

CERT Group Quick Reference Card

Mission

Treat as many victims as possible

Equipment

Hard Hat, Glasses, Mask, Gloves, Boots, Medical Supplies

Procedure

CAUTION CERT members must wear Goggles, Mask, and Latex Gloves when treating others.

1. Establish an expandable treatment area near road access, uphill and upwind from hazards.
2. Locate Immediate and Delayed areas near each other, locate Morgue out of sight of Treatment areas.
3. Perform Head-to-toe assessments of ALL Victims. Ask permission to conduct the assessment.
4. Check from the top to bottom for continuity of bones and soft tissue injuries in the following order:
5. Head, Neck, Shoulders, Chest, Arms, Abdomen, Pelvis, Legs, Back
6. Perform an entire Head-to-toe assessment before beginning any treatment.
7. Treat unconscious victims as if they have a spinal injury.
8. Document victims - Description, Injuries, Treatments
9. Re-assess victims on a regular basis.

Listen - Victims may want to talk about their feelings and their physical needs.

Empathizing - Victims want to know that someone else shares their feelings of pain and grief.

Use the following to inform of a death "I'm sorry, but your family member has died. I am so sorry."

Rev:01

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CERT Group Quick Reference Card

Mission

Suppress small fires

Equipment

Hard Hat, Glasses, Mask, Gloves, Boots, Fire Extinguisher

Procedure

WARNING Always work with a team member.

NOTE you should constantly communicate with your team members.

1. Can my team member and I fight the fire safely?
Do my team member and I have the right equipment?
Other hazards?
Can my team member and I escape?
2. **CAUTION** Test fire extinguisher.
3. TO APPROACH Both team members walk towards fire.
Team Member 1 watches fire.
Team Member 2 keeps his or her hand on Team Member 1's shoulder.
Team Member 2's job is to protect Team Member 1.
4. TO EXIT Member 1 says "Backing out." Member 2 Repeats "Backing Out"
Team Member 2 guides Team Member 1 out.
Team Member 1 continues facing the fire and looking for hazards

REMEMBER Pull Aim Squeeze Sweep

Rev:01

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