## REPORT TO PARENT

nthlete's Name:				
oach's Name:		Date & Time:		
Vhat Happened / C	ause of Injury:			
Coach & Staff Respo	onse:			
How do you fo	ol? The athlete should score th	amsalvas on the fall	owing symptoms, based on how they	fool at the time
•	resent, 1 = mild, 3 = moderat		owing symptoms, based on now they	reer at the time.
(пого поср.		,		
	Headache/head pressure	0123456	Feeling slowed down	0123456
Date	Nausea/vomiting	0123456	Sensitivity to noise	0123456
	Neck Pain	0123456	Sensitivity to light	0123456
, ,	Drowsiness	0123456	Visual problems/blurred vision	0123456
//	Balance problems	0123456	Sleeping more than usual	0123456
	Dizziness	0123456	Sleeping less than usual	0123456
RTP Stage	Fatigue/low energy	0123456	Trouble falling asleep	0123456
	Confusion	0123456	Sadness	0123456
	"Don't feel right"	0123456	Nervous or anxious	0123456
	Feeling "in a fog"	0123456	Feeling more emotional	0123456
	Difficulty remembering	0123456	Irritability	0123456
	Difficulty concentrating	0123456	Numbness or tingling	0123456
Total # Sympto	ums: of 24 Symn	stom Soverity Score	max 24 symptoms x max 6 rating) of 1	144
iotai # Sympto	3ymp	itom severity score (	max 24 symptoms x max o rating) or	
ymptom Notes:				
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- REST until asymptomatic
- **Graduated** return to play as directed by physician
- Follow-up with physician within 24-48 hours of injury or sooner if symptoms worsen.
- When completely recovered, written return to play release required from a health care provider trained in concussion management.



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Graduated Return to Play Strategy (RTP)					
Stage	Activities	Objective			
1. No activity	Complete physical and cognitive rest	Recovery			
2. Light aerobic exercise	Walking, swimming or stationary cycling keeping <10% maximum predicted heart rate	Increase heart rate			
3. Sport-specific exercise	Skating drills in ice hockey, running drills in soccer. No head impact activities	Add movement			
4. Non-contact training drills	Progression to more complex training drills, e.g. passing drills in football and ice hockey	Exercise, coordination and cognitive load			
5. Full contact practice	Following medical clearance, participate in normal training activities	Restore confidence and assess functional skills by coaching staff			
6. Return to play	Normal game play				

**Guidelines for Stage Progression:** Each stage is 24 hours in duration. If symptoms return during a stage activity, stop all activity and rest for the entire day. The following day, return to the last stage above where symptoms did not occur and progress accordingly. Each stage should be performed symptom free before progression to the next stage.

## 1 OR MORE OF THESE MAY = CONCUSSION:

May not appear for **MINUTES**, **HOURS**, **DAYS** or **UNTIL CHALLENGED** (physically **OR** mentally)

Headache

Vision Changes

Mood Changes

- · Pressure in the Head
- · Sensitive to Light or Noise

Behavior or Personality Changes

- Nausea or Vomiting
- Feeling Sluggish or Groggy
- Being Knocked out (even briefly)

Sleep Changes

Confusion

Answers Questions Slowly

Dizziness

- Difficulty Concentrating or Remembering
- · Moves Clumsily

## **Keep CONCUSSIONS on the Sidelines!**

## DANGER SIGNS = IMMEDIATE MEDICAL ATTENTION:

- Symptoms Get Worse
- Seizure

Neck Pain

- Decreasing Consciousness
- Vomiting

· Weakness in Arms or Legs

- Increasing Sleepiness
- Trouble Recognizing People or Places
- Slurred Speech

With proper recognition & management YOU can prevent permanent brain injury & death