

# INCIDENTS | Participate & Join Incident



## 01 Patients Screen

- This is what you will use daily
- View your patients under *My Patients*

## 02 Incidents Screen

- This screen groups patient channels under one Incident
- Offers additional Incident functionality and workflows
- To open, tap the 03 *Navigation Menu*, then tap 04 *Incidents*

## Identify and Work within Correct Incident

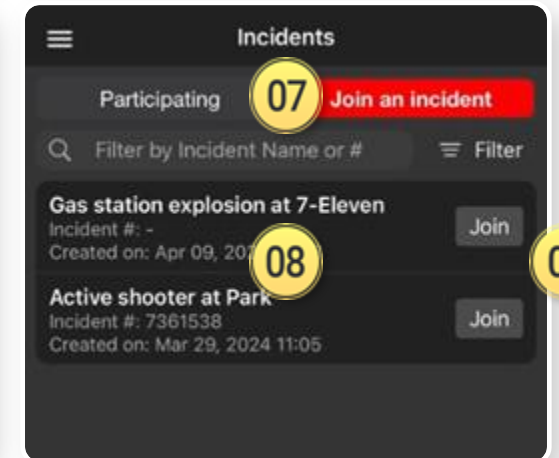
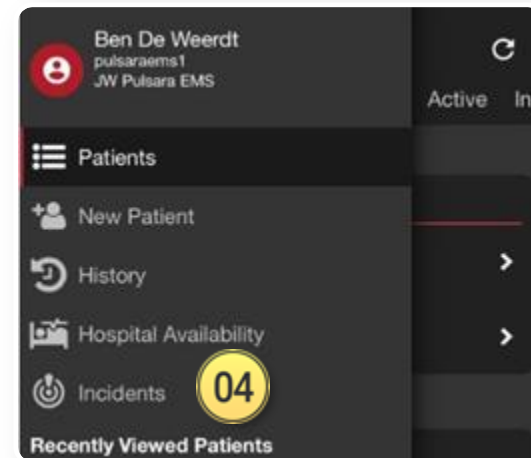
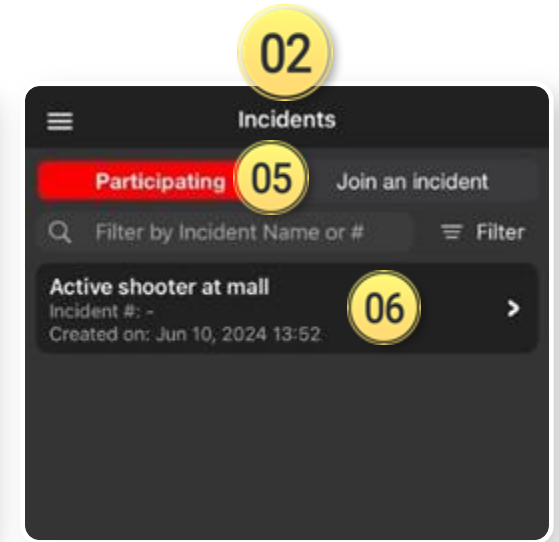
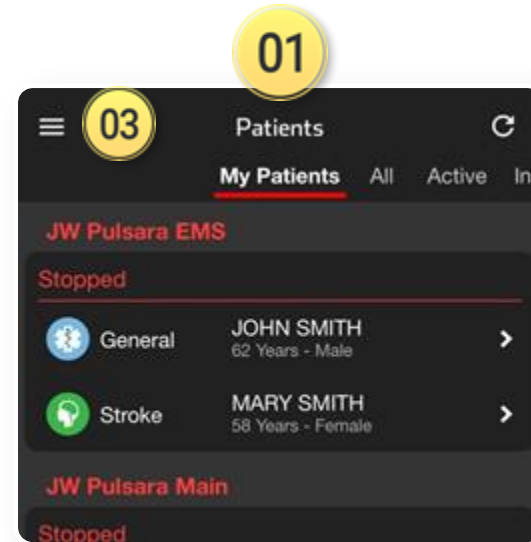
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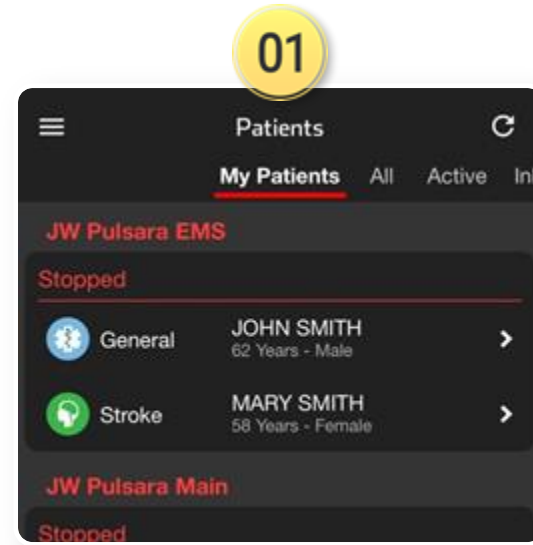


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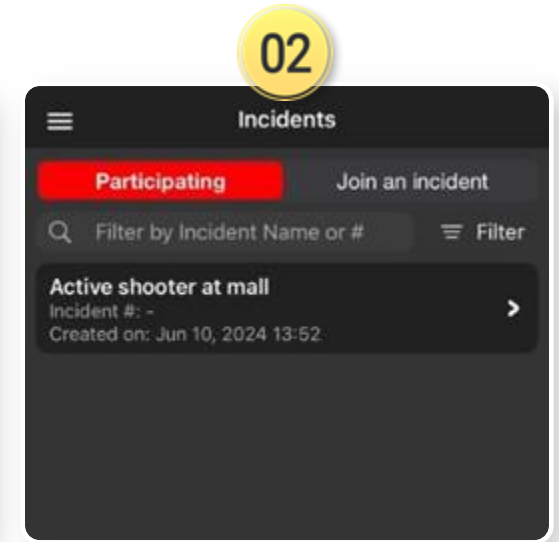
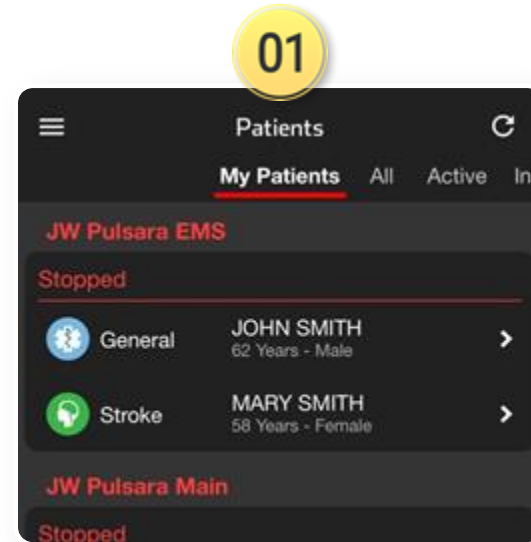


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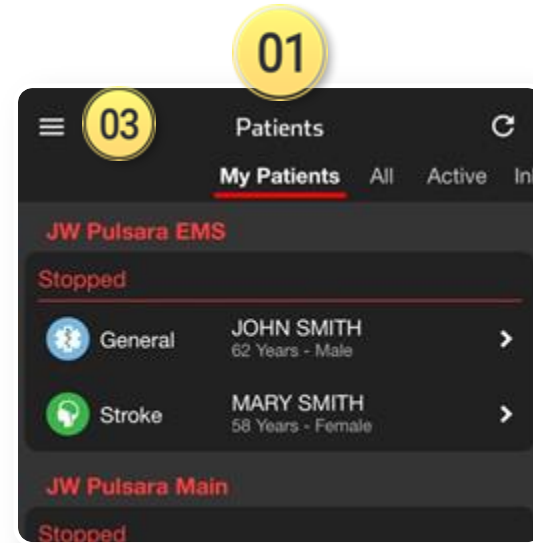


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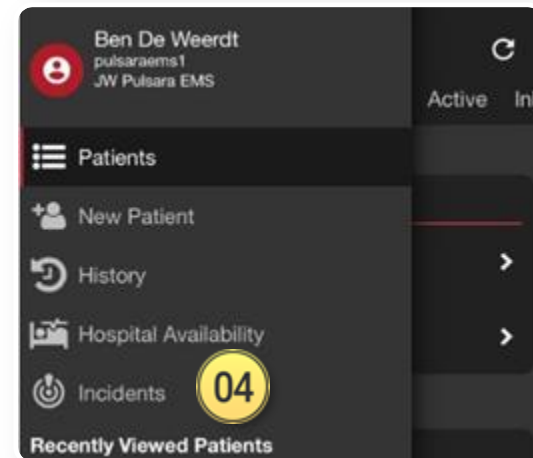
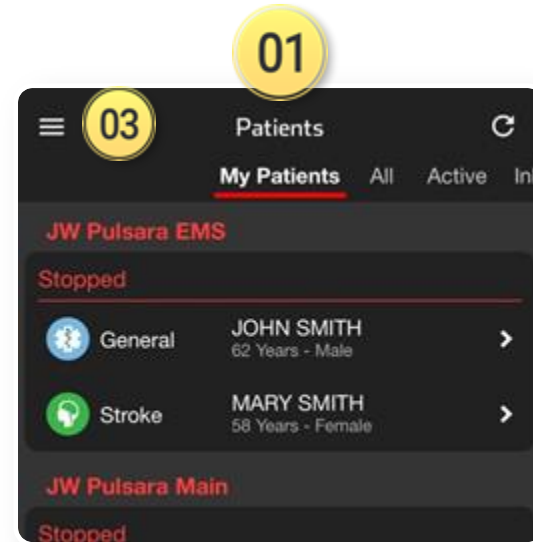


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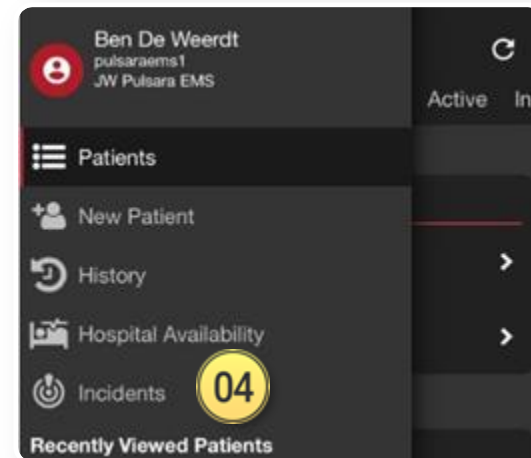
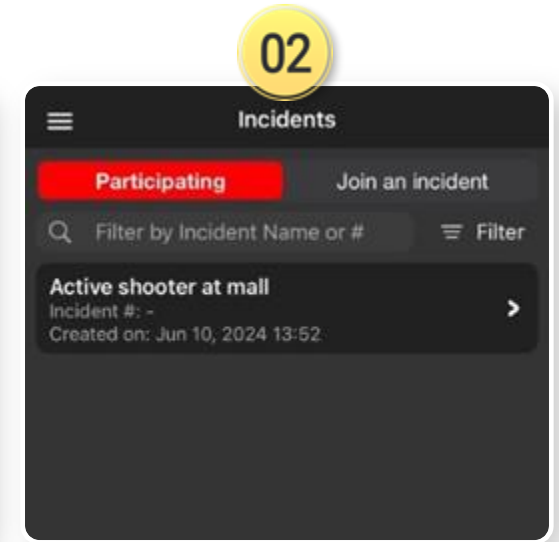
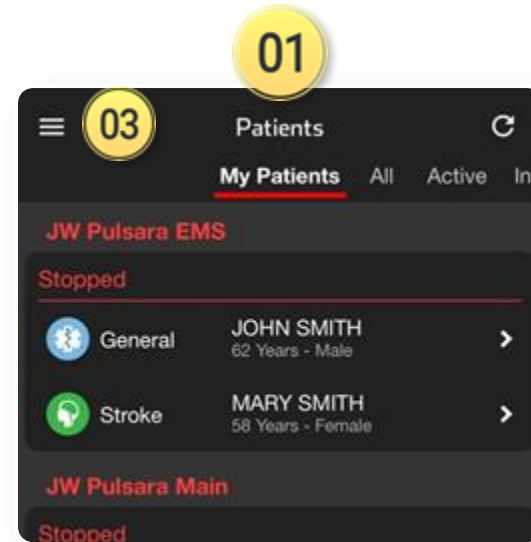


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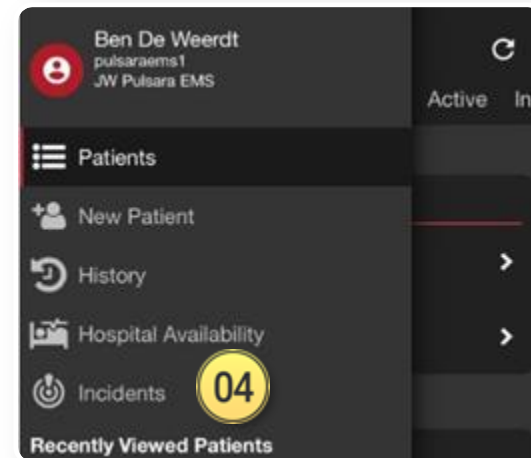
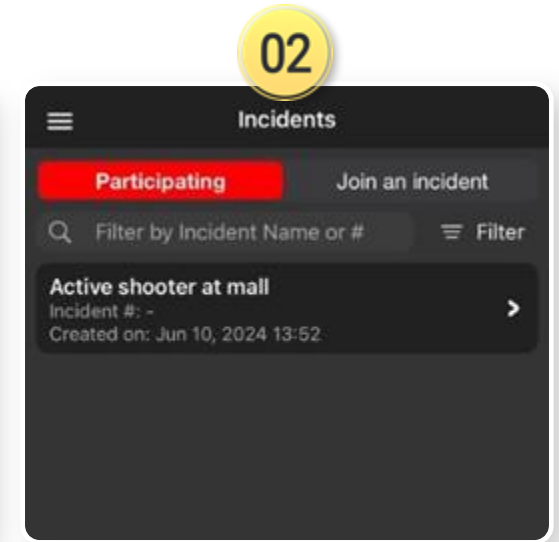
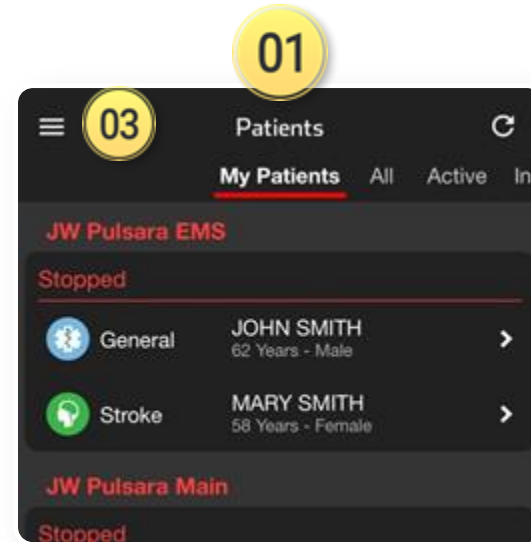
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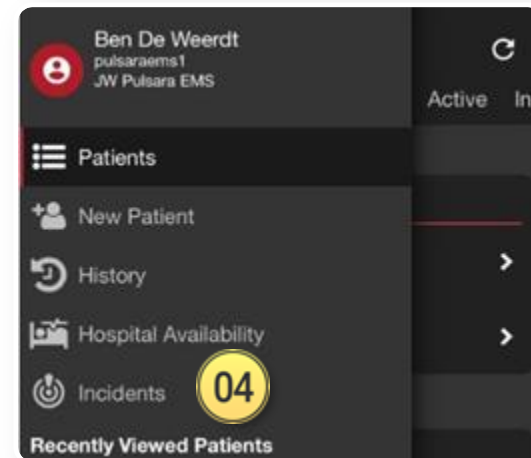
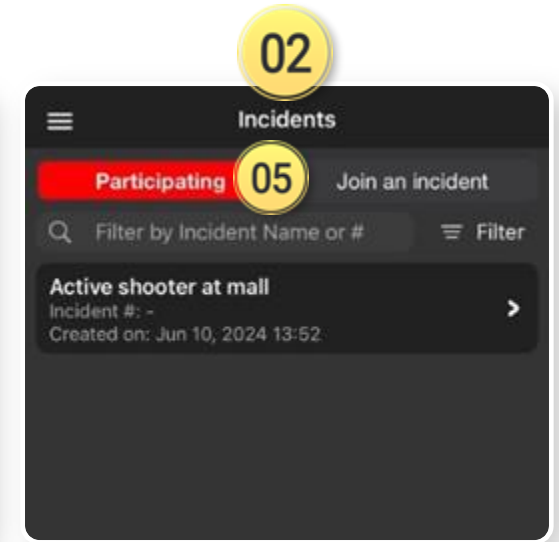
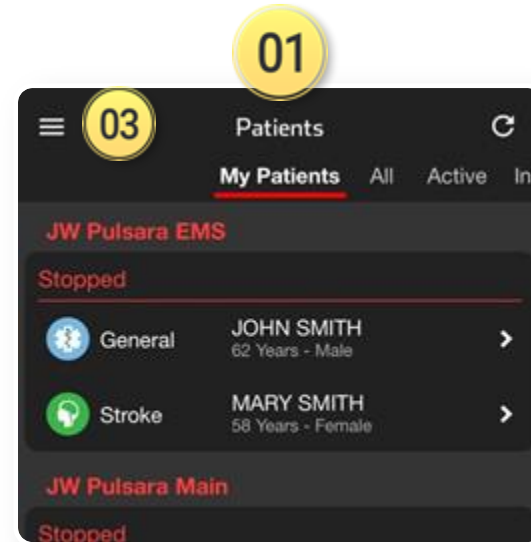
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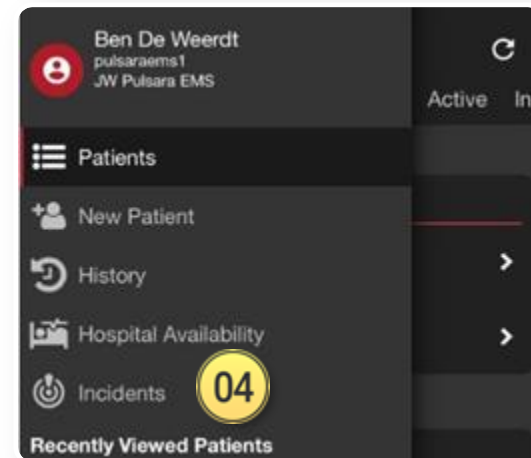
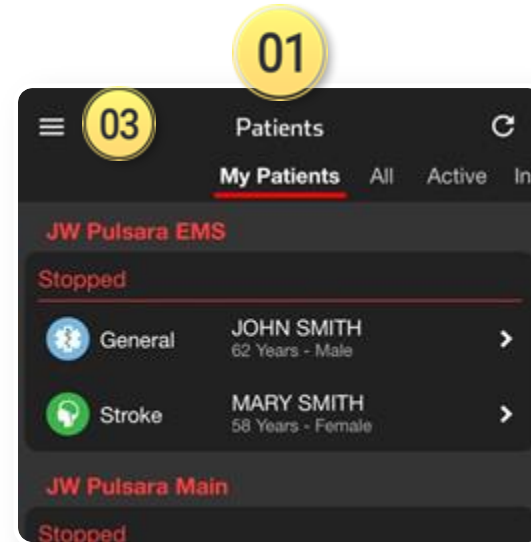
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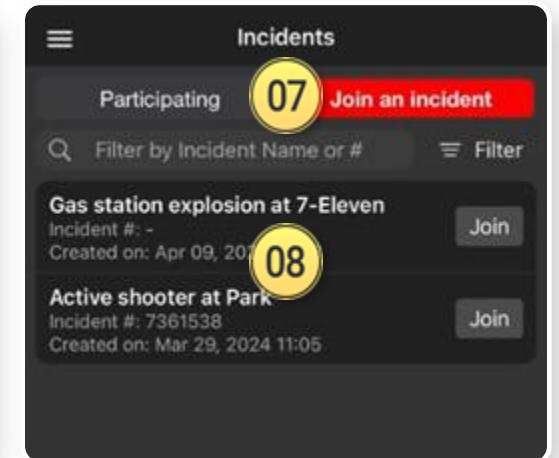
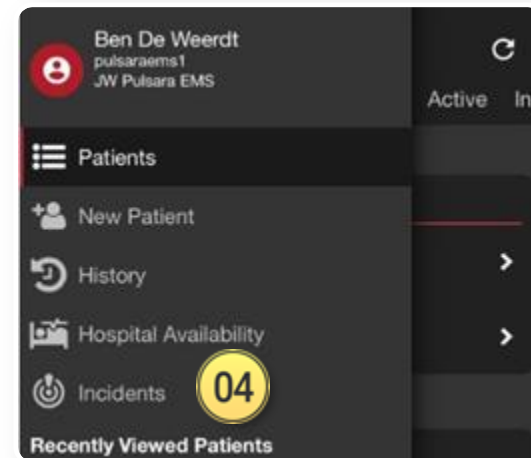
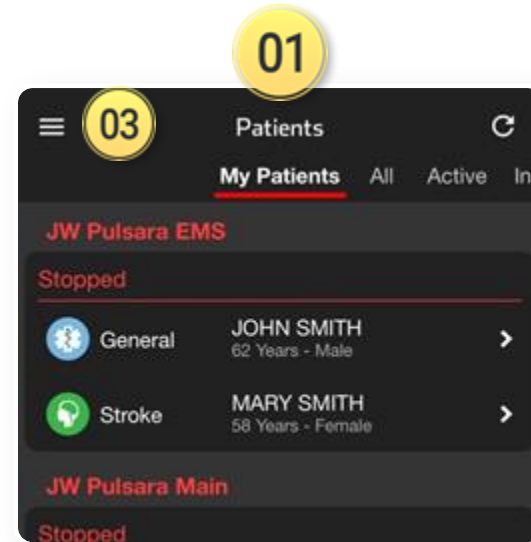
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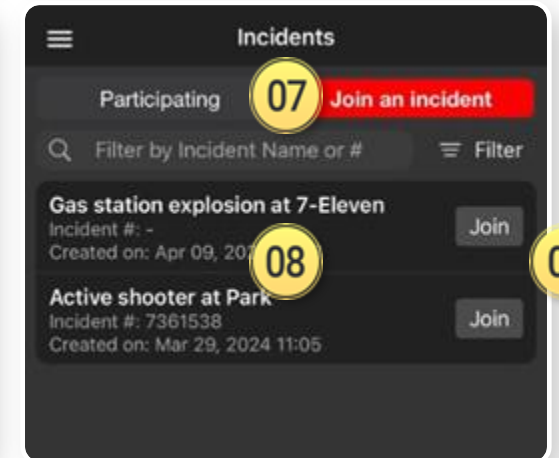
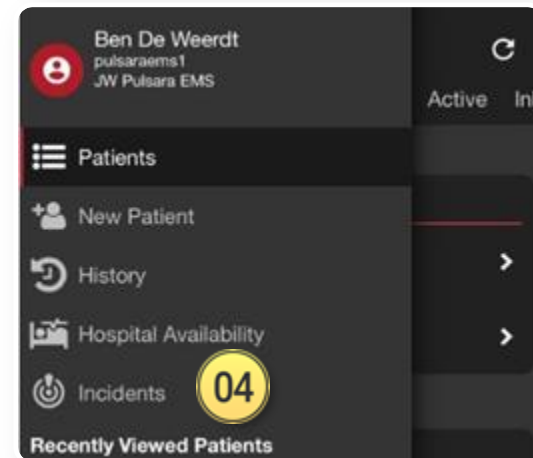
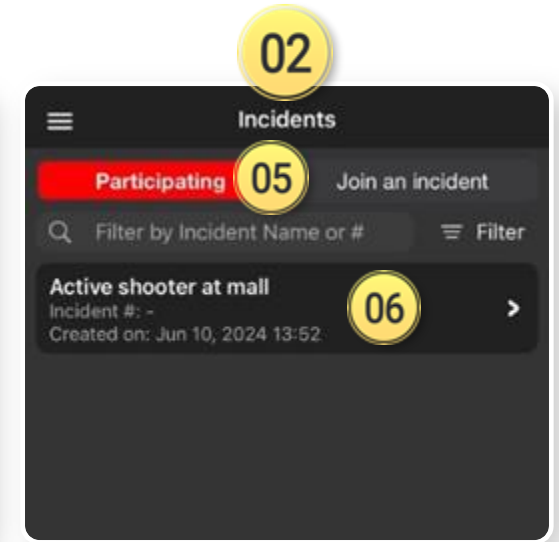
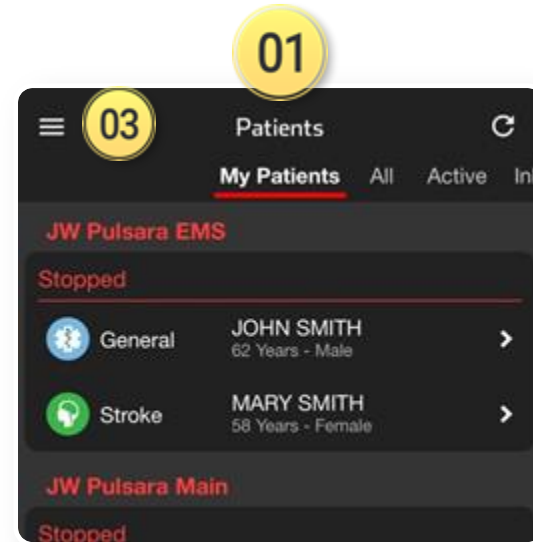
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## 02 Select Test vs Real

## 03 Set Location

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## 04 Set Radius

- Organizations can Join and Add Patients

## 05 Name Incident

## Set Default Patient Channels

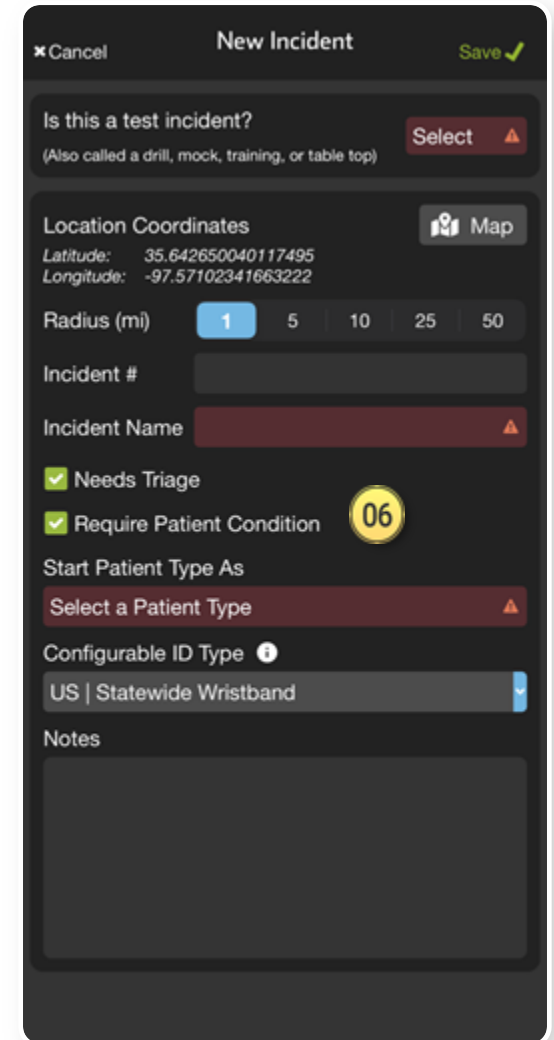
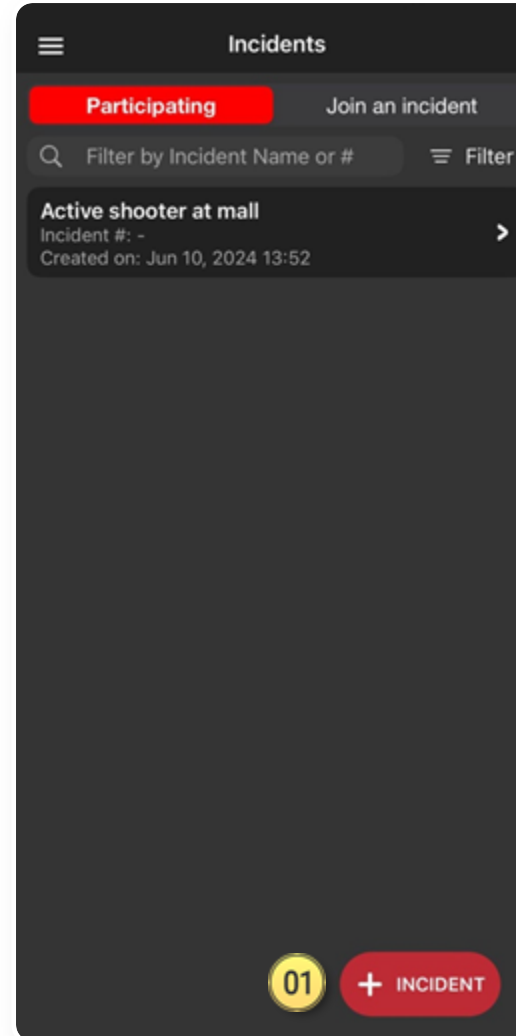
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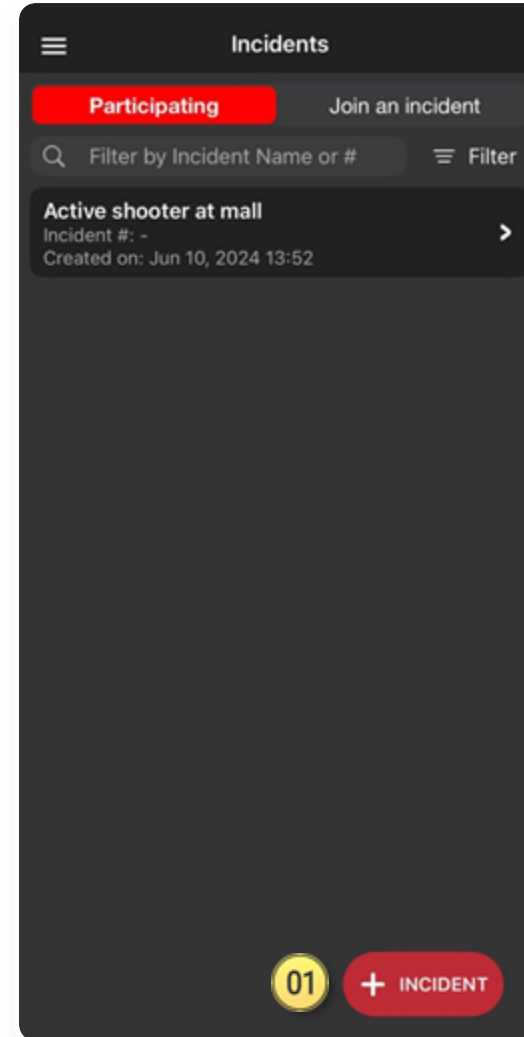


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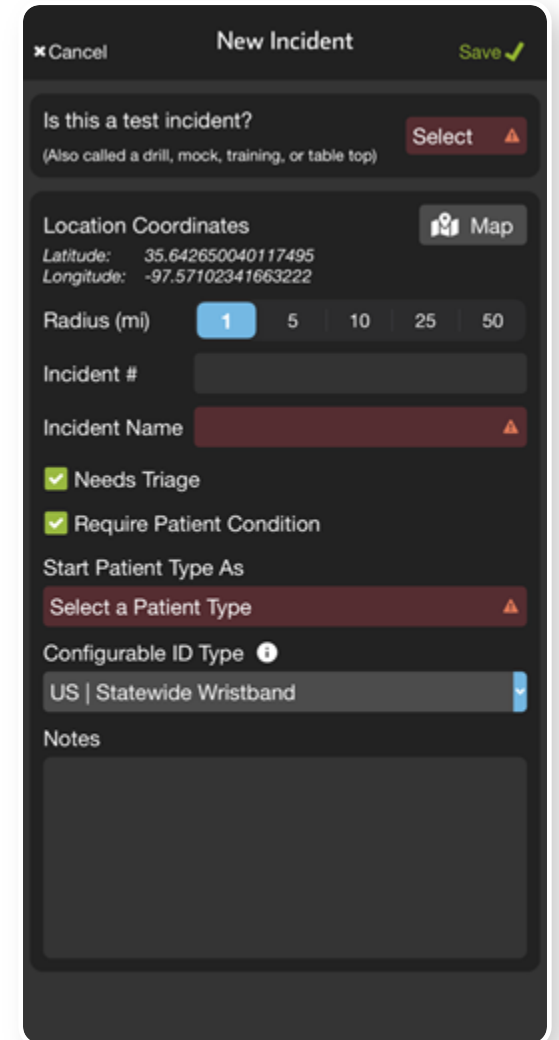
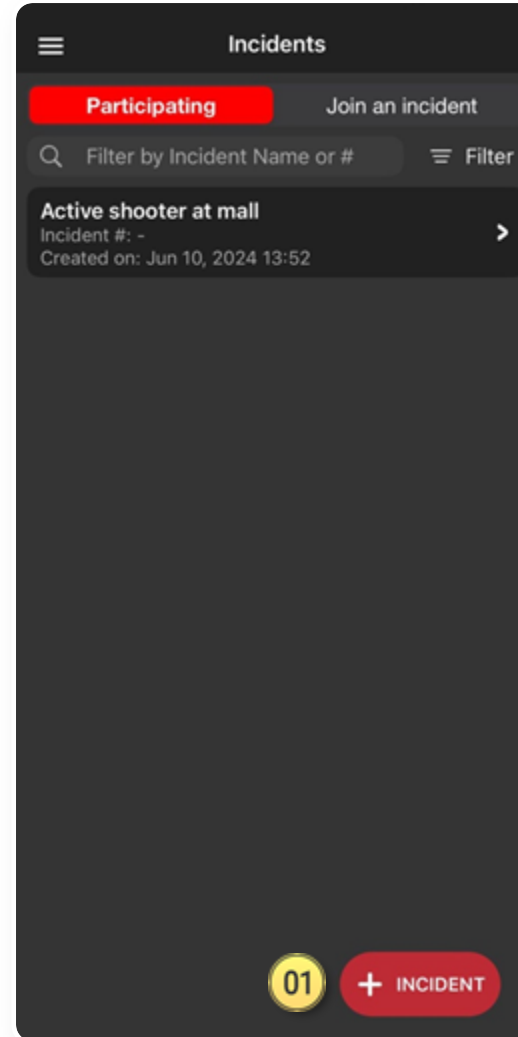


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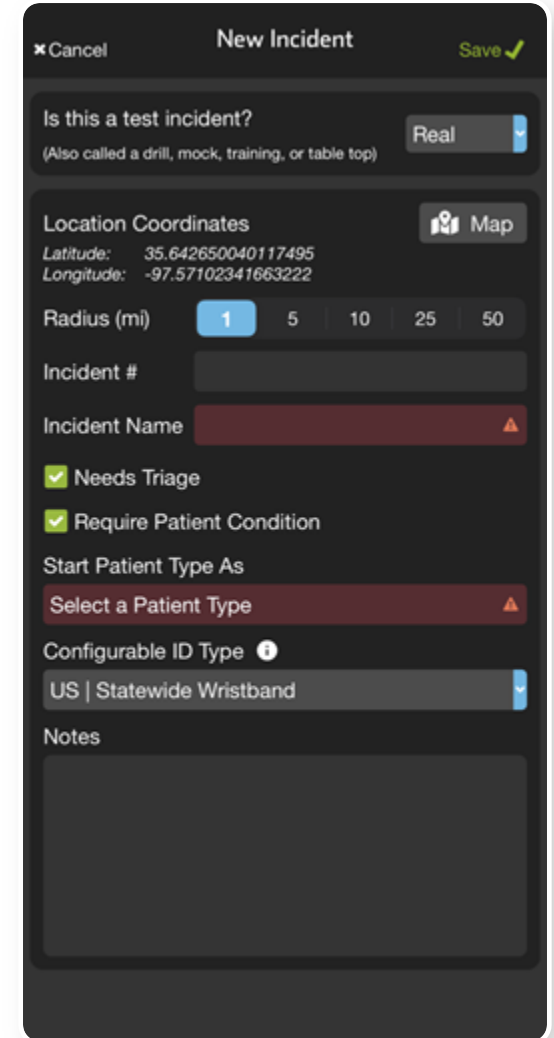
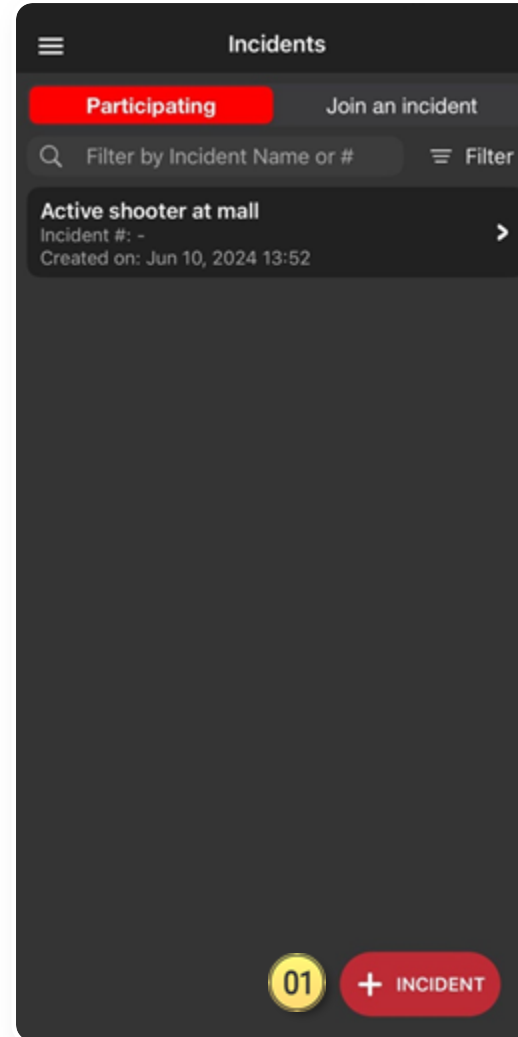
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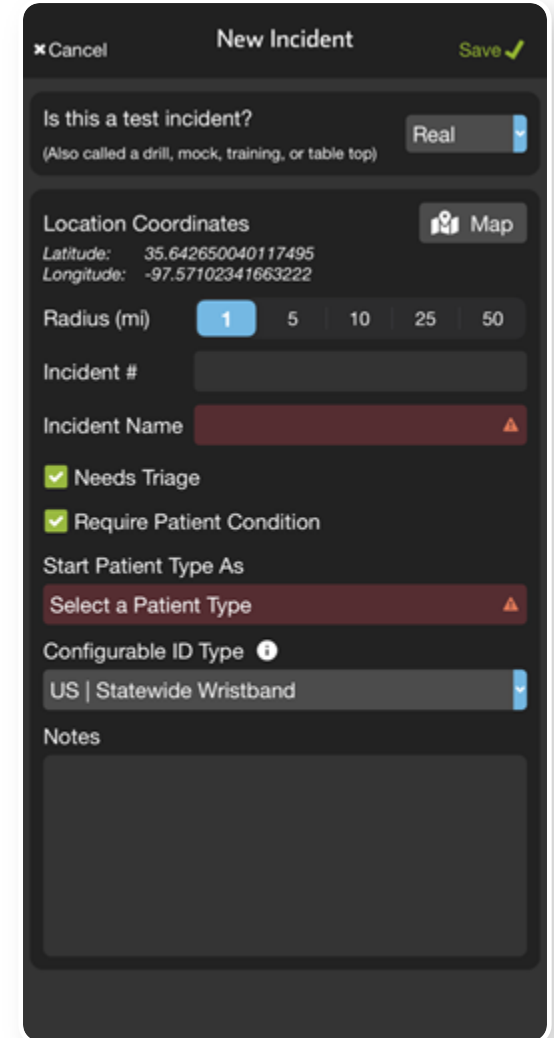
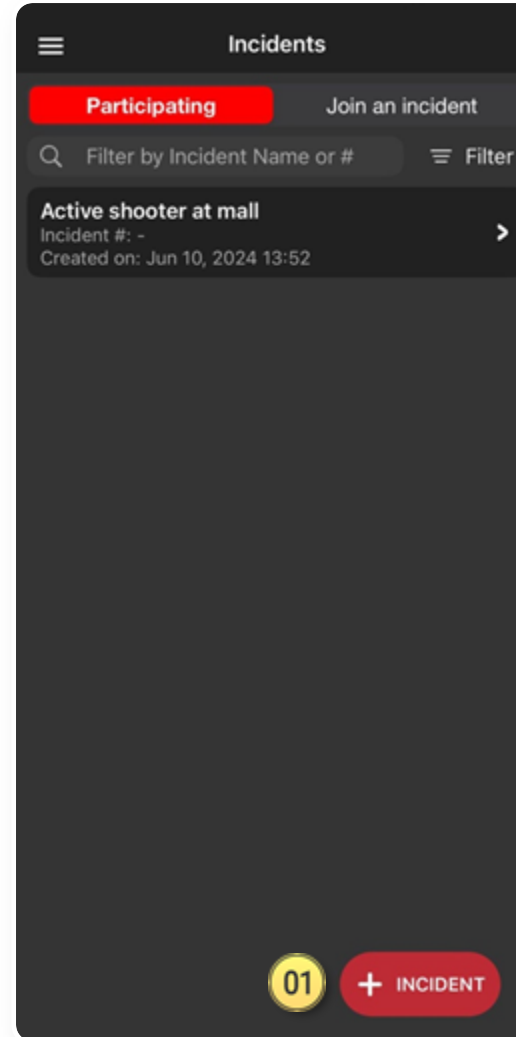
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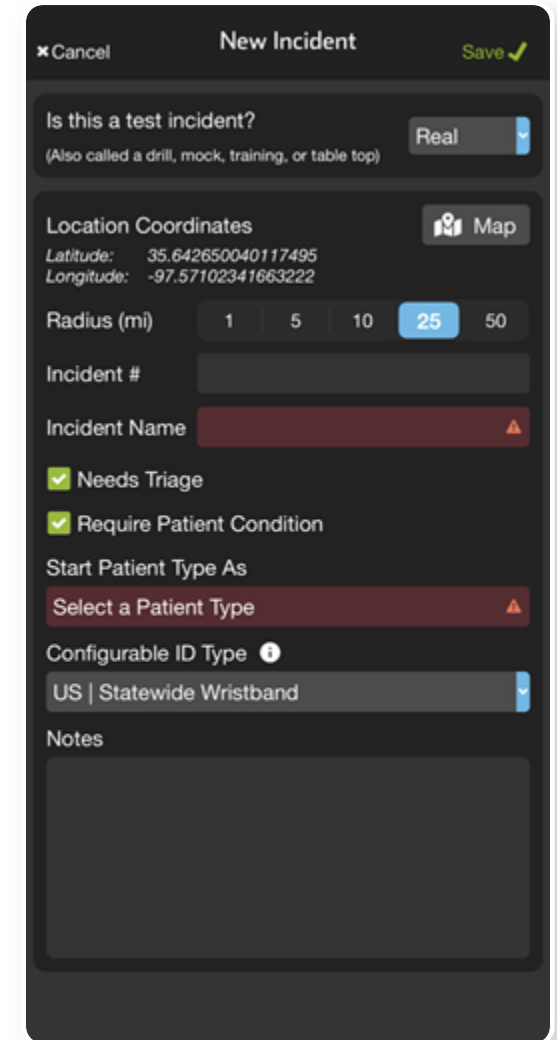
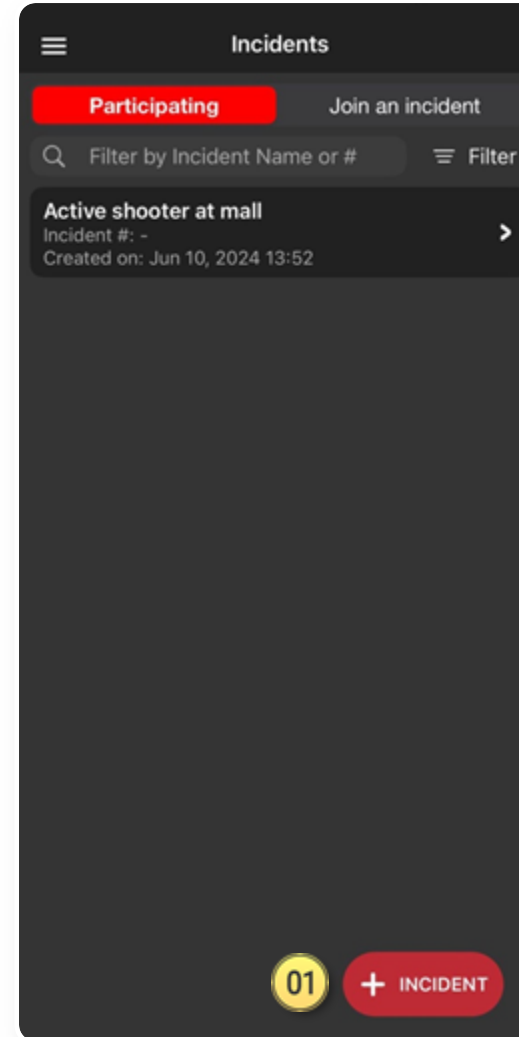
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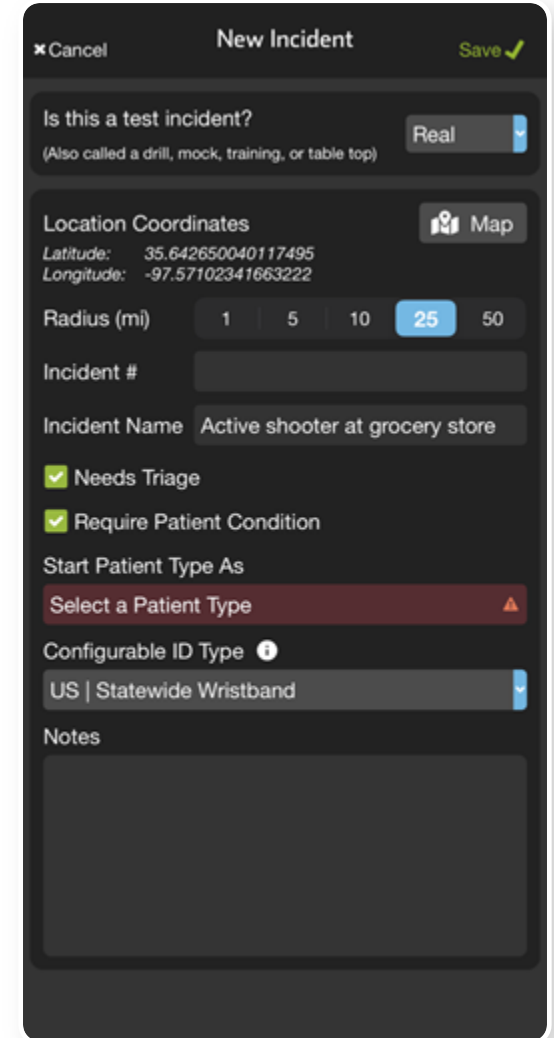
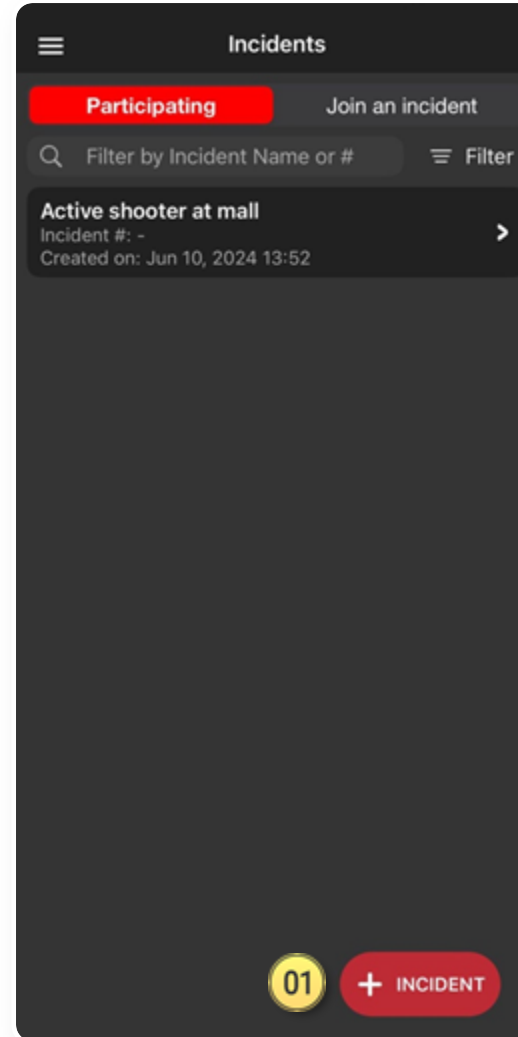
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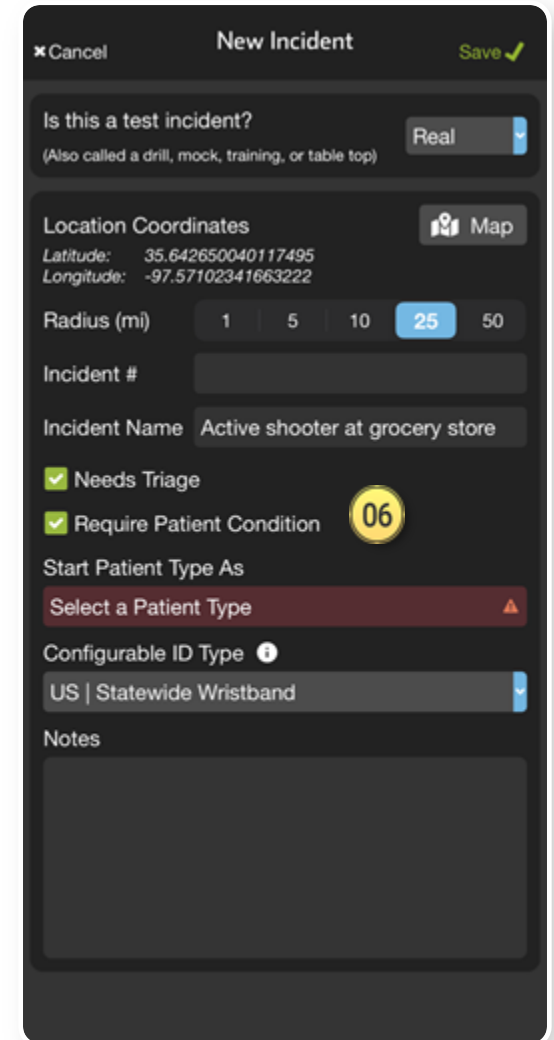
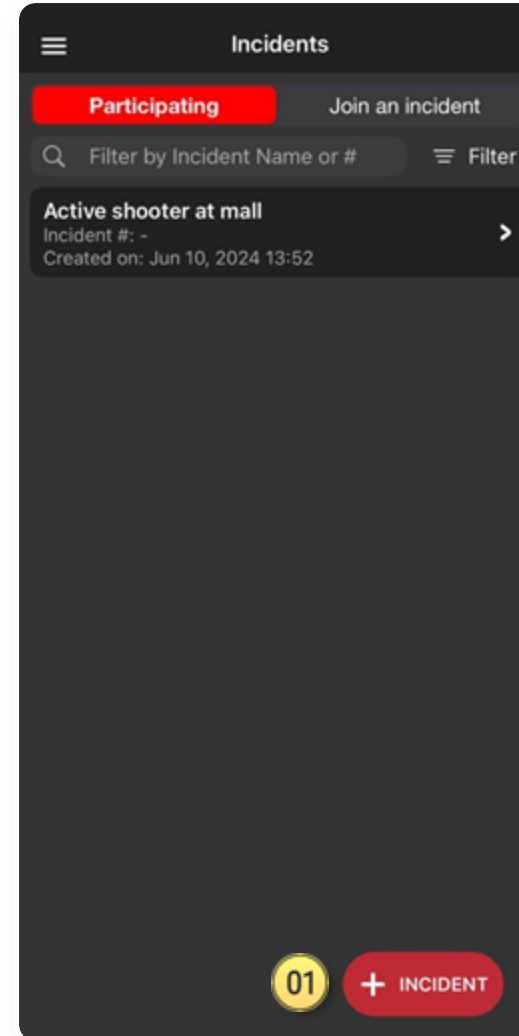
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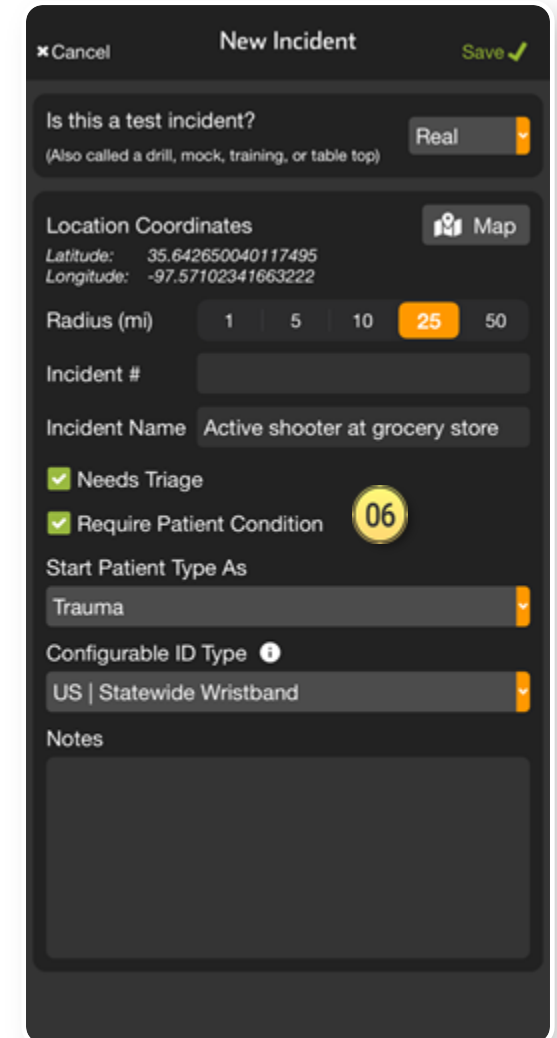
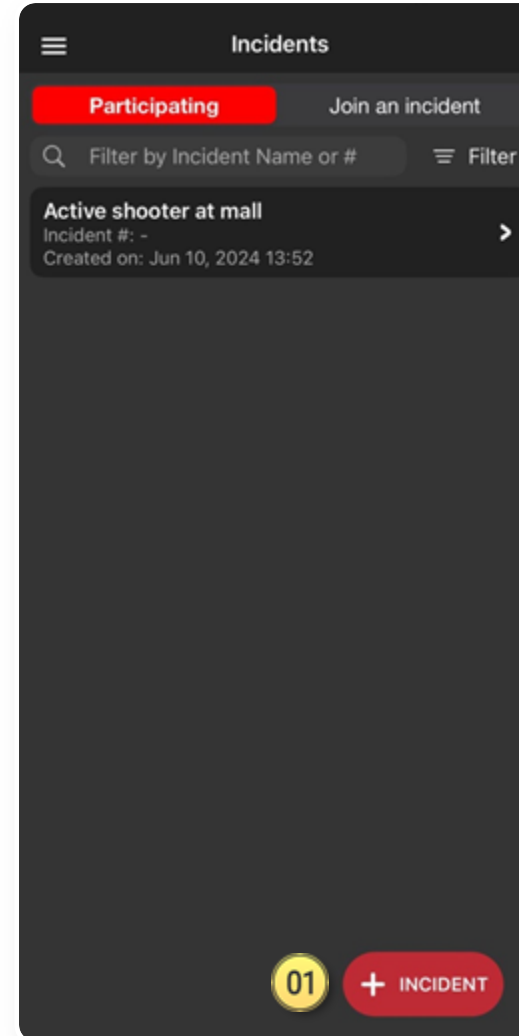
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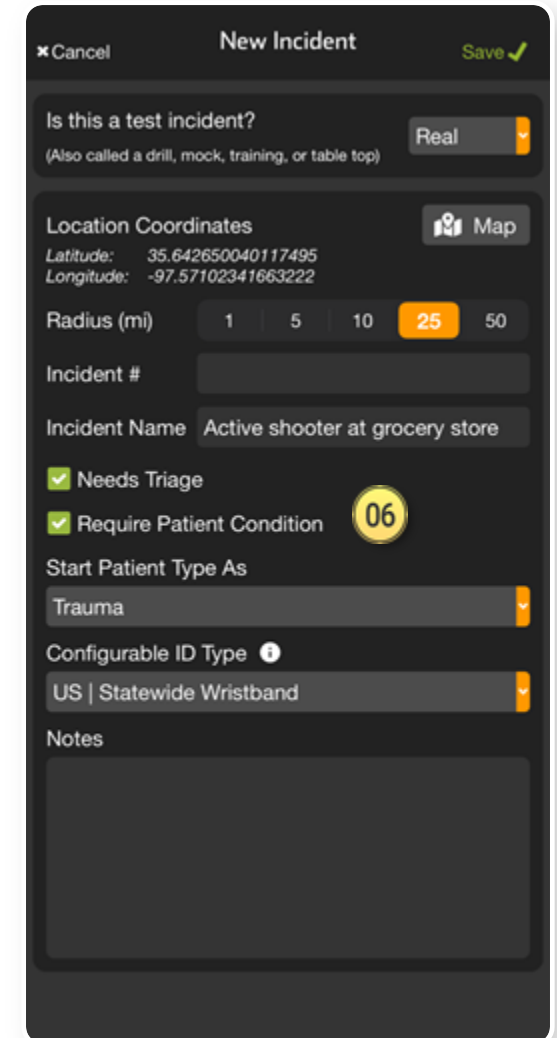
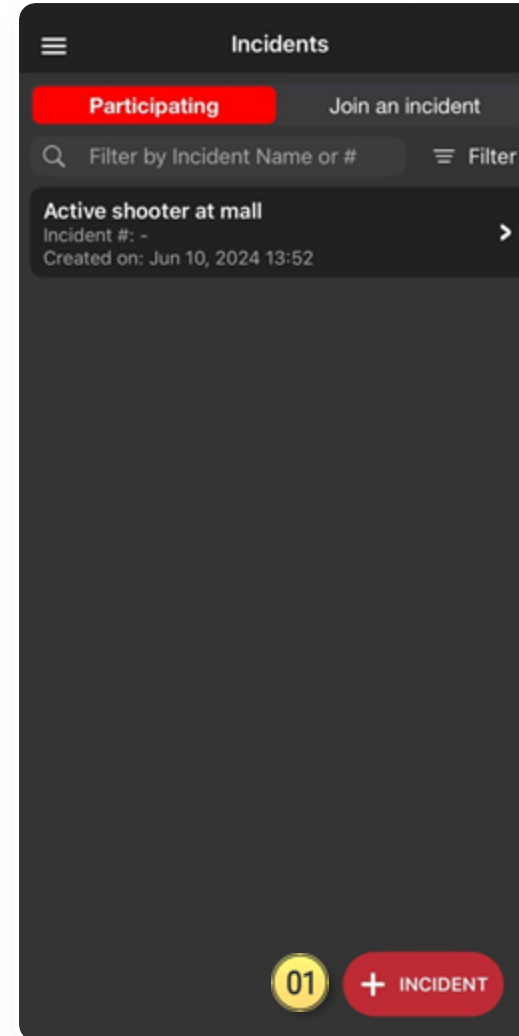
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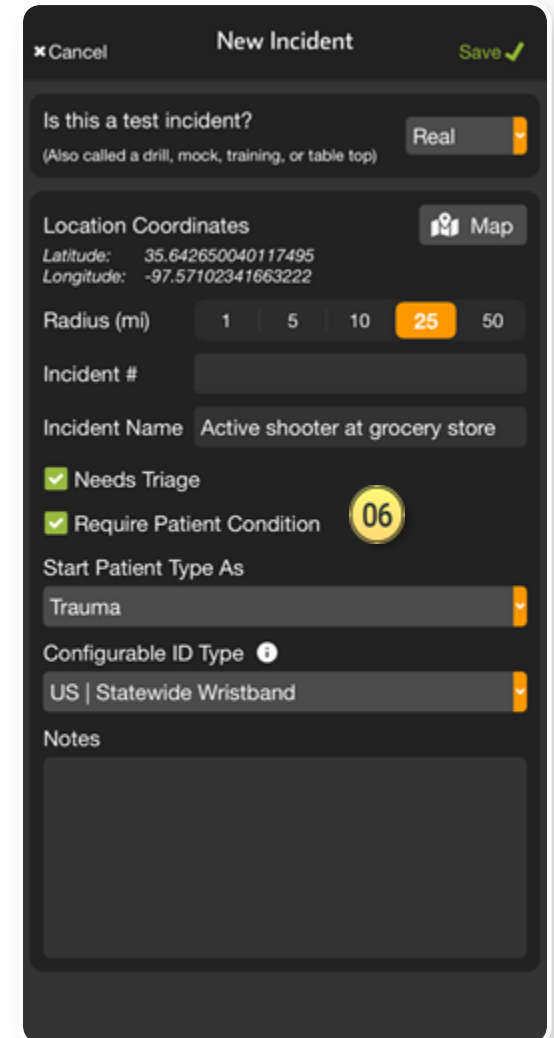
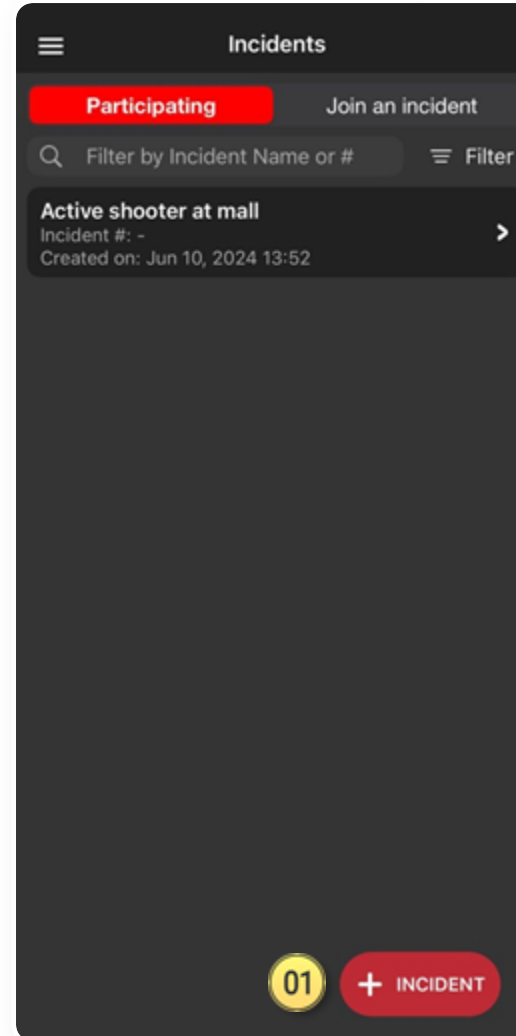
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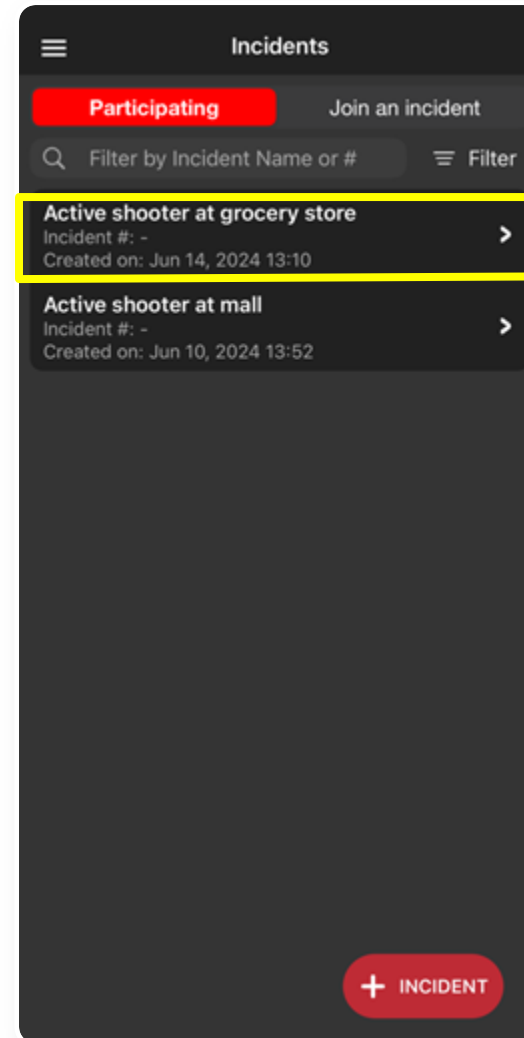
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# INCIDENTS | Manage Entities



## 01 Tap Entities

## 02 View Participating Entities

- And their privileges

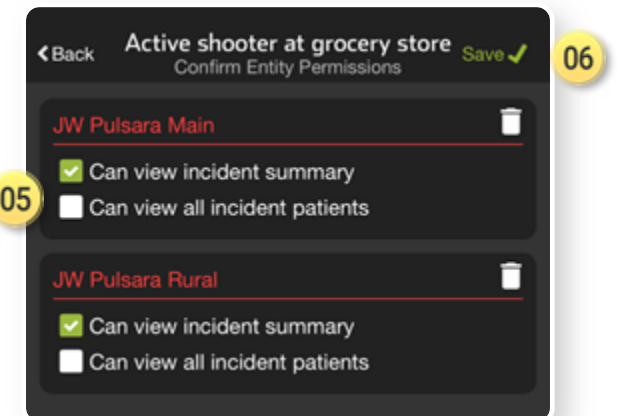
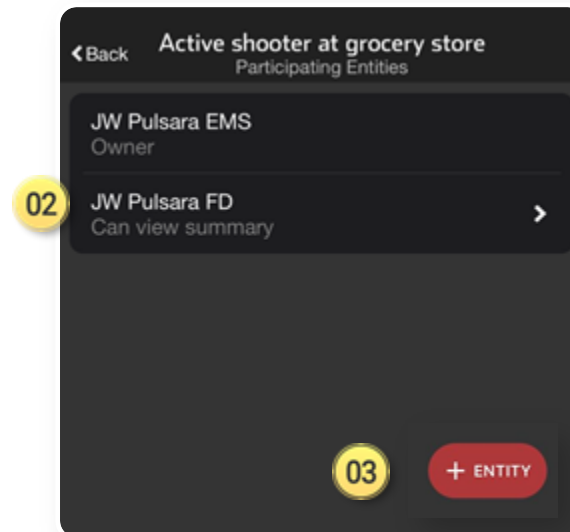
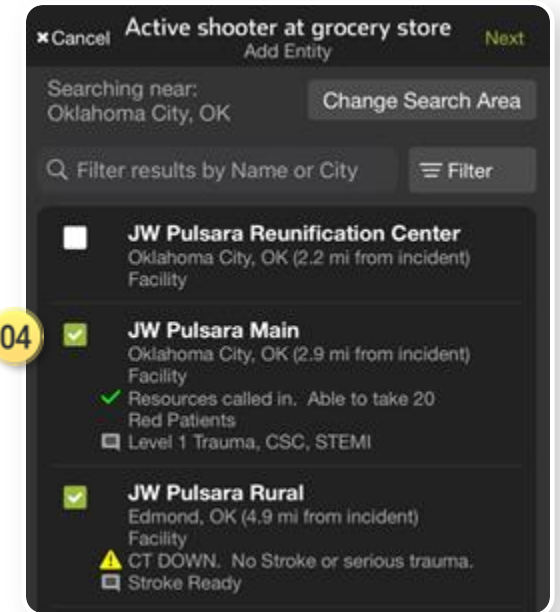
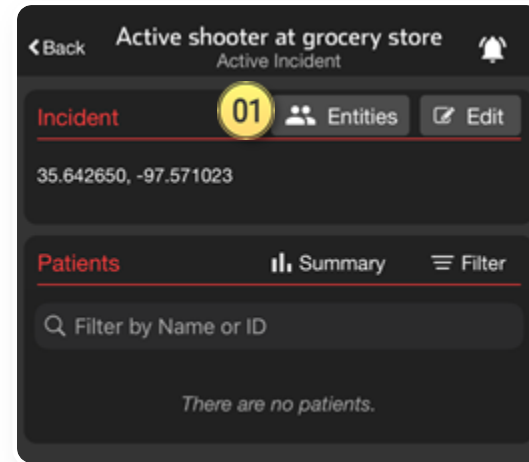
## 03 Tap + Entity

## 04 Select Entity(s)

## 05 Grant / Edit Privileges

- View Incident Summary
- View **All** Incident Patients (and Patient Data)

## 06 Save

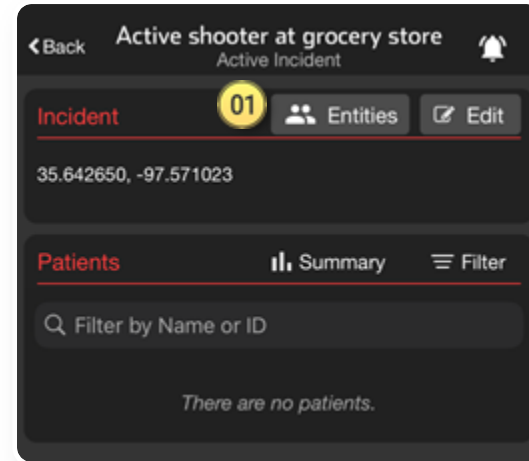




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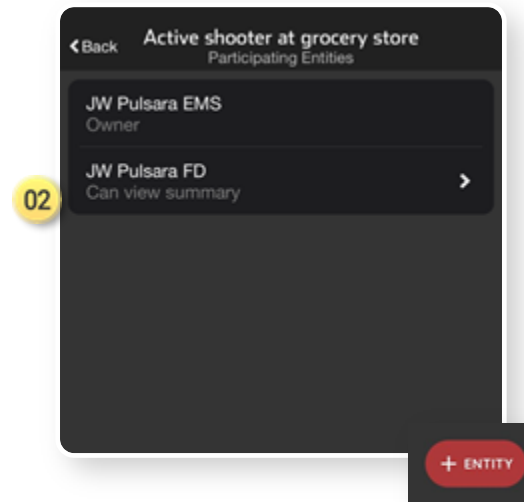
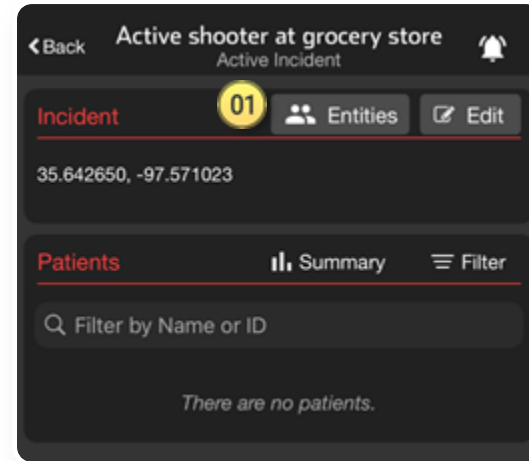
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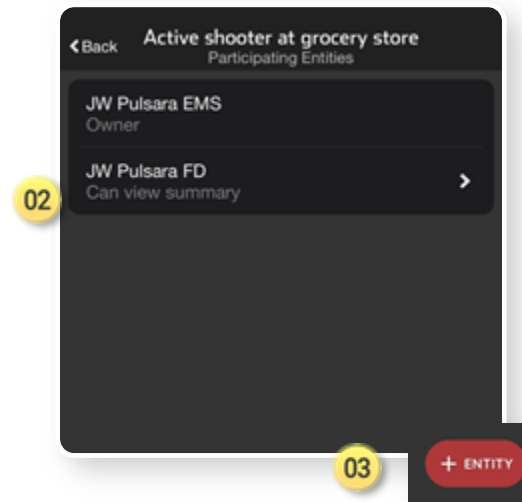
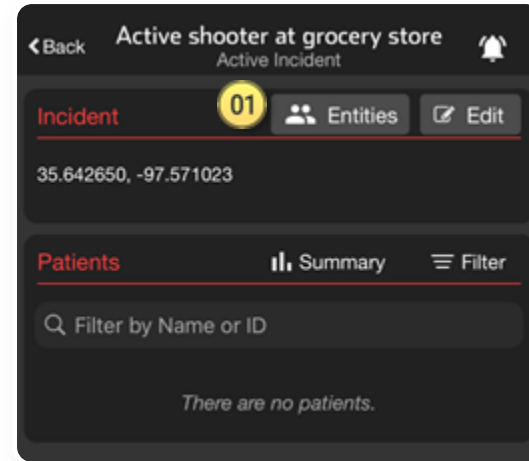


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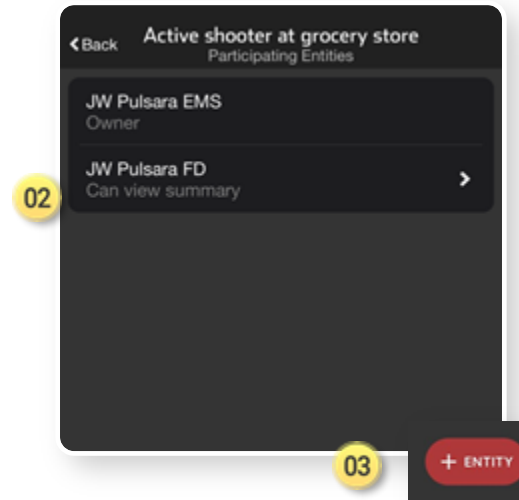
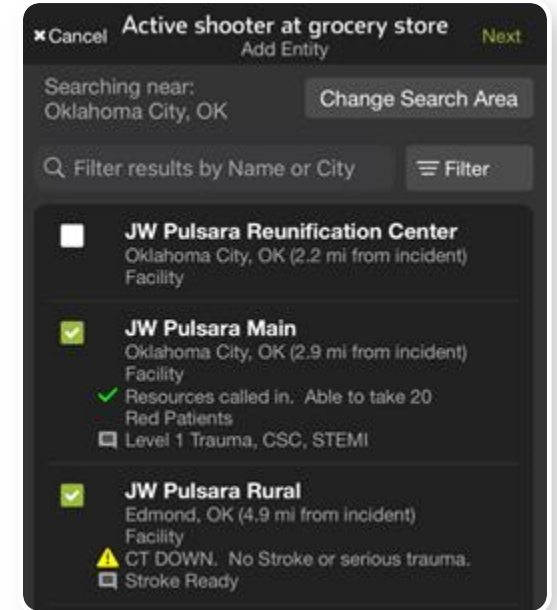
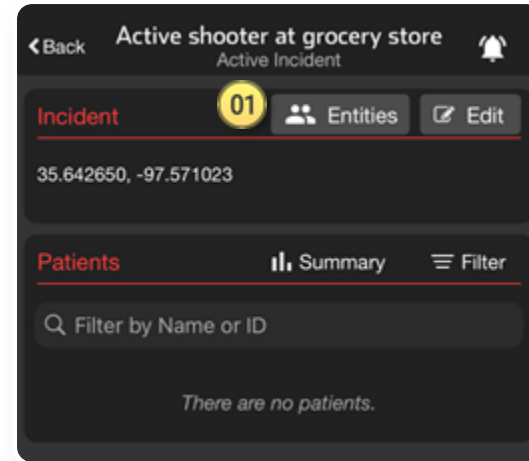
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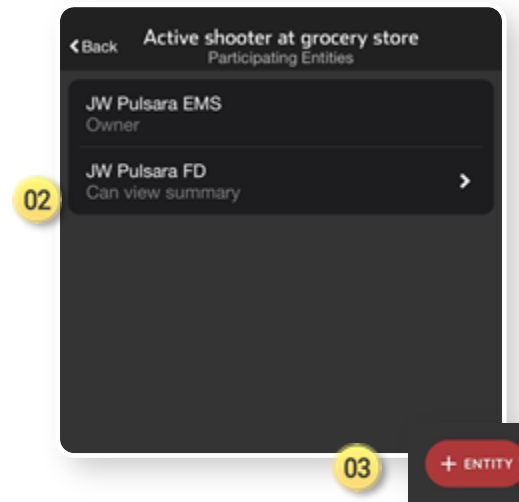
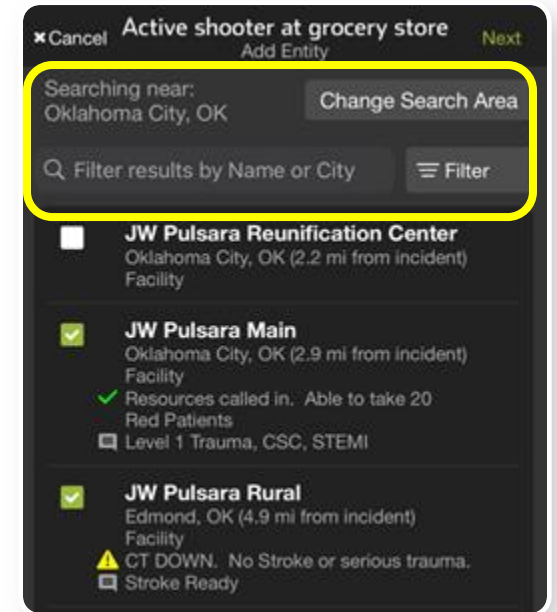
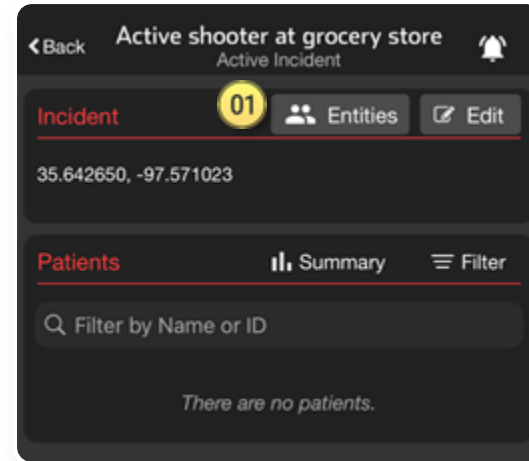
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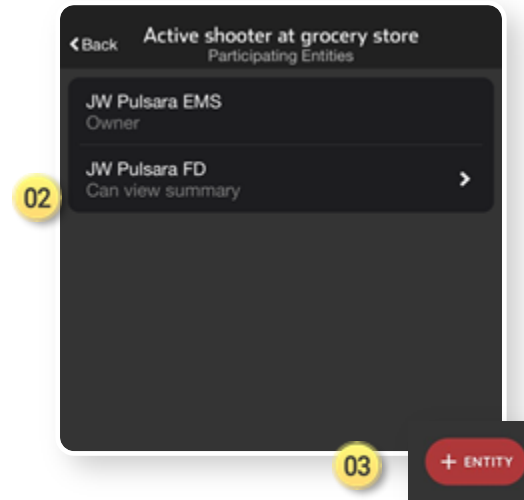
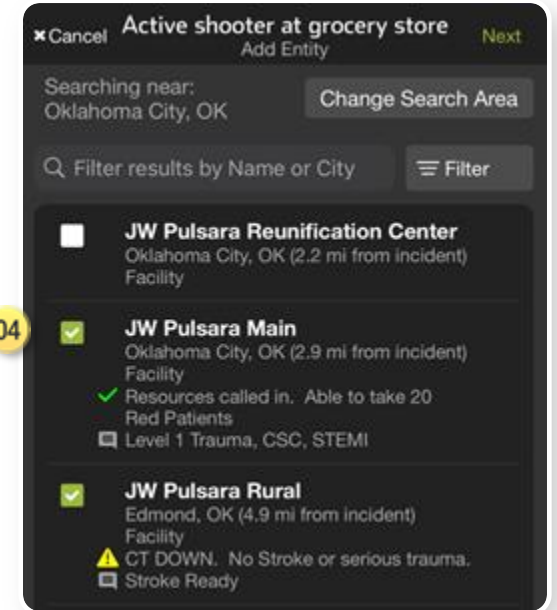
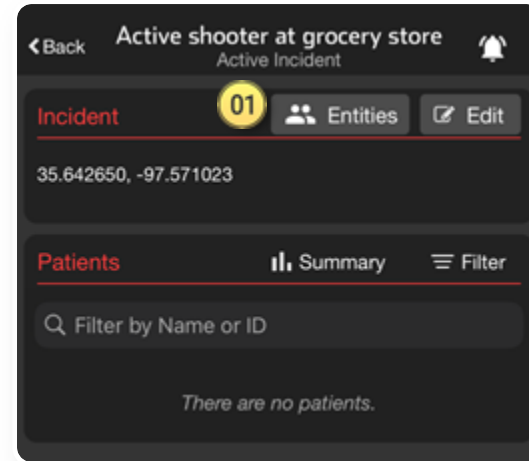
## 01 Tap Entities

## 02 View Participating Entities

- And their privileges

## 03 Tap + Entity

## 04 Select Entity(s)



# INCIDENTS | Manage Entities



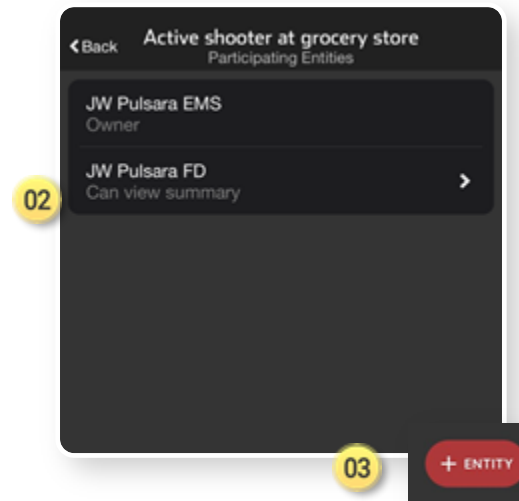
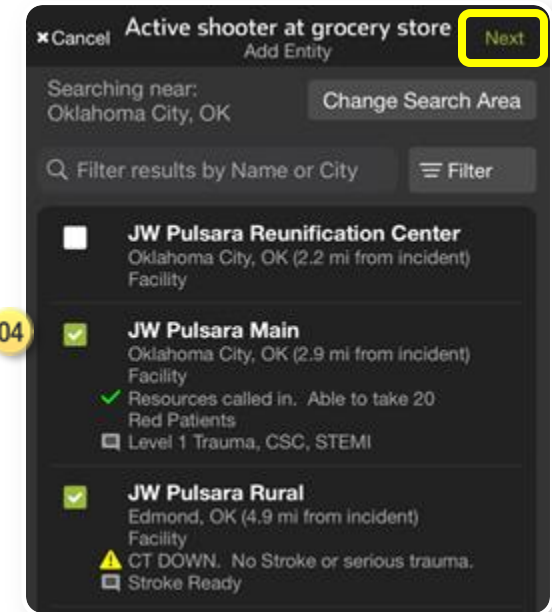
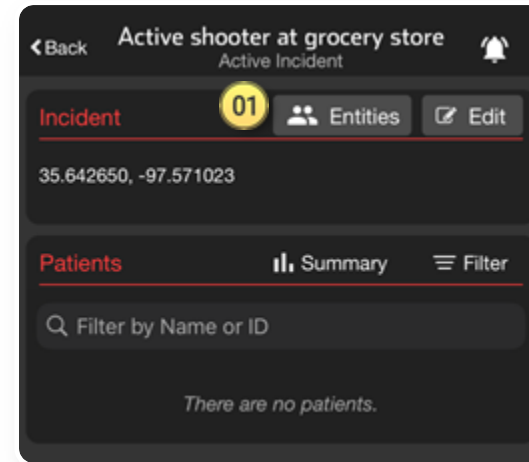
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# INCIDENTS | Manage Entities



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## 02 View Participating Entities

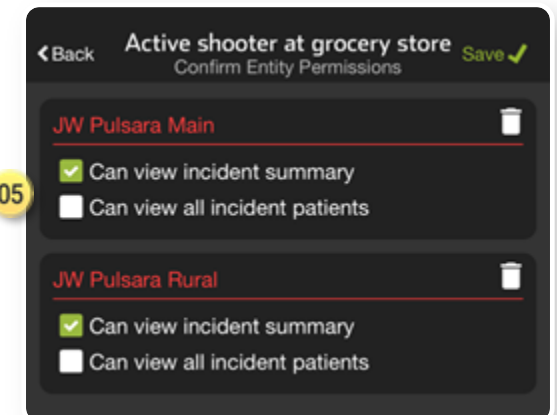
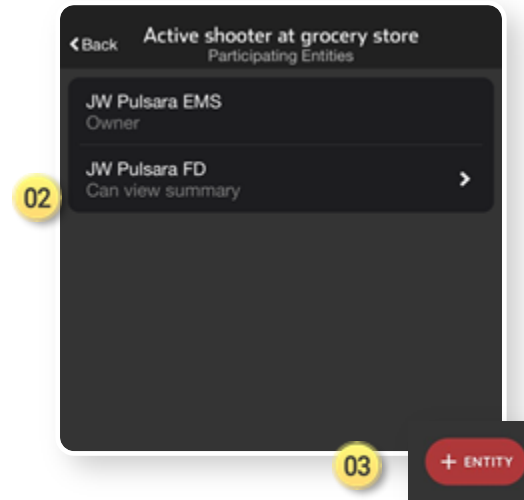
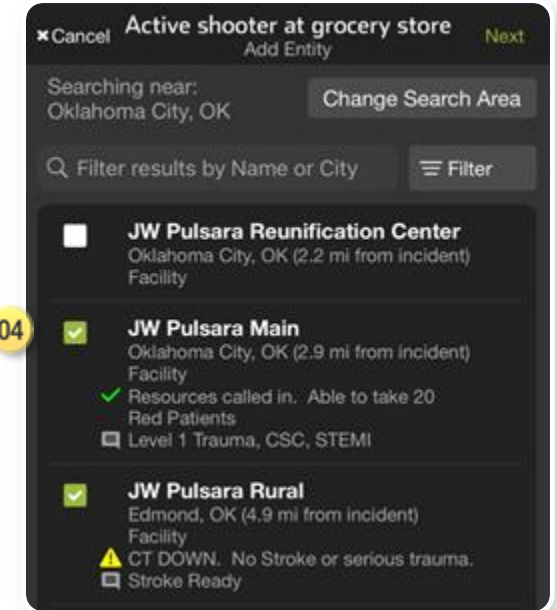
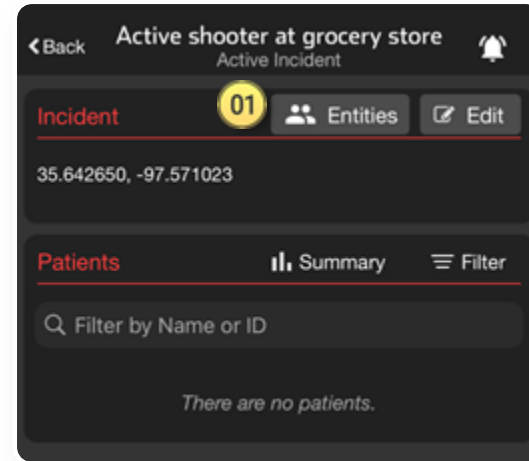
- And their privileges

## 03 Tap + Entity

## 04 Select Entity(s)

## 05 Grant / Edit Privileges

- View Incident Summary
- View **All** Incident Patients (and Patient Data)





# INCIDENTS | Manage Entities



## 01 Tap Entities

## 02 View Participating Entities

- And their privileges

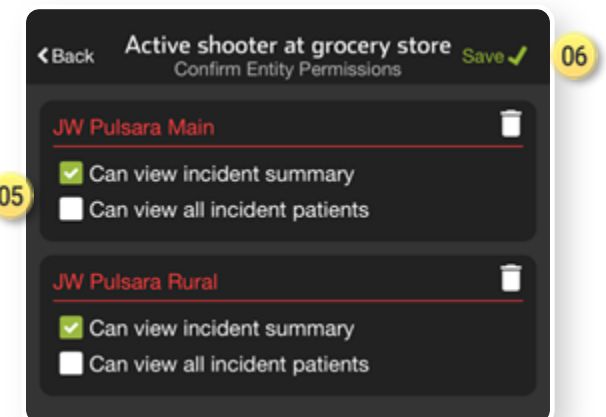
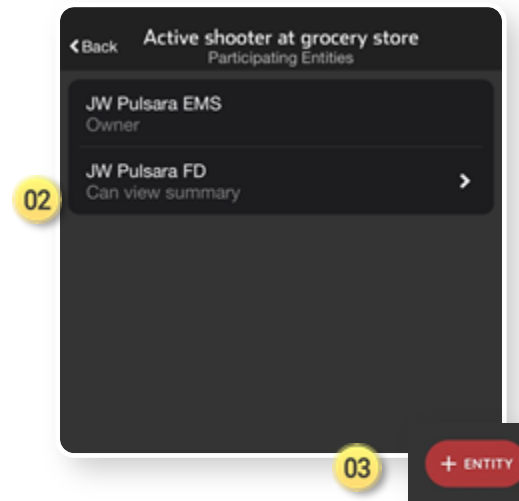
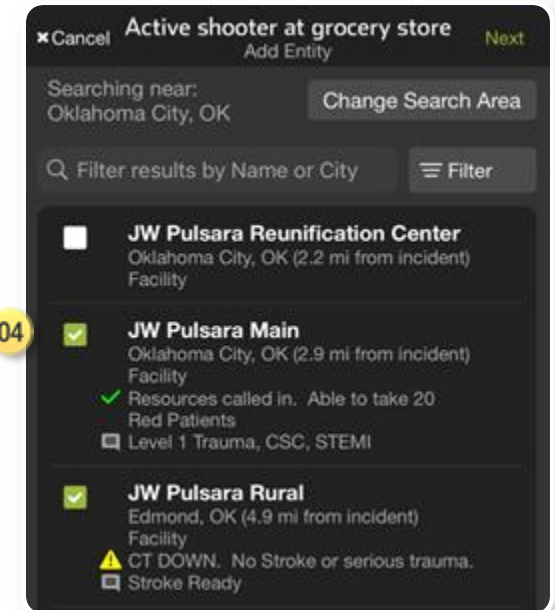
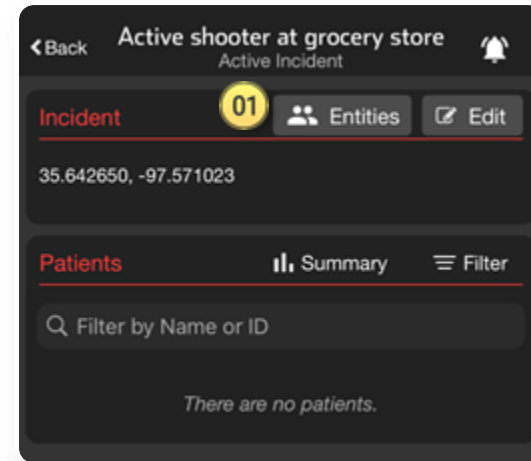
## 03 Tap + Entity

## 04 Select Entity(s)

## 05 Grant / Edit Privileges

- View Incident Summary
- View **All** Incident Patients (and Patient Data)

## 06 Save



# INCIDENTS | Add Patient



Note: All patient information can be added at any time, before or after patient creation.

## 01 Apply and Scan Wristband

- Scan wristband to add a patient
- Adding patients by tapping **NEW** increases the risk of a duplicate

## 02 Set Triage Condition (Color)

## 03 Add Patient Demographics

- Scan driver's license (DL), or enter manually
- Rapid: **Unknown** name, estimated **Age**, **Gender**

## 04 Take Photos (Optional)

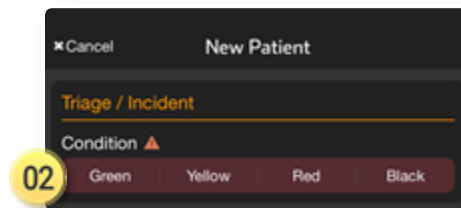
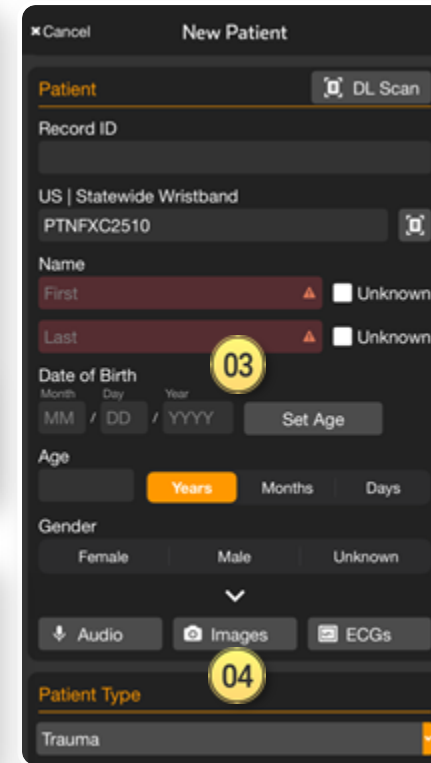
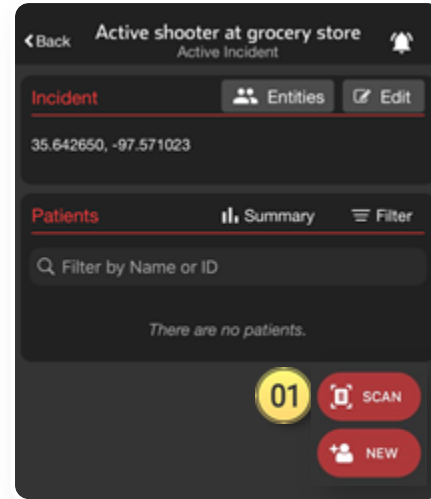
- Face, injury, DL, belongings, family member, etc.

## 05 Chief Complaint (Optional)

- Use voice-to-text to describe major injury, vitals, intervention

## 06 Create Patient

- If you **Select Destination** prior to hitting **Create**, you can immediately alert the receiving facility



## Quick Add

- 01 Scan Wristband
- 02 Triage Color
- 03 Unknown
- 06 Create

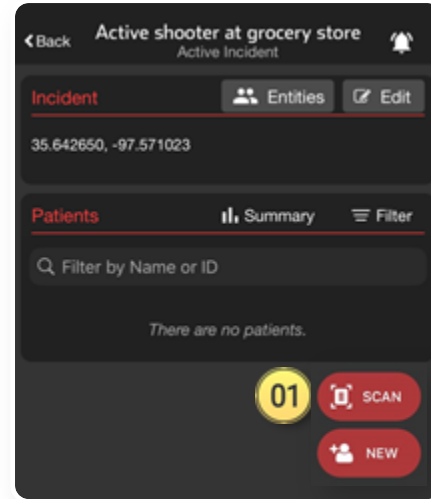
# INCIDENTS | Add Patient



*Note: All patient information can be added at any time, before or after patient creation.*

## 01 Apply and Scan Wristband

- Scan wristband to add a patient
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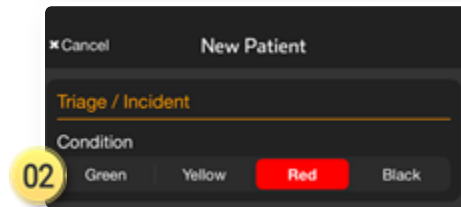
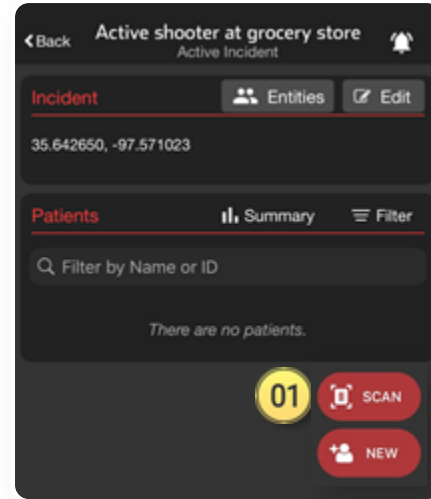
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# INCIDENTS | Add Patient

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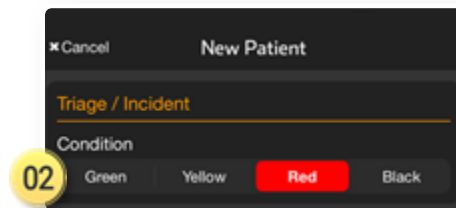
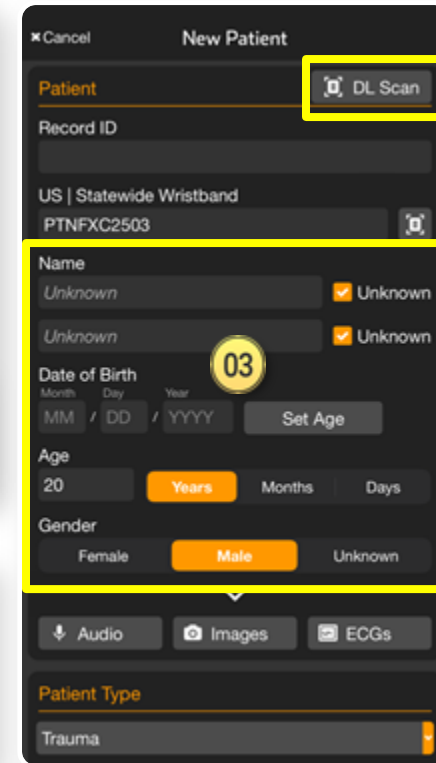
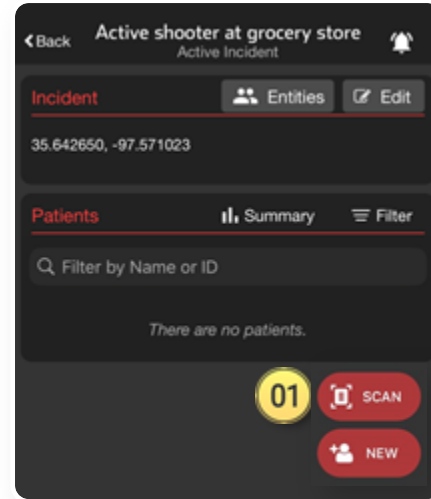
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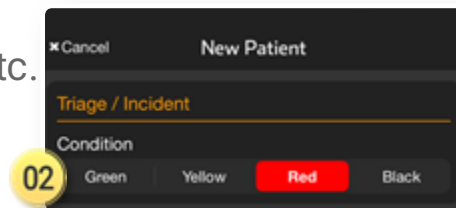
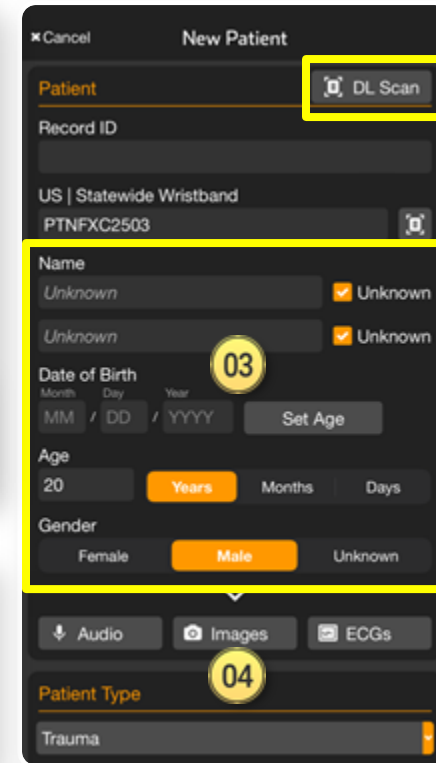
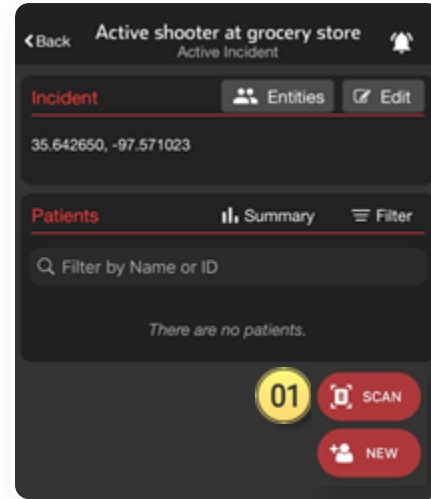
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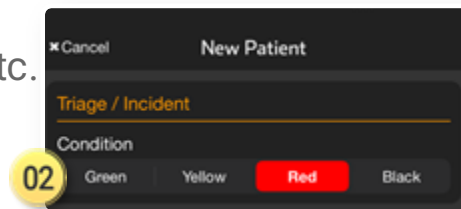
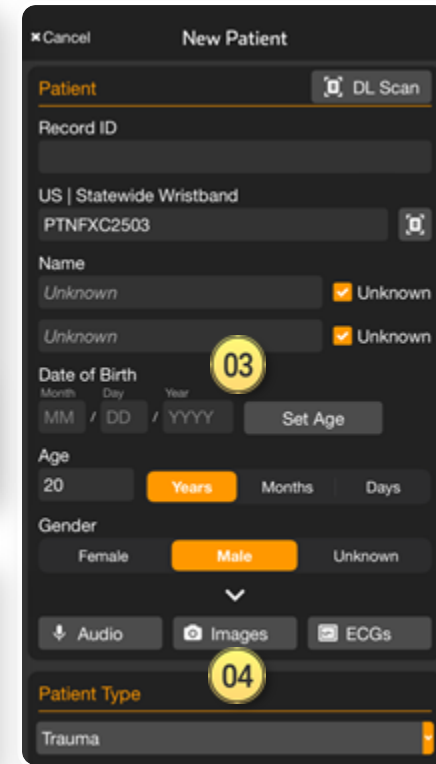
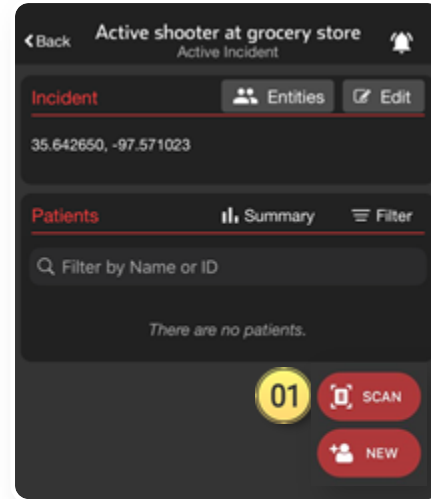
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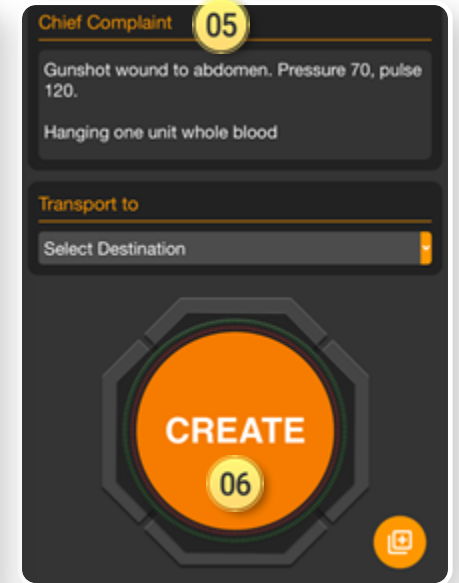
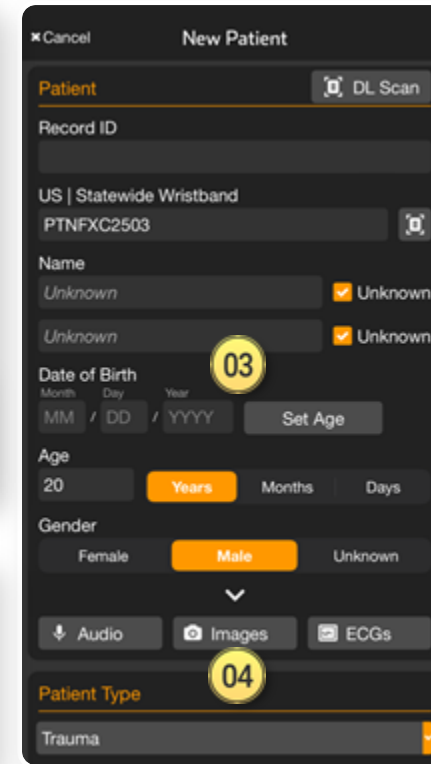
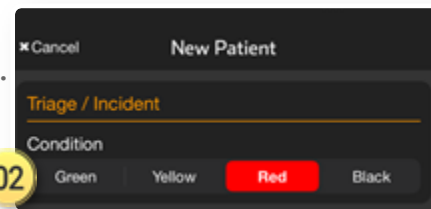
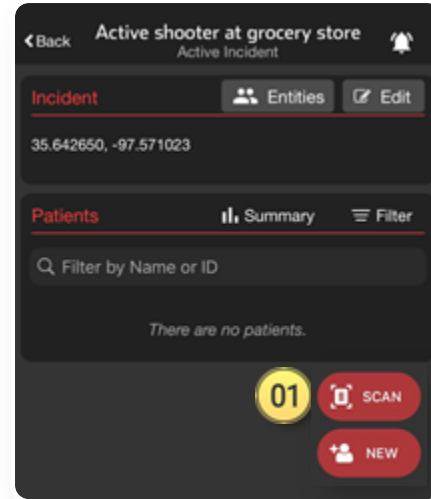
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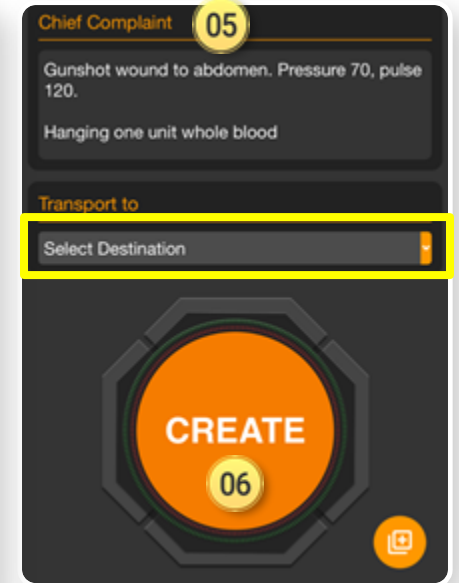
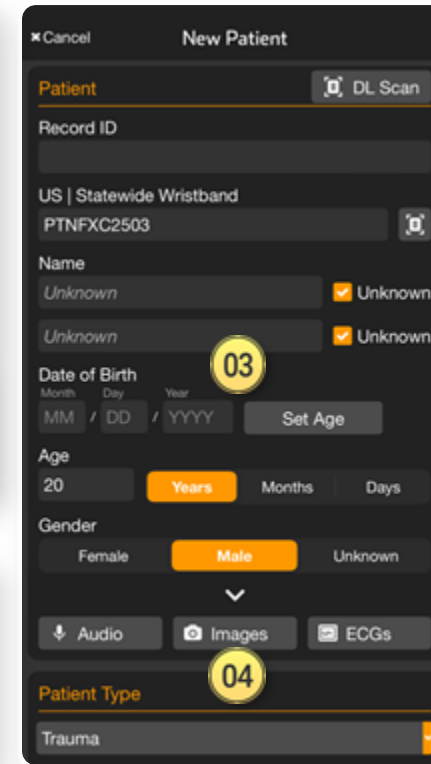
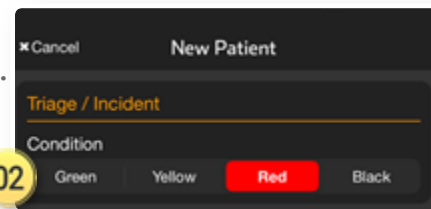
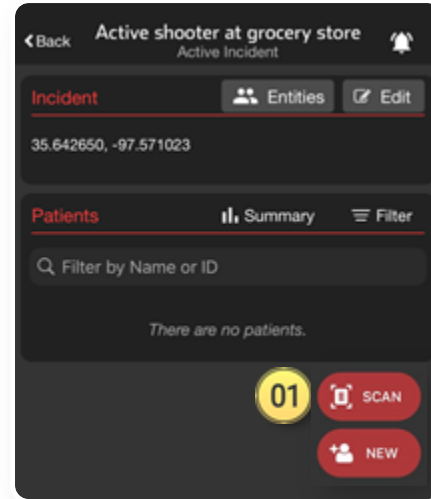
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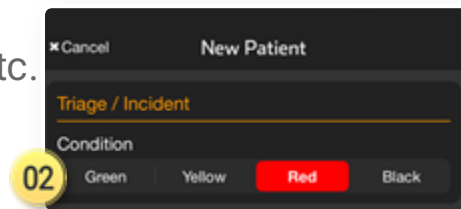
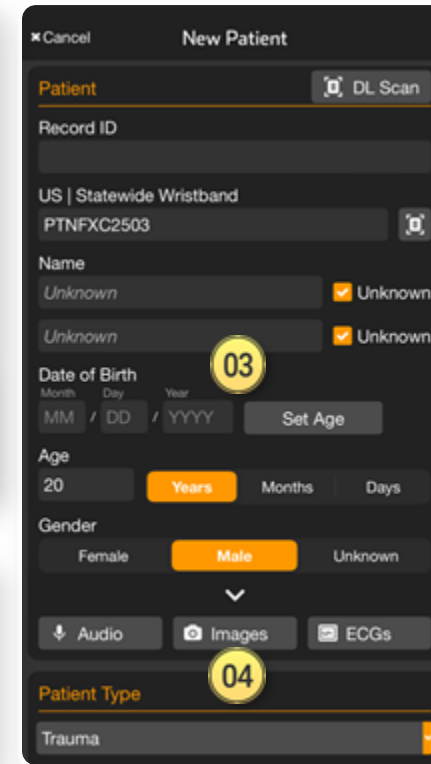
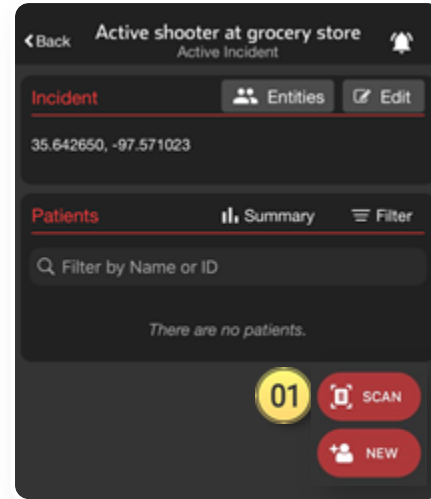
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## 06 Create Patient

- If you **Select Destination** prior to hitting **Create**, you can immediately alert the receiving facility



### Quick Add

- 01 Scan Wristband
- 02 Triage Color
- 03 Unknown
- 06 Create

# INCIDENTS | Transport



## 01 Scan Wristband

- If recognized, patient channel will open
- If not recognized, you will be prompted to Create

## Transport Destination

## 02 Destination already set

03 Displays *assigned* receiving facility

04 Able to *Change Destination* if appropriate

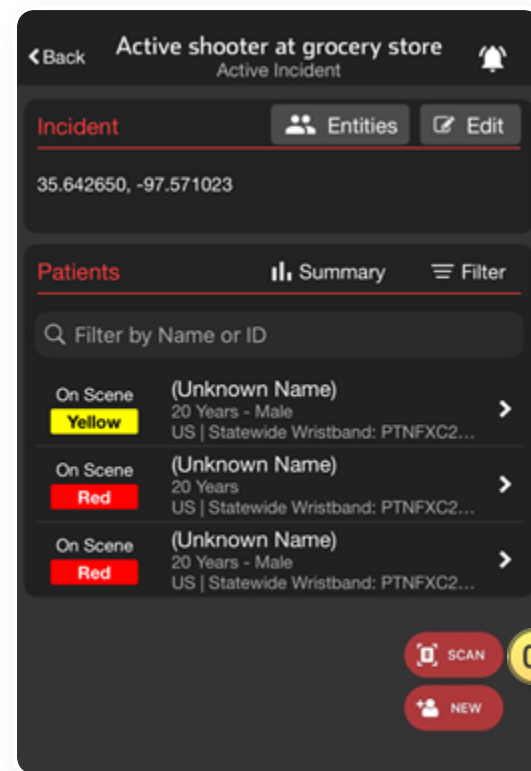
## 05 Set Transport Destination

06 Transport

07 Select Destination

08 Select Hospital

09 Alert



## 05 Set Transport Destination

### Requests

Transport

Consult

Handoff

### Transport to

Select Destination

### (Unknown Name) Add Transport

By Location

Linked

Searching near:  
Oklahoma City, OK

Change Search Area

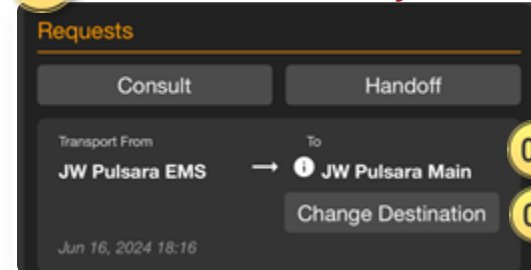
Filter results by Name or City

**JW Pulsara Reunification Center**  
Oklahoma City, OK (2.2 mi)  
Facility

**JW Pulsara Main**  
Oklahoma City, OK (2.9 mi)  
Facility

✓ Resources called in. Able to take 20 Red Patients  
☑ Level 1 Trauma, CSC, STEMI

## 02 Destination already set



## 05 Set Transport Destination

### Transport to

JW Pulsara Main

At Patient

09:45

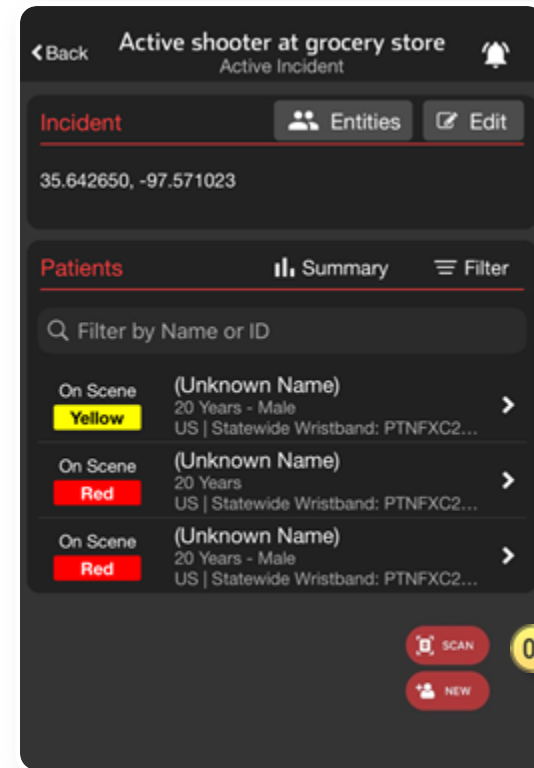
ETA

18:25

# INCIDENTS | Transport

## 01 Scan Wristband

- If recognized, patient channel will open
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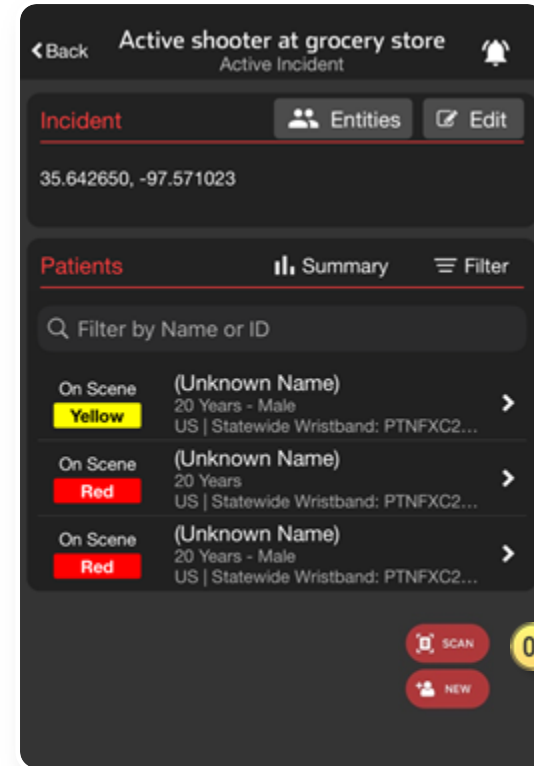
# INCIDENTS | Transport

## 01 Scan Wristband

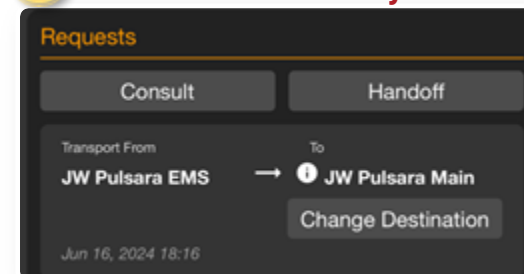
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## Transport Destination

## 02 Destination already set



## 02 Destination already set



# INCIDENTS | Transport

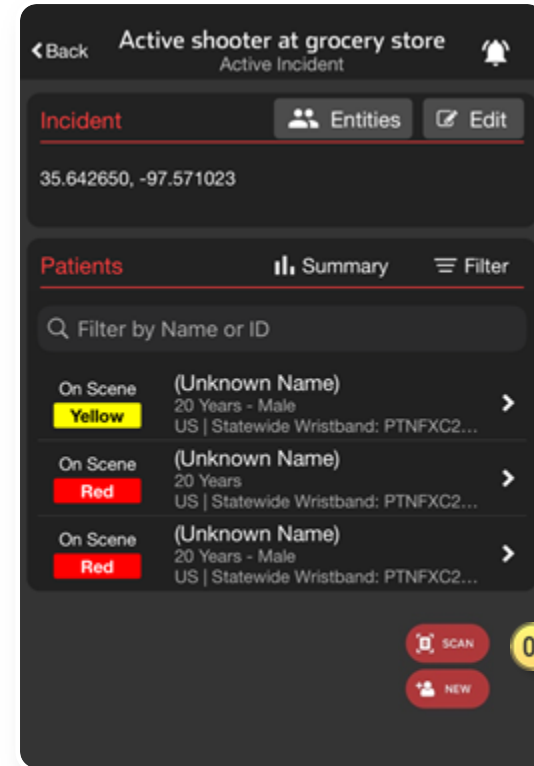
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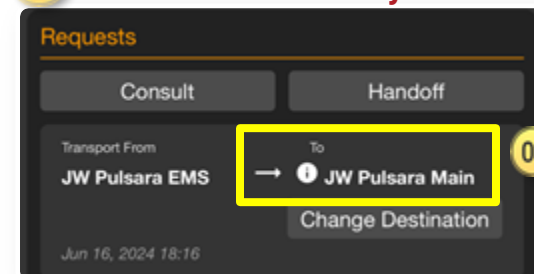
## Transport Destination

## 02 Destination already set

- 03 Displays *assigned* receiving facility



## 02 Destination already set



# INCIDENTS | Transport

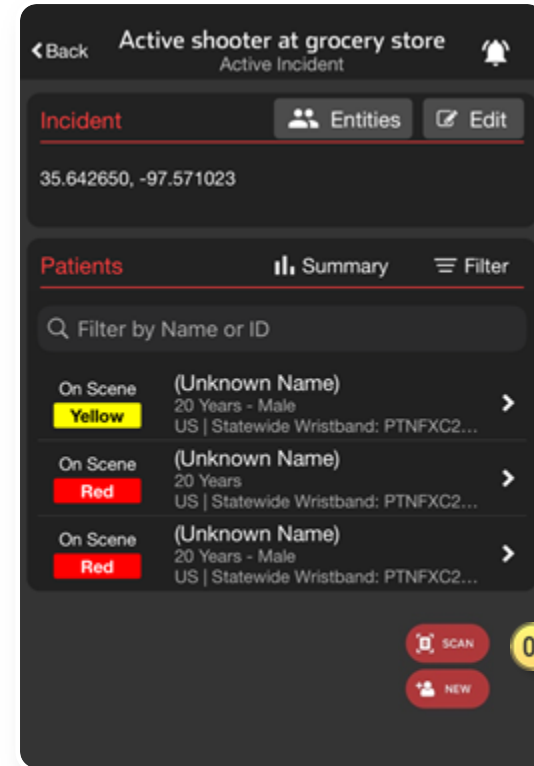
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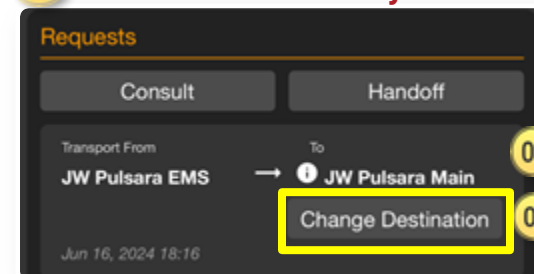
## Transport Destination

## 02 Destination already set

- 03 Displays *assigned* receiving facility
- 04 Able to **Change Destination** if appropriate



## 02 Destination already set



# INCIDENTS | Transport

## 01 Scan Wristband

- If recognized, patient channel will open
- If not recognized, you will be prompted to Create

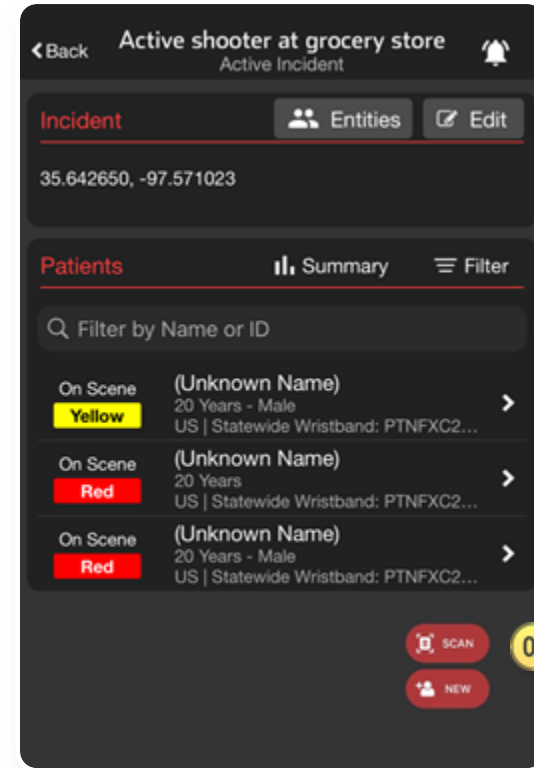
## Transport Destination

## 02 Destination already set

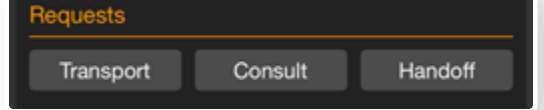
03 Displays *assigned* receiving facility

04 Able to *Change Destination* if appropriate

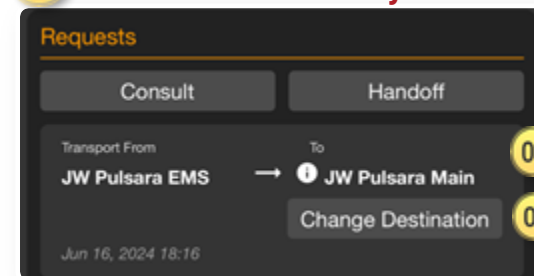
## 05 Set Transport Destination



## 05 Set Transport Destination



## 02 Destination already set





# INCIDENTS | Transport

## 01 Scan Wristband

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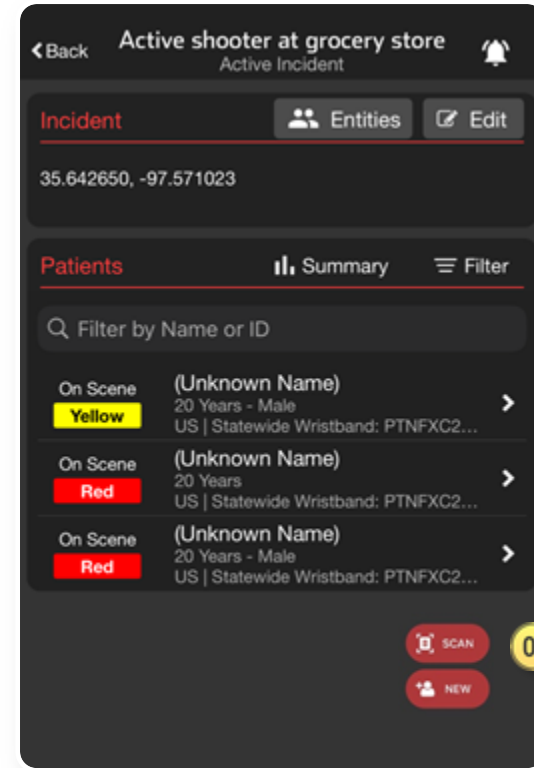
## Transport Destination

## 02 Destination already set

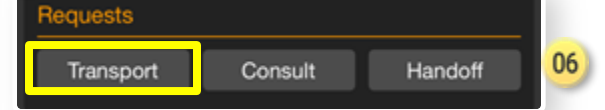
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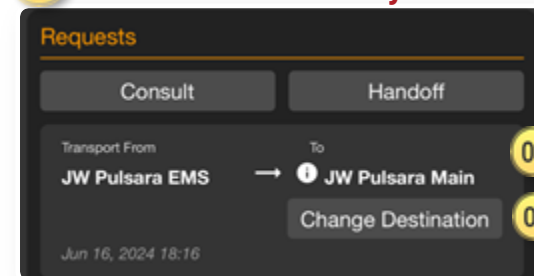
- 06 Transport



## 05 Set Transport Destination



## 02 Destination already set



# INCIDENTS | Transport

## 01 Scan Wristband

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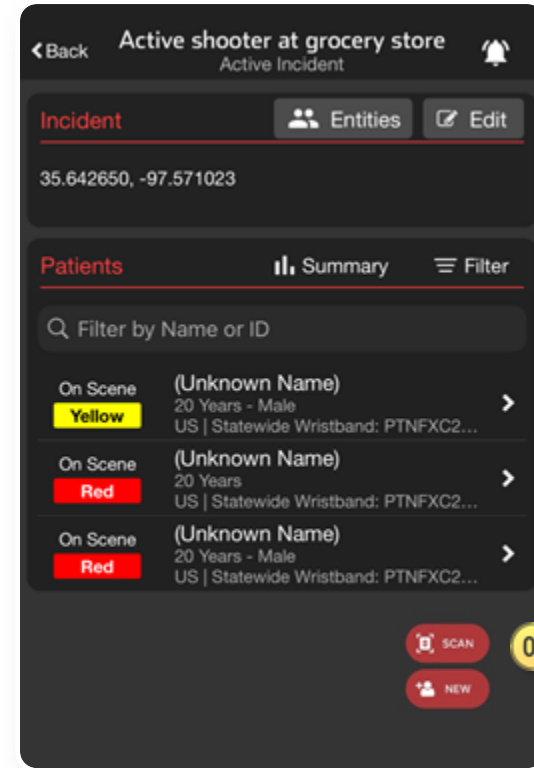
## Transport Destination

## 02 Destination already set

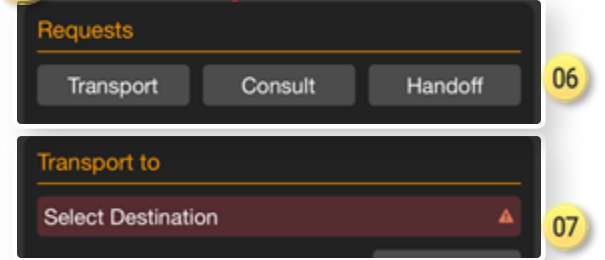
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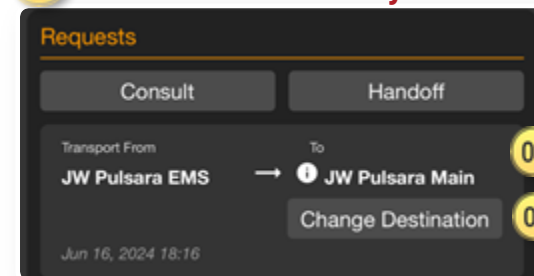
- 06 Transport
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## 05 Set Transport Destination



## 02 Destination already set



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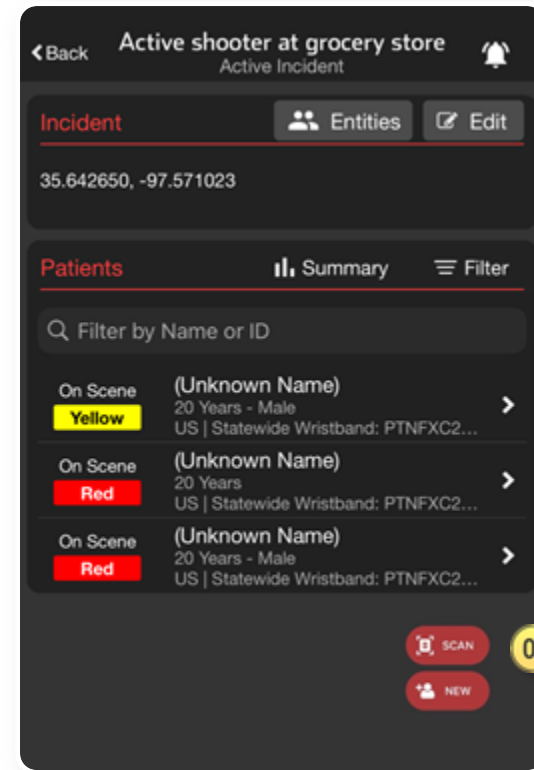
## Transport Destination

## 02 Destination already set

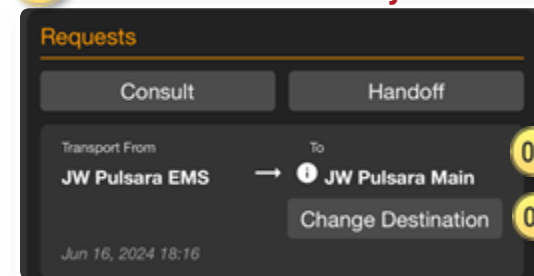
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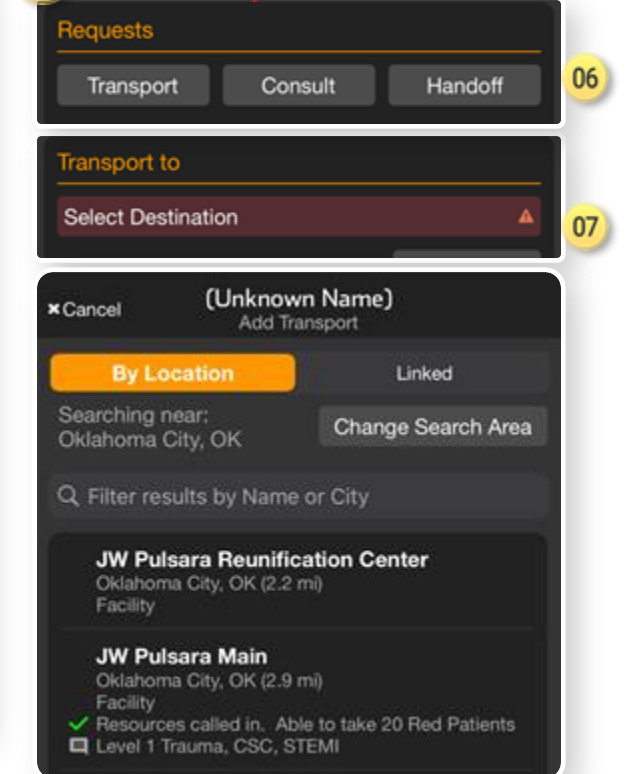
- 06 Transport
- 07 Select Destination



## 02 Destination already set



## 05 Set Transport Destination



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## Transport Destination

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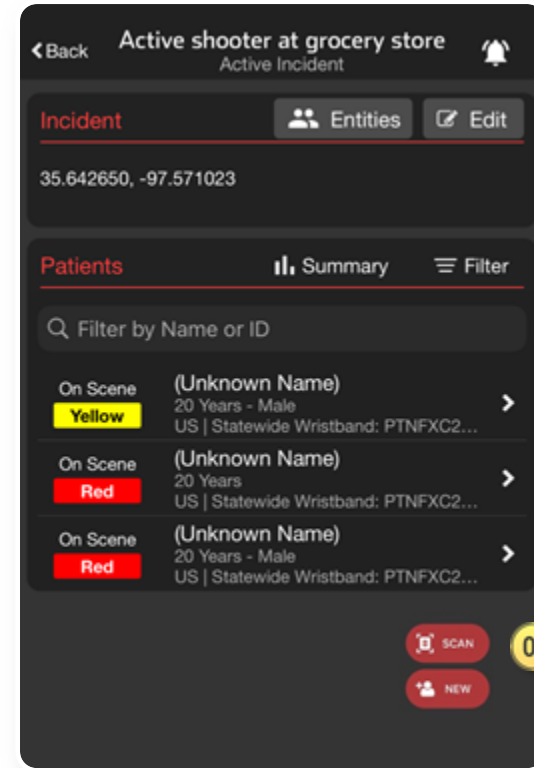
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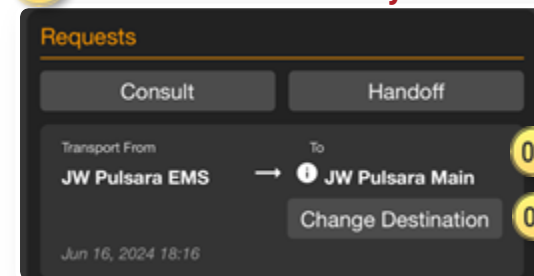
## 05 Set Transport Destination

06 Transport

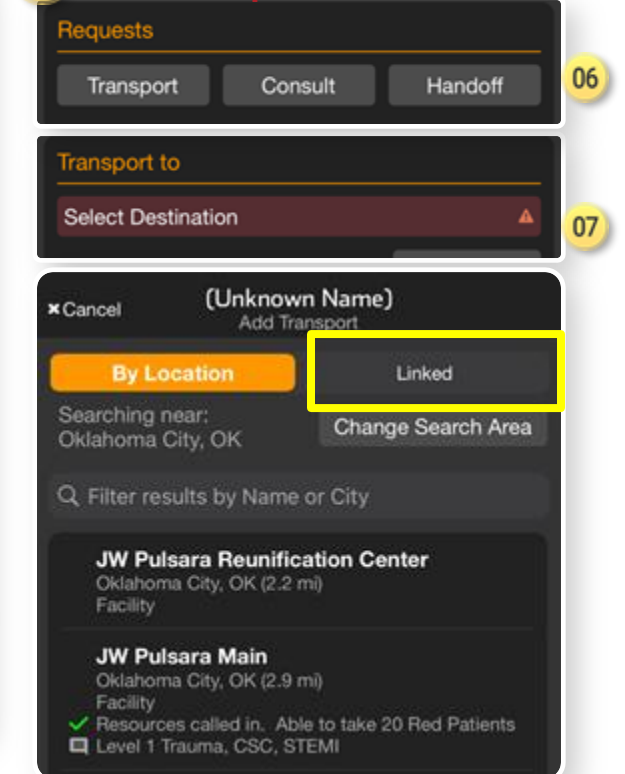
07 Select Destination



## 02 Destination already set



## 05 Set Transport Destination



# INCIDENTS | Transport

## 01 Scan Wristband

- If recognized, patient channel will open
- If not recognized, you will be prompted to Create

## Transport Destination

## 02 Destination already set

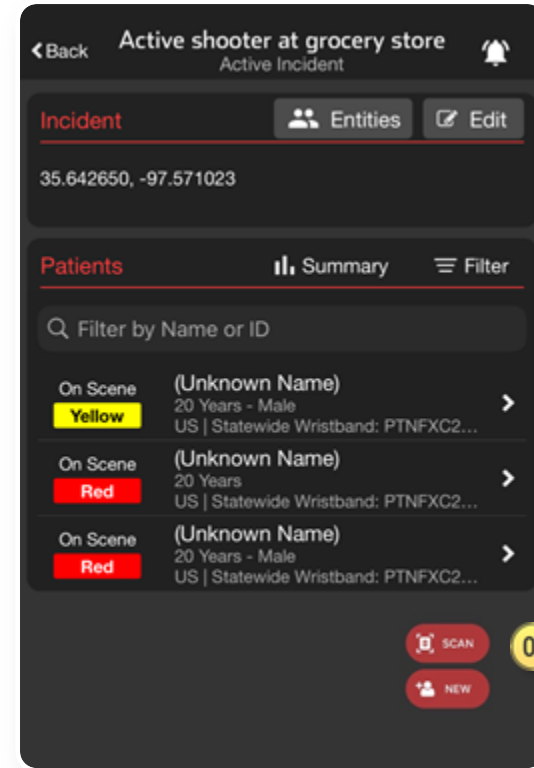
03 Displays *assigned* receiving facility

04 Able to *Change Destination* if appropriate

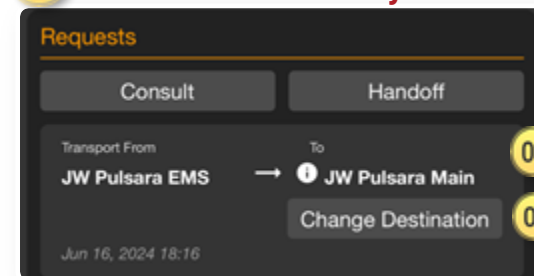
## 05 Set Transport Destination

06 Transport

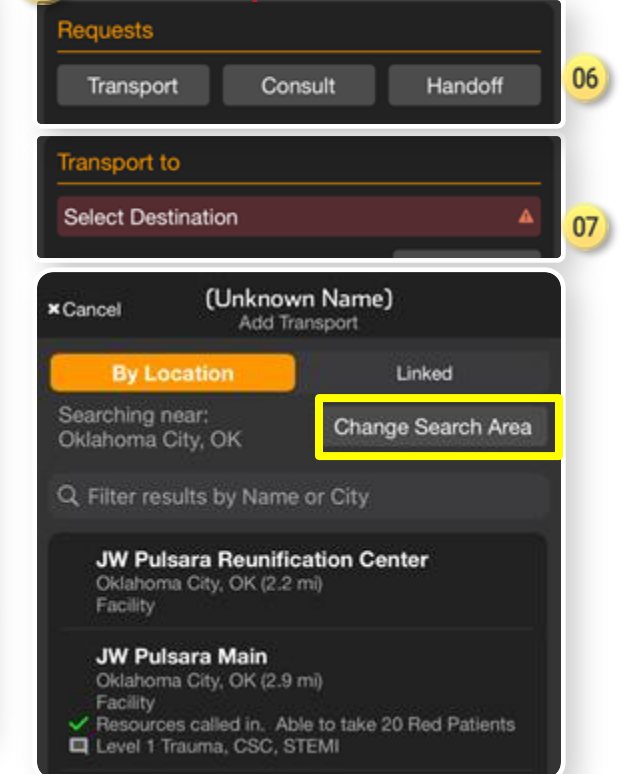
07 Select Destination



## 02 Destination already set



## 05 Set Transport Destination



# INCIDENTS | Transport

## 01 Scan Wristband

- If recognized, patient channel will open
- If not recognized, you will be prompted to Create

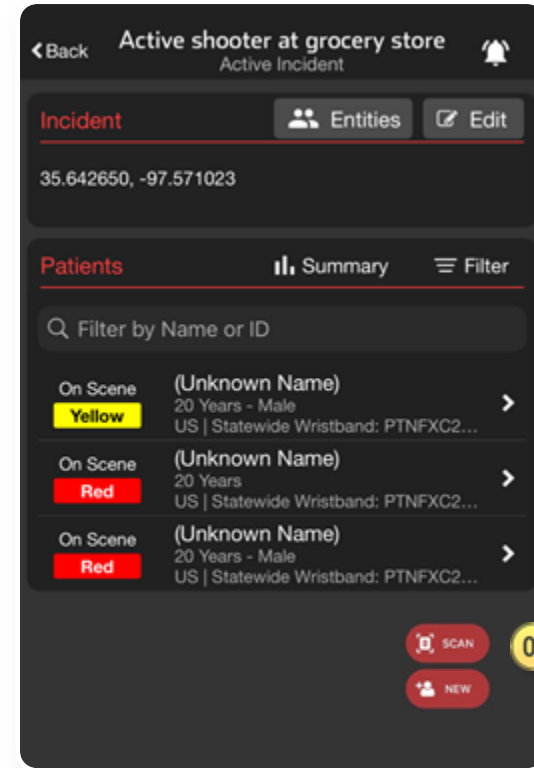
## Transport Destination

## 02 Destination already set

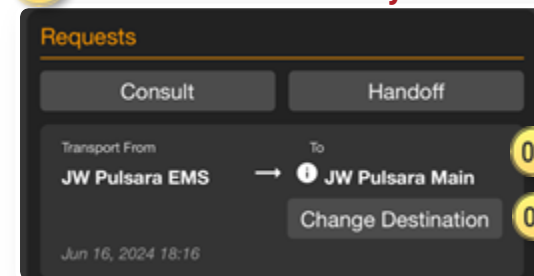
- 03 Displays *assigned* receiving facility
- 04 Able to *Change Destination* if appropriate

## 05 Set Transport Destination

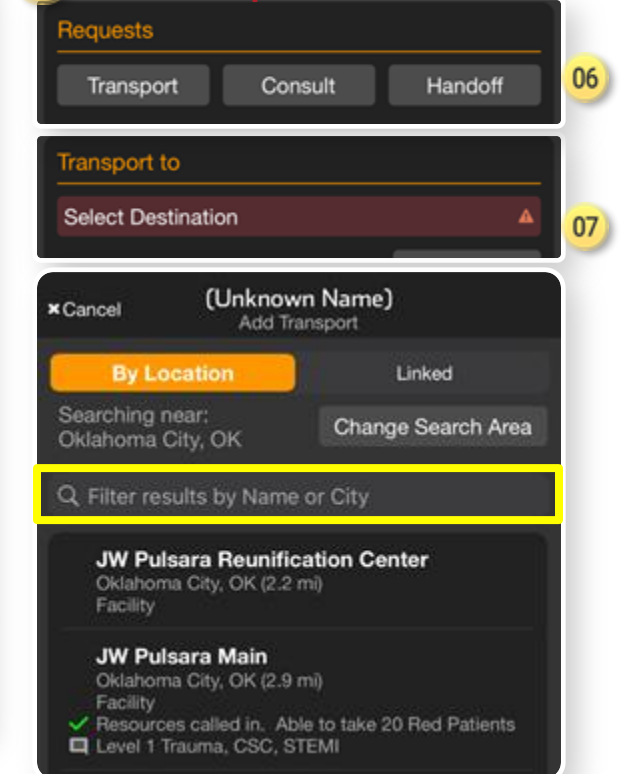
- 06 Transport
- 07 Select Destination



## 02 Destination already set



## 05 Set Transport Destination



# INCIDENTS | Transport

## 01 Scan Wristband

- If recognized, patient channel will open
- If not recognized, you will be prompted to Create

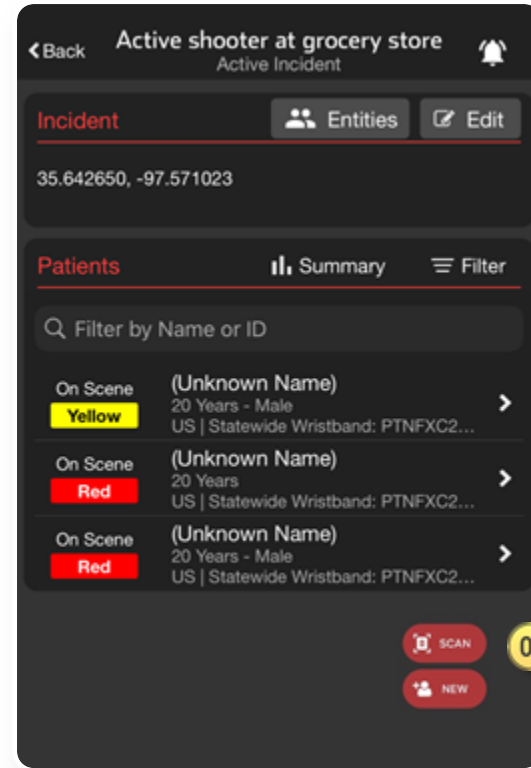
## Transport Destination

## 02 Destination already set

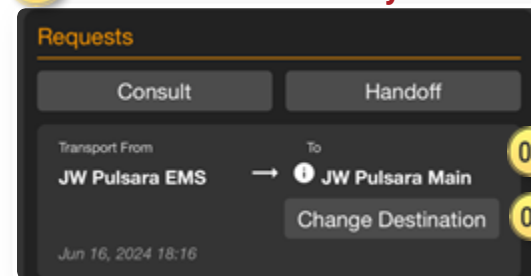
- 03 Displays *assigned* receiving facility
- 04 Able to **Change Destination** if appropriate

## 05 Set Transport Destination

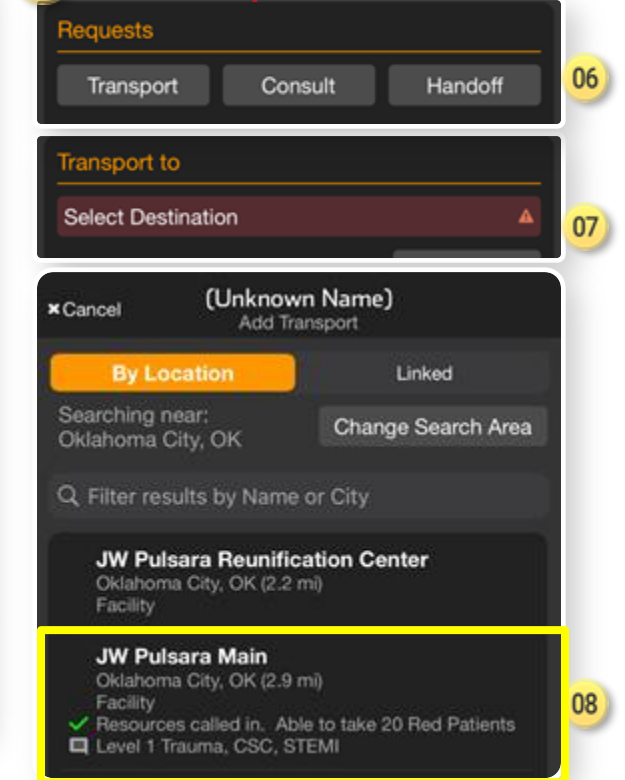
- 06 Transport
- 07 Select Destination
- 08 Select Hospital



## 02 Destination already set



## 05 Set Transport Destination



# INCIDENTS | Transport

## 01 Scan Wristband

- If recognized, patient channel will open
- If not recognized, you will be prompted to Create

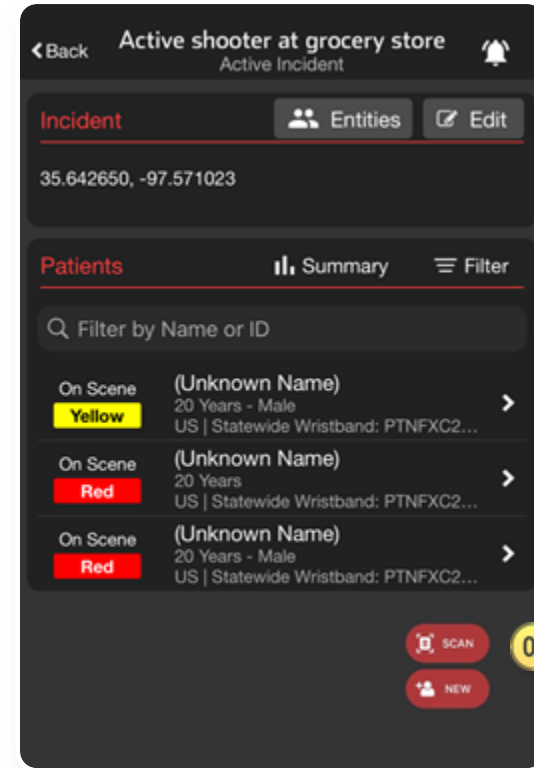
## Transport Destination

## 02 Destination already set

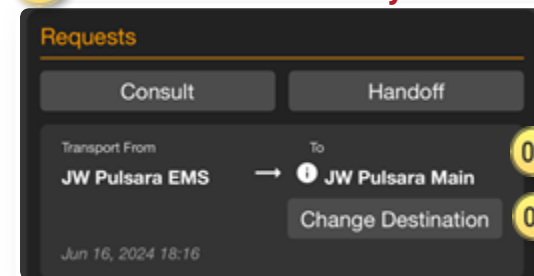
- 03 Displays *assigned* receiving facility
- 04 Able to *Change Destination* if appropriate

## 05 Set Transport Destination

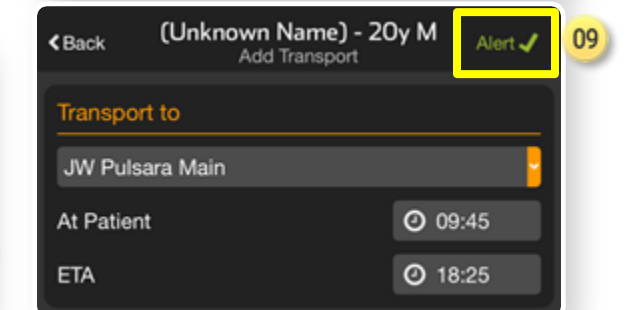
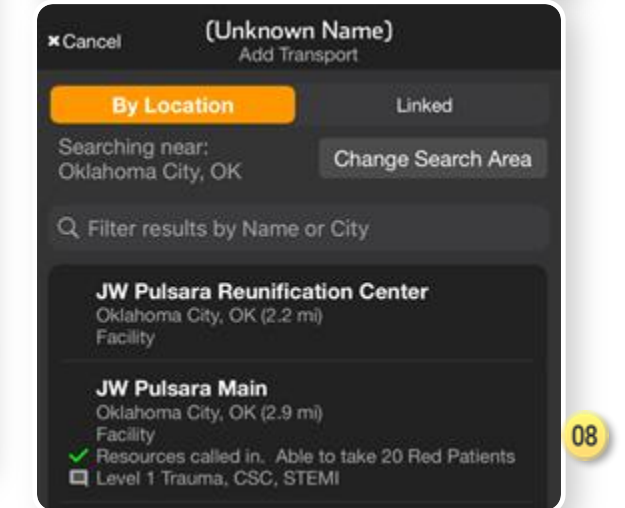
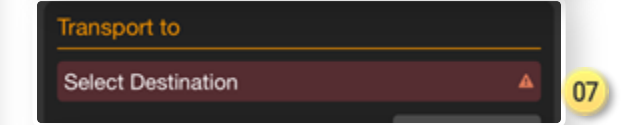
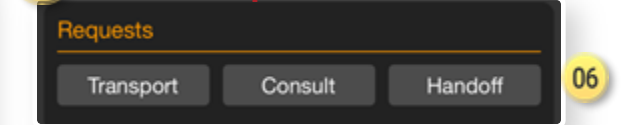
- 06 Transport
- 07 Select Destination
- 08 Select Hospital
- 09 Alert



## 02 Destination already set



## 05 Set Transport Destination





# INCIDENTS | Incident Owner Privileges

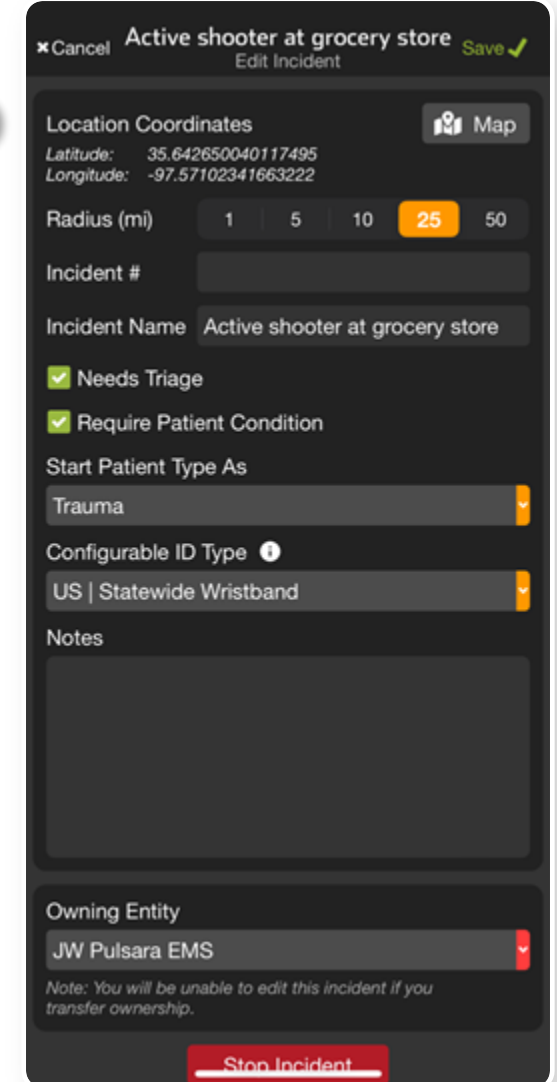
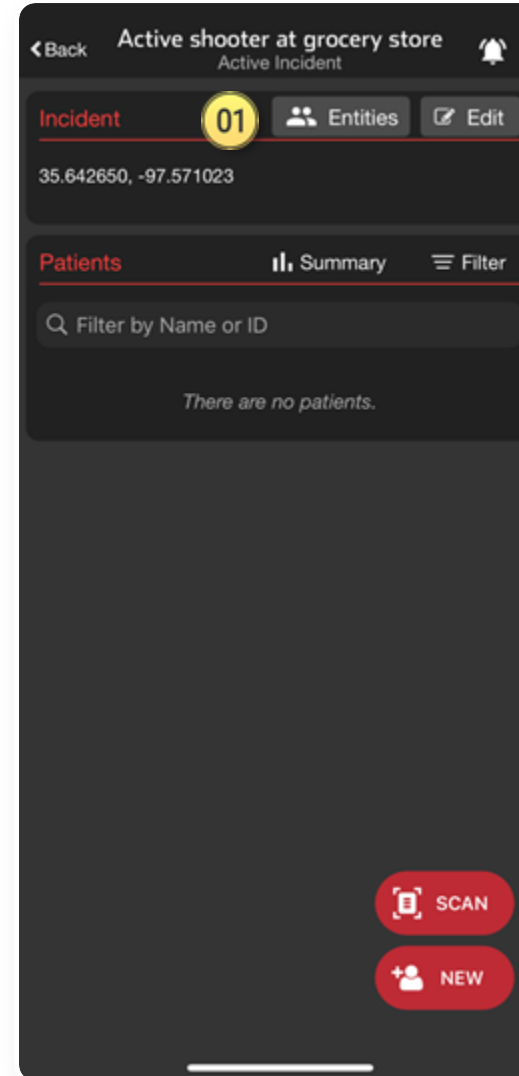


## 01 Manage Entities

- Others in region can See, Join, and Add Patients
- Only able to see their patients unless granted additional privileges by Incident Owner
- Separate tutorial will review in detail

## 02 Edit Incident

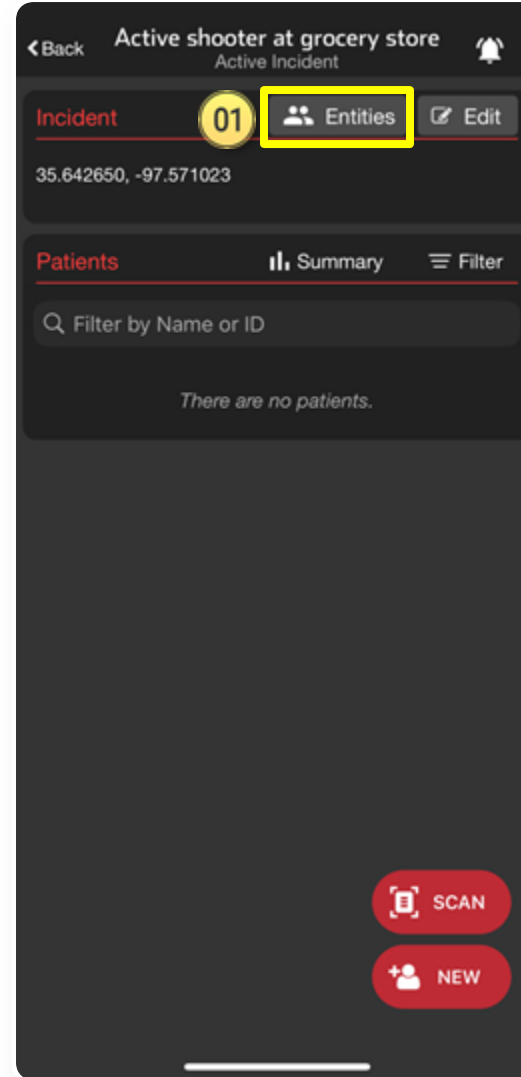
- 03 Edit details
- 04 Change Owning Entity
- 05 Stop Incident



# INCIDENTS | Incident Owner Privileges

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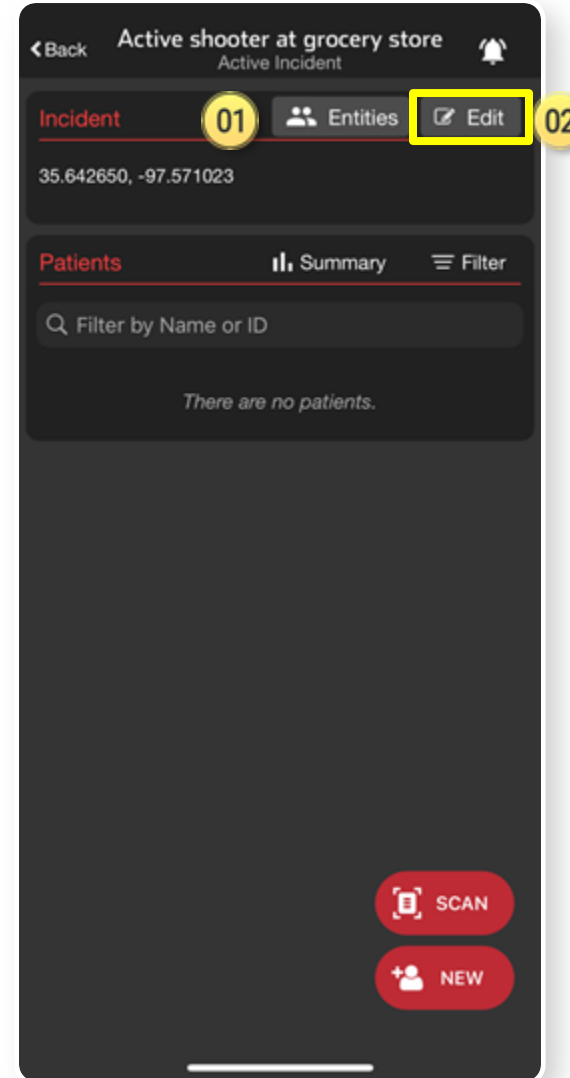


# INCIDENTS | Incident Owner Privileges

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## 02 Edit Incident



# INCIDENTS | Incident Owner Privileges

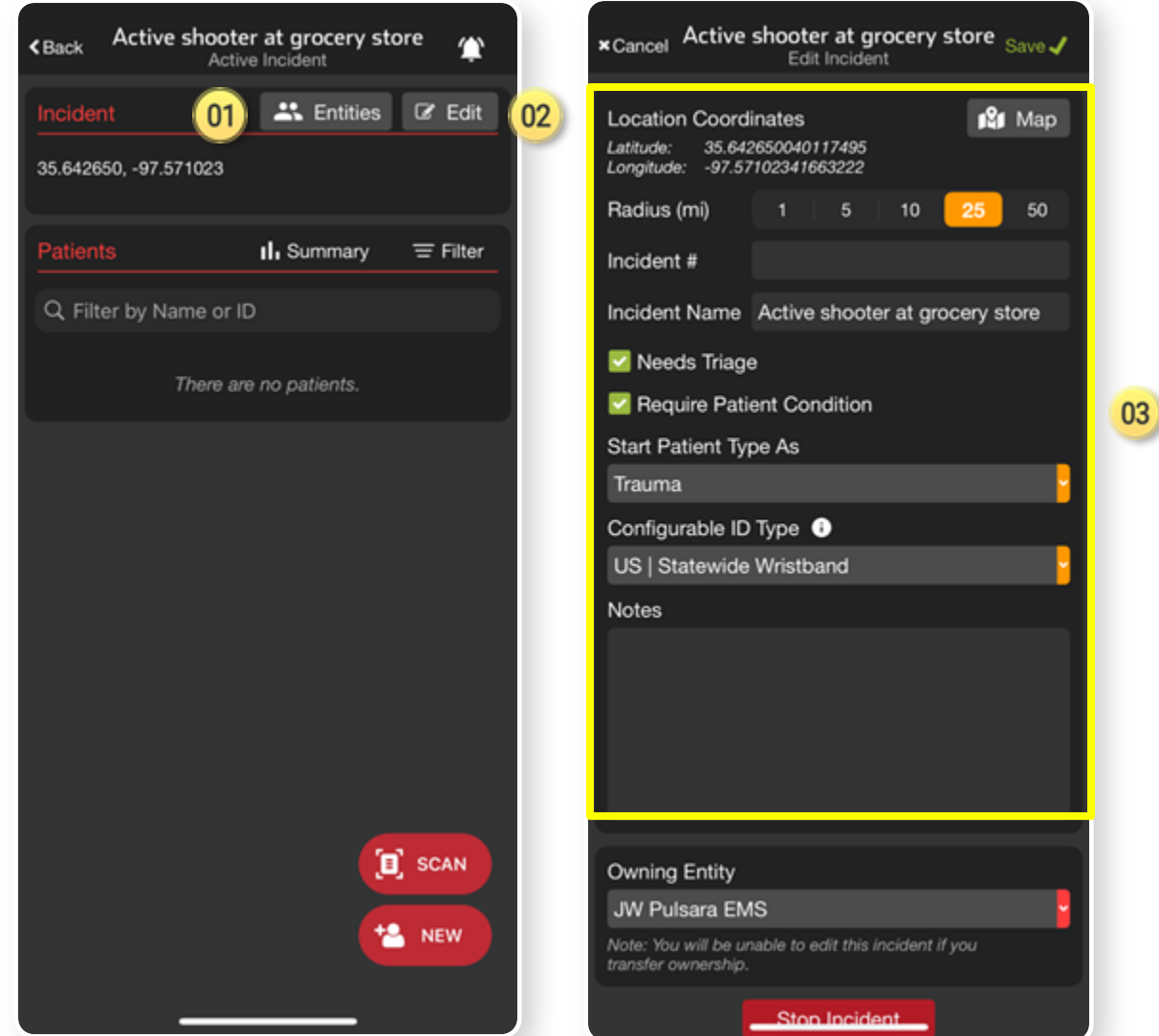


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## 02 Edit Incident

- 03 Edit details



# INCIDENTS | Incident Owner Privileges



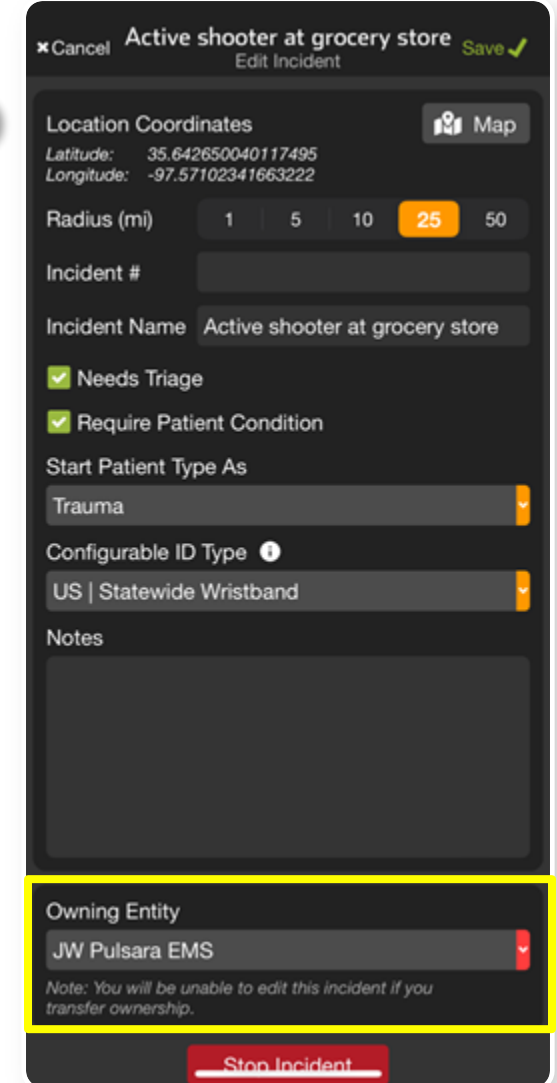
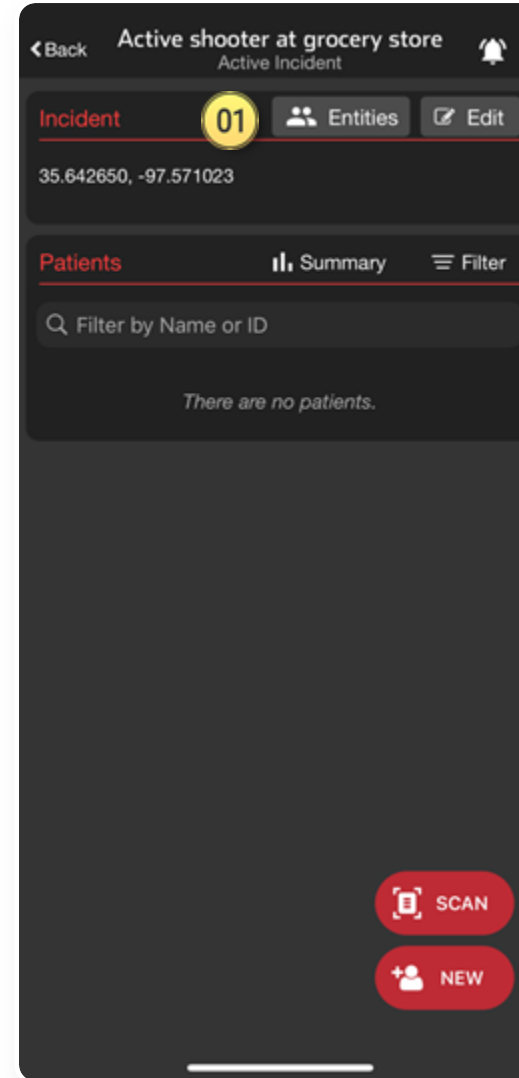
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## 02 Edit Incident

03 Edit details

04 Change Owning Entity



# INCIDENTS | Incident Owner Privileges



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