

## Prolonged Casualty Care Nursing Care Tracker

DATE:														
		<i>Initial triangle below for the time the task was completed</i>												
		TIME:	0000 1200	0100 1300	0200 1400	0300 1500	0400 1600	0500 1700	0600 1800	0700 1900	0800 2000	0900 2100	1000 2200	1100 2300
Tasks	Non-Critical	Critical												
Give food/nutrition	Q4-6	*												
Reposition	Q2	Q1-2												
Check padding	Q2	Q1-2												
Oral care	Q12	Q4												
Nasal care	Q12	Q4												
Apply lip balm	Q12	Q4												
Bathe and dry skin	Q24	Q24												
Perform lower extremity massage	Q2	Q2												
Range of Motion exercises	Q8	Q8												
Encourage coughing/deep breathing	Q1	**												
Inspect & monitor tubes	Q4	Q4												
Flush unused intravenous lines	Q4-8	Q4-8												
Perform oral suctioning	PRN	PRN												
Perform foley care	Q24	Q24												
Change IV line/bag/tubing	***	***												
Check splints	Q6	Q2												
Check wounds/dressings	Q24	Q12												
Other:														

\*Critical casualties with advanced airways may receive intravenous fluids, tube feeds discussed in "Considerations for PFC" section

\*\*N/A for critical casualties with advanced airways

\*\*\*Frequency is dependent on the type of line, fluid infusing, and type of infusion. See "Change Intravenous Line, Bag, and Tubing" section for further guidance.

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Date: \_\_\_\_\_

Battle Roster # \_\_\_\_\_

Care Provider Name \_\_\_\_\_

Splint Management		N/A <input type="radio"/>
Time	Location of splint:	
	Pulses:	Skin Condition:
	Interventions:	
Time	Location of splint:	
	Pulses:	Skin Condition:
	Interventions:	
Time	Location of splint:	
	Pulses	Skin Condition:
	Interventions:	

Wound Management				N/A <input type="radio"/>	
Pre-medicate as needed					
Time	Location of wound:		Time	Location of wound:	
	Irrigate <input type="radio"/>	Debride <input type="radio"/>		Irrigate <input type="radio"/>	Debride <input type="radio"/>
	Solution Type:			Solution Type:	
	Dressing Change (circle all that apply):			Dressing Change (circle all that apply):	
	Kerlix	Gauze		Kerlix	Gauze
	Combat Gauze	Pressure		Combat Gauze	Pressure
Time	Location of wound:		Time	Location of wound:	
	Irrigate <input type="radio"/>	Debride <input type="radio"/>		Irrigate <input type="radio"/>	Debride <input type="radio"/>
	Solution Type:			Solution Type:	
	Dressing Change (circle all that apply):			Dressing Change (circle all that apply):	
	Kerlix	Gauze		Kerlix	Gauze
	Combat Gauze	Pressure		Combat Gauze	Pressure
Time	Location of wound:		Time	Location of wound:	
	Irrigate <input type="radio"/>	Debride <input type="radio"/>		Irrigate <input type="radio"/>	Debride <input type="radio"/>
	Solution Type:			Solution Type:	
	Dressing Change (circle all that apply):			Dressing Change (circle all that apply):	
	Kerlix	Gauze		Kerlix	Gauze
	Combat Gauze	Pressure		Combat Gauze	Pressure

[illegible]