

## **The Lower Extremities**

# **The Pelvic Girdle**

- It is best to wait for EMS to arrive in cases where a patient has fractures to the pelvis
- Be prepared for the patient to go into shock

- If the force producing the injury was great enough to severely injure the pelvis, there is a good chance there are spinal injuries.

### **The Pelvic Girdle**

Fractures to the hip, or upper femur

- You may tie legs together (must use pads)
- Apply a rigid splint

# Hip or high femur Fractures

- Splint must be long enough to extend from the patient's armpit past the foot
- MUST be rigid, with VERY little flexibility
- MUST be well padded (additional padding in the armpit)
- Ties must be made around the patient's trunk and the leg
- Use a coat hanger to slide wrap under the back, and knee; reposition from there
- Do not place ties over the fracture sit.

# **Femur Fractures**

- Same as hip fractures except;
- a shorter splint is used that will extend front the top of the inside thigh, to beyond the foot
  - Be sure to pad the patient's armpit and groin

# **The Knee**

- Unless there is NO distal pulse, splint an injured knee in the position in which it was found
- If the patient's leg is straight or you must straighten the leg because there is no distal pulse, you should care for the injury as if it were a <u>femur fracture</u> (rigid splints on both sides of leg

## The Knee, cont.

 If the knee is straight and there is a distal pulse; tie a rigid splint to the femur and the lower leg

Use a pillow or blankets to support the knee

## Lower Leg

- Can be done in a couple different ways
  - 1. Using two rigid splints (same as fractures of the femur)
  - 2. A single splint method (splint extending past knee and past the foot (see handout)
    - Remember to check for circulation and nerve function after splinting process.

# **Ankle and Foot**

- A soft splint is recommended
  - If you apply long splints, extend them from above the patient's knee beyond the foot
  - Use the <u>Ankle hitch</u> to immobilize the foot/ankle
    - See handout