

SPORT PRACTICE EAP: Venue Name

Venue Map (with Locations marked)

Address: Venue Address

GPS Coordinates: 32.887742, -84323342

Venue Directions: Enter the parking lot from E. Main Street and park on the north side of the building. Enter the building through the front door along S. Bethel Street.



Emergency Personnel:

Athletic trainer and sports medicine staff accessible in the athletic training clinic or via administrative radio. *All coaches are trained in CPR/First Aid.

Emergency Communication:

Landline in athletic training clinic (706-647-7473 ext. 000) or administrative radio carried by athletic trainer.

Athletic Trainer	Athletic Trainer Name	Cell: 770-555-5555	Office: 706-647-7373 ext. 000
Athletic Director	Athletic Director Name	Cell: 470-555-5555	Office: 706-647-7373 ext. 555
Head Sport Coach	Head Coach Name	Cell: 706-555-5555	Office: 706-647-7373 ext. 111

Emergency Equipment:

AED and emergency kit on field with athletic trainer. All other emergency equipment (spine board, splints etc.) is in the athletic training clinic.

Roles of Emergency Team:

1. The certified athletic trainer is responsible for immediate care of the ill or injured athlete and activation of EMS if necessary. If the certified athletic trainer is not on campus or cannot be reached, the supervising coach will provide basic first aid.
2. Activation of EMS (if necessary)
 - Provide police or EMS with the following information:
 - Your name and that you are a coach, student etc.
 - Give your specific location.
 - Tell you need an ambulance for transportation due to _____.
 - Condition of the injured player/person
 - First aid treatment provided
 - Other information as requested
 - Stay on the phone until the police or EMS hang up and have all necessary information.
3. A member of the sports medicine staff will retrieve all needed emergency equipment.
4. A member of the sports medicine staff or coach will open appropriate gates, flag down EMS, and direct to scene
5. A coach will limit the scene to first aid providers and move everyone else away