



**St. Louis County
Rescue Squad**

**Describe Water Rescue
Procedures**

Member Name: _____

Number: D-201

Revision: 0

Date: 03-01-06

Page: 1 of 2

OBJECTIVE

During a verbal checkout with an evaluator, describe procedures for performing a water rescue, employing the Reach-Throw-Row-To-Go algorithm. Describe the physiological and psychological effects on a near-drowning subject, and considerations for the rescuer. Describe initial responder actions upon arrival at a possible water rescue, and state the considerations for declaring a rescue vs. a recovery. *See attached criteria list for this module.*

PREREQUISITES

None.

RESOURCES

None

ADDITIONAL RESOURCES

Any Rescue Squad member

Handout: *Drowning Recovery Operations*, WoodsTalk, 2004

Handout: *Drowning Recovery Operations with Ice Component*, WoodsTalk, 2004

AUTHORIZED EVALUATORS

Any Rescue Squad member

MAXIMUM RENEWAL TIME

4 years



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Skill Sheet

D-201, Describe Water Rescue Procedures

During a verbal checkout with an evaluator, describe procedures for performing a water rescue, employing the Reach-Throw-Row-To-Go algorithm. Describe the physiological and psychological effects on a near-drowning subject, and considerations for the rescuer. Describe initial responder actions upon arrival at a possible water rescue, and state the considerations for declaring a rescue vs. a recovery. Do you have any questions?

NOTES TO EVALUATOR:

This skill check can be carried out in a simple one-to-one discussion. Begin by painting a scenario, such as, "Suppose you're at the cabin and you hear the neighbors start screaming. You jog over there and a child is about 40 feet offshore, clearly in trouble..." You are looking for a step-by-step progression of the RTRTG algorithm. Prompt them if they lose track.

Then, paint a different scenario, illustrating arrival at a swimming beach or similar locale where the victim is already submerged. Again, prompt the candidate for details, such as, "You see people running up and down the beach. What should you do?" "There's an eyewitness who saw the individual go down." Or, "You pull him out after 45 minutes. Do you declare him dead?"

Task	Go	No-Go
Restates Reach-Throw-Row-To-Go algorithm.		
Describes scene arrival and control, using H-5 algorithm or some other useful method.		
Describes security and protection of intelligence data such as footprints, witnesses.		
Describes "Show me" principle.		
States that foul play cannot be ruled out unless one has first considered it.		
Describes value of documentation, including sketches, witness testimony, pertinent intel.		
Discriminates Rescue vs. Recovery. States working all patients through T+75 minutes.		

Critical Criteria

Check if Go; Circle if No-Go

- Must correctly state Reach-Throw-Row-Tow-Go, in order
- Must describe "Go" only as a last resort, and that we are not obligated to enter the water.

_____ **Go** _____ **No-Go** _____ **Evaluator**
 (Initial & 7100-number)