

**Virginia Beach EMS
LifePak 15 ALS Orientation**

Pre-Test

1. TRUE or FALSE

In Virginia Beach, the LP 15 powers up in the AED mode. It will automatically analyze the rhythm and advise that a shock is needed.

2. TRUE or FALSE

You can use the ADVISORY mode for normal 3- or 4-lead monitoring where defibrillation, cardioversion or pacing is not required.

2. TRUE or FALSE

If you did NOT witness the arrest, you should perform 2 minutes of CPR prior to the first defibrillation.

3. TRUE or FALSE

It is not important to use the CPR Metronome during a cardiac arrest.

4. TRUE or FALSE

You are treating a cardiac arrest patient. CPR is in progress and the patient is intubated. How should CPR be performed? What feature on the LP15 will help you perform the best CPR for this patient?

5. The LP15 is charged but it is unsafe to shock. How do you disarm the shock?

6. TRUE or FALSE

The approved LP15 shock sequence for the adult patient is 200j biphasic for the first shock, 300j biphasic for the second shock, and 360j biphasic for the third and subsequent shocks.

7. How do you enter manual mode?

8. You have entered a menu screen and want to get back to the default screen. What do you do?

9. TRUE or FALSE

The LifePak12 and LifePak 15 work with either Medtronic Quick-Combo pads or R2 pads.

10. How do you know which type of defib pads to use with the LifePak12, LifePak15 or MRL?

11. TRUE or FALSE

In Virginia Beach, you must take a manual BP prior to using the Non-invasive blood pressure (NiBP) feature of the LP15.

12. TRUE or FALSE

The sync button resets each time the energy is delivered to the patient.

13. TRUE or FALSE

When using the non-invasive pacer, as soon as you increase the mA setting above 0mA, you are delivering energy to the patient

14. TRUE or FALSE

You are using the non-invasive pacer, when you press "PAUSE" you continue to pace the patient at 25% of the mA setting.

15. You are monitoring a patient and print his ECG. At the bottom of the ECG, you note hollow arrows. What do these mean?