| Bayfield-Ashland Counties EMS | EE-8 |
|-------------------------------|--------------------------------------|
| TOXINS / ENVIRONMENTAL | LIGHTNING or LIGHTNING STRIKE INJURY |
| Environmental | |

SYMPTOMS:

Patient identified as a lightning strike victim with corresponding respiratory, cardiovascular, neurologic, skin, cardiopulmonary, neurologic, or other.

ASSESSMENT and TREATMENT

ALL LEVELS

- 1. Move patient to safe location for patient and rescuers.
 - a. Recognize that a repeat strike is a risk.
 - b. Recognize that victims do not carry or discharge a current, so the patient is safe to touch and treat.
- 2. Conduct primary survey.
- 3. Assure patent airway. If in respiratory arrest only, manage the airway appropriately.
- 4. If in cardiac arrest, treat per Cardiac Arrest guideline [R-1].
- 5. Conduct secondary physical exam; findings may be key in identifying patient as a victim of lightning strike.
- 6. Obtain and monitor vital signs (pulse, respirations and blood pressure).
- 7. Consider ALS for early pain management for burns or associated traumatic injury (see Pain Management guideline [M-11]).

EMT-O

8. Obtain ECG.

AEMT-R

9. Consider IV initiation. Avoid initiation through burned skin.

INT-R

- 10. Monitor ECG; anticipate dysrhythmias as well as cardiac arrest.
- 11. Follow Pain Management guideline [M-11] for pain control medications as necessary.

CONSIDERATIONS:

- It may not be immediately apparent that the patient is a lightning strike victim.
- If multiple victims, cardiac arrest patients whose injury was witnessed or thought to be recent should be treated first and aggressively reverse from traditional triage practices.
 - Patients suffering cardiac arrest from lightning strike initially suffer a combined cardiac and respiratory arrest.
 - Return of spontaneous circulation may precede resolution of respiratory arrest.
 - o Patients may be successfully resuscitated if provided proper cardiac and respiratory support, if initiated early, highlighting the value of "reverse triage".