

#### **GIVING VENTILATIONS**

**Note:** Size-up the scene for safety, then perform a primary assessment. Always select the properly sized mask for the victim.

#### If the victim is not breathing but has a pulse:

11 POSITION AND SEAL THE RESUSCITATION MASK



# OPEN THE AIRWAY AND BLOW INTO THE MASK

- For an adult, give 1 ventilation about every 5 seconds.
- For a child or an infant, give

  1 ventilation about every 3 seconds.
- Each ventilation should last about 1 second and make the chest clearly rise. The chest should fall before the next ventilation is given.



# RECHECK FOR BREATHING AND A PULSE ABOUT EVERY 2 MINUTES

Remove the mask, then look, listen and feel for breathing and check for a pulse for no more than 10 seconds.

#### **4** PROVIDE CARE AS NEEDED

- If unconscious but breathing, place in a recovery position.
- If unconscious and no breathing but there is a pulse, continue giving ventilations.
- If unconscious and no breathing or pulse, begin CPR.
- If the chest does not clearly rise, provide care for an unconscious choking victim.



### **CPR**

#### Notes:

- Size-up the scene for safety, then perform a primary assessment.
- Ensure that the victim is on a firm, flat surface, such as the floor or a table.

## If the victim is not breathing and has no pulse:

## GIVE 30 CHEST COMPRESSIONS

- Push hard, push fast.
  - O Compress the center of the chest at least 2 inches for an adult, about 2 inches for a child and about 1½ inches for an infant at a rate of at least 100 per minute.
  - Let the chest rise completely before pushing down again.





Note: Counting out loud or to yourself helps keep an even pace.





# 3 PERFORM CYCLES OF 30 CHEST COMPRESSIONS AND 2 VENTILATIONS

#### Do not stop CPR except in one of these situations:

- You see an obvious sign of life, such as breathing.
- An AED is ready to use.
- Another trained rescuer takes over.
- More advanced medical personnel take over.
- You are presented with a valid Do Not Resuscitate (DNR) order.
- You are too exhausted to continue.
- The scene becomes unsafe.