UNIVERSITY OF CONNECTICUT INTRAMURALS <u>EMERGENCY RESPONSE PLAN</u>

Mark R. Shenkman Training Center

Emergency Personnel:

In event of an emergency, EMS should be contacted immediately. Intramural Site Managers will be on site for all competitions.

Emergency Communication:

Cellular phone with Intramural Site Manager or Official Two-way Radio between IM ADP/Coordinator and Intramural Site Manager

Emergency Equipment:

IM first aid kit AED is located on the wall inside the fieldhouse located at approx. 25 yard line Additional AEDs located in Athletic Training Room (if open)

Emergency Procedures:

- 1. Perform Emergency CPR and First Aid
- 2. Instruct bystander to call 911 or 860-486-4925
 - a. Provide the following information
 - i. Who you are
 - ii. General information about the injury or situation (Provide: name, address, telephone #, number of individuals injured)
 - iii. Where you are with specific directions*

505 Jim Calhoun Way *Take Jim Calhoun Way to access walkway/road after Burton Complex (south side of building). Follow access road to garage doors of Training Center. Turn left into Training Center if necessary.

- iv. Any additional information
- v. *BE THE LAST TO HANG UP*
- 3. Contact either the APD or Coordinator for Intramurals
- 4. Meet ambulance and direct to appropriate site
 - a. Open Appropriate Gates/Doors
 - b. Designate an individual to "flag down" and direct to scene
- 5. Control injury site, limit care providers etc.
- 6. Assist EMS with care as directed
- 7. Retrieve Necessary Supplies/Equipment

Evacuation Route:

In the event of an emergency needing evacuation from the field, individuals can evacuate down Jim Calhoun way

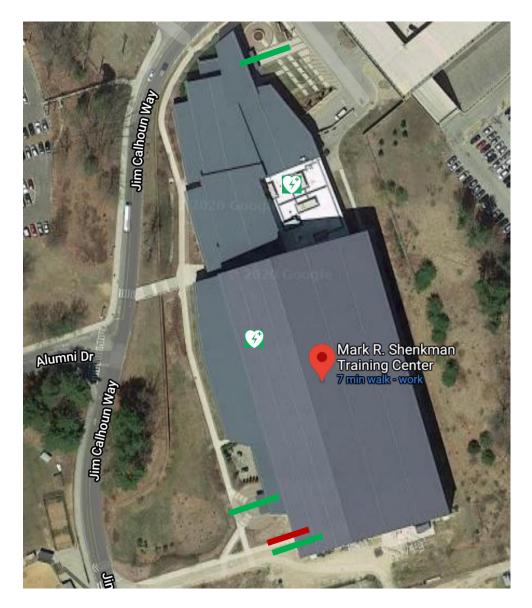
Shelter in Place:

In the event of an emergency needing shelter in place, individuals can shelter inside Shenkman or in their cars if parked in the South Garage



Emergency Entrance for EMS

Evacuation Route for Participants





Indicates AED location

- 1. Inside Fieldhouse on wall around 25 yard line
- 2. Inside Burton Athletic Training Room