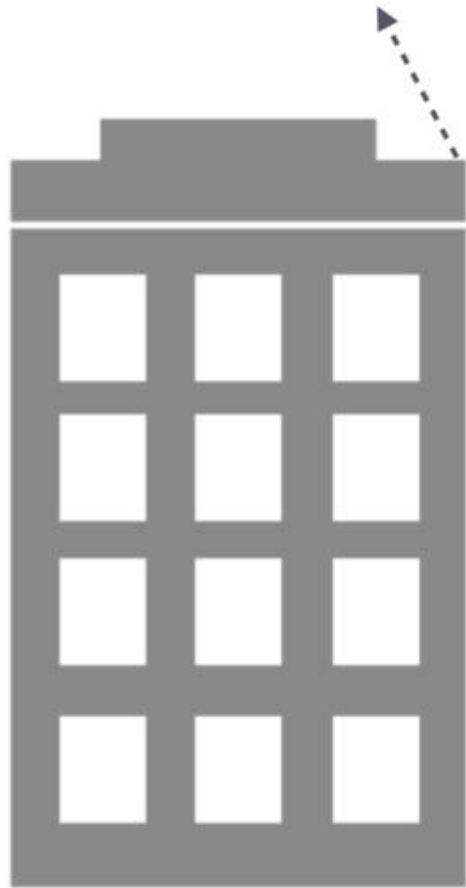
BLAST INJURIES

- Causes:
 - Dust (e.g. grain elevator)
 - Fumes (e.g. gasoline or natural gas)
 - Explosive compounds
- Magnitude ranges from small fire cracker to a nuclear explosion
- May be accidental or an act of terrorism

- Explosion
- Pressure wave
- Blast wind
- Projectiles
- Personnel displacement
- Confined space explosions and structural collapses
- Burns

- Primary
 - Caused by heat of explosion and pressure wave
- Secondary
 - Caused by blast projectiles
- Tertiary
 - Caused by personnel displacement and structural collapse

Tertiary



Secondary



Primary



- Survey and assess scene
 - Be aware of potential for secondary device
 - Secure further EMS operations
- Triage
- Establish Incident Command System if necessary
- Evaluate for secondary hazards

- Lungs
 - Pressure wave rapidly compresses and distorts chest, lungs and alveoli
 - Ruptures alveolar walls
 - Fluid accumulation and hemorrhage
 - High risk of emboli formation
- Abdomen
 - Rapid compression and decompression
 - Bowel wall may hemorrhage or rupture
 - Release of bowel contents into abdomen

- Ears
 - Eustachian tube cannot equalize pressure
 - Stretching or rupture of tympanic membrane
 - Often fracture of small bones of hearing
 - Hearing loss may be temporary or permanent
- Penetrating Wounds
 - Care as any serious open wound or impaled object
- Burns
 - Treatment consistent with traditional management

Blunt Trauma

FALLS

- Release of stored gravitational energy
- Potential for injury depends on:
 - Height
 - Stopping distance

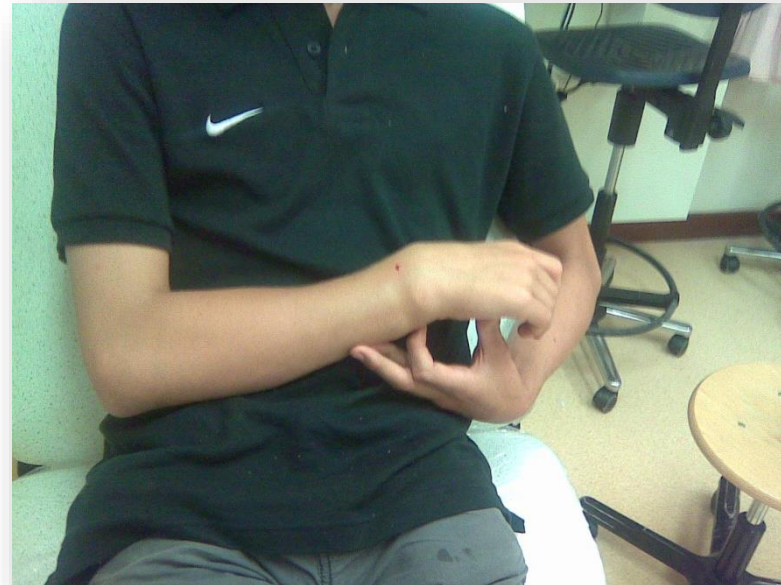
- Nature of impact surface contour
 - Stairway may focus force of impact , increasing seriousness of injury
- Area of contact and pathway of energy transmission
 - Energy transmitted up skeletal structure
- Age related factors
 - Common problem in elderly



“It’s not so much the falling, it’s the stopping”

- Falls from more than 3X patient height are severe
- Velocity increases with height
- Landing surface affects stopping distance (deceleration)

- Colle's fractures, clavicle fractures, shoulder dislocation
- Other patterns: consider pathway of energy exchange





- Energy absorption occurs vertically through lower extremities to spine
- Compression occurs because of continued downward movement of body
- Expect hyperflexion and compression injuries of spine; shearing injuries

Blunt Trauma

SPORTS INJURIES

- Injuries most commonly produce by extreme exertion, fatigue or direct trauma
 - Variety of injury patterns
 - Often exchange of great kinetic forces producing serious injuries
- Alterations in patient LOC result in:
 - Exclusion from further activity
 - Follow up with a physician

- Contact sports result in the exchange of great kinetic forces



- Greatly reduces potential for injury
 - May also cause injuries e.g. cleats may cause torn ligaments as the foot is fixed while the knee is twisted
- Helmet
 - If loose remove
 - If tight, remove face mask and immobilize in place
 - Take helmet to hospital

- Kinetics of blunt trauma
- Types of trauma
- Blunt trauma
 - Automobile collisions
 - Blasts
 - Falls
 - Sports injuries
 - Crush injuries