



SOCIETY OF TRAUMA NURSES



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THE ELECTRONIC LIBRARY OF TRAUMA LECTURES

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THE ELECTRONIC LIBRARY OF

TRAUMA LECTURES

Mechanism of Injury

Understanding the Kinematics of Trauma



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Objectives

At the conclusion of this presentation the participant will be able to:

- State how the fundamental principles of physics apply to various types of injuries
- Given a specific mechanism of injury, predict injury patterns



Trauma



Chris Riley — Times-Herald



Kinematics

- The study of basic physics concepts that dictate how energy affects the human body
- Allows prediction of injuries based on motion involved



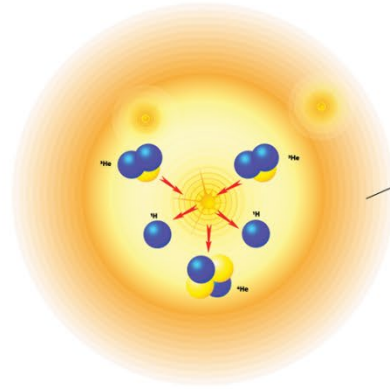
Mechanism of Injury

Mechanism of injury (MOI) is the way in which traumatic injuries occur

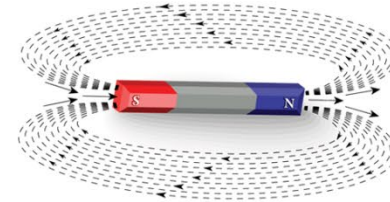
Different MOIs produce injuries that may be isolated or occur in many body systems

Forms of Energy

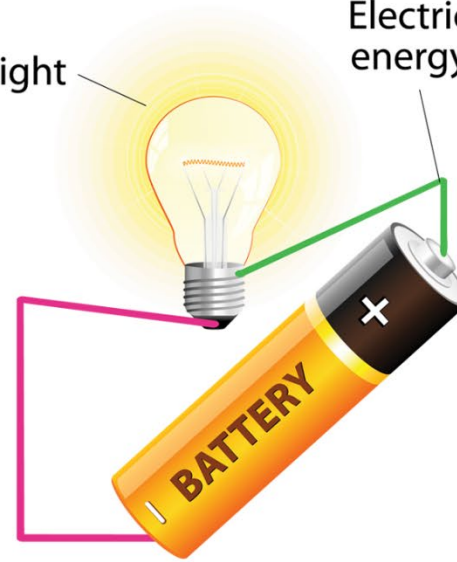
Nuclear energy
(nuclear fusion in stars)



Magnetic energy

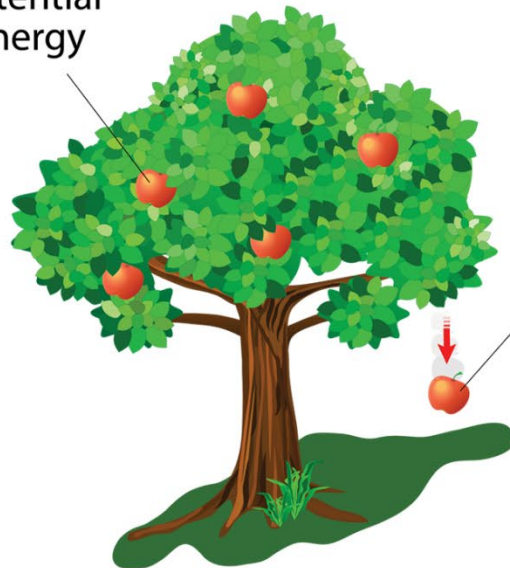


Electric energy



Light

Potential energy



Kinetic energy

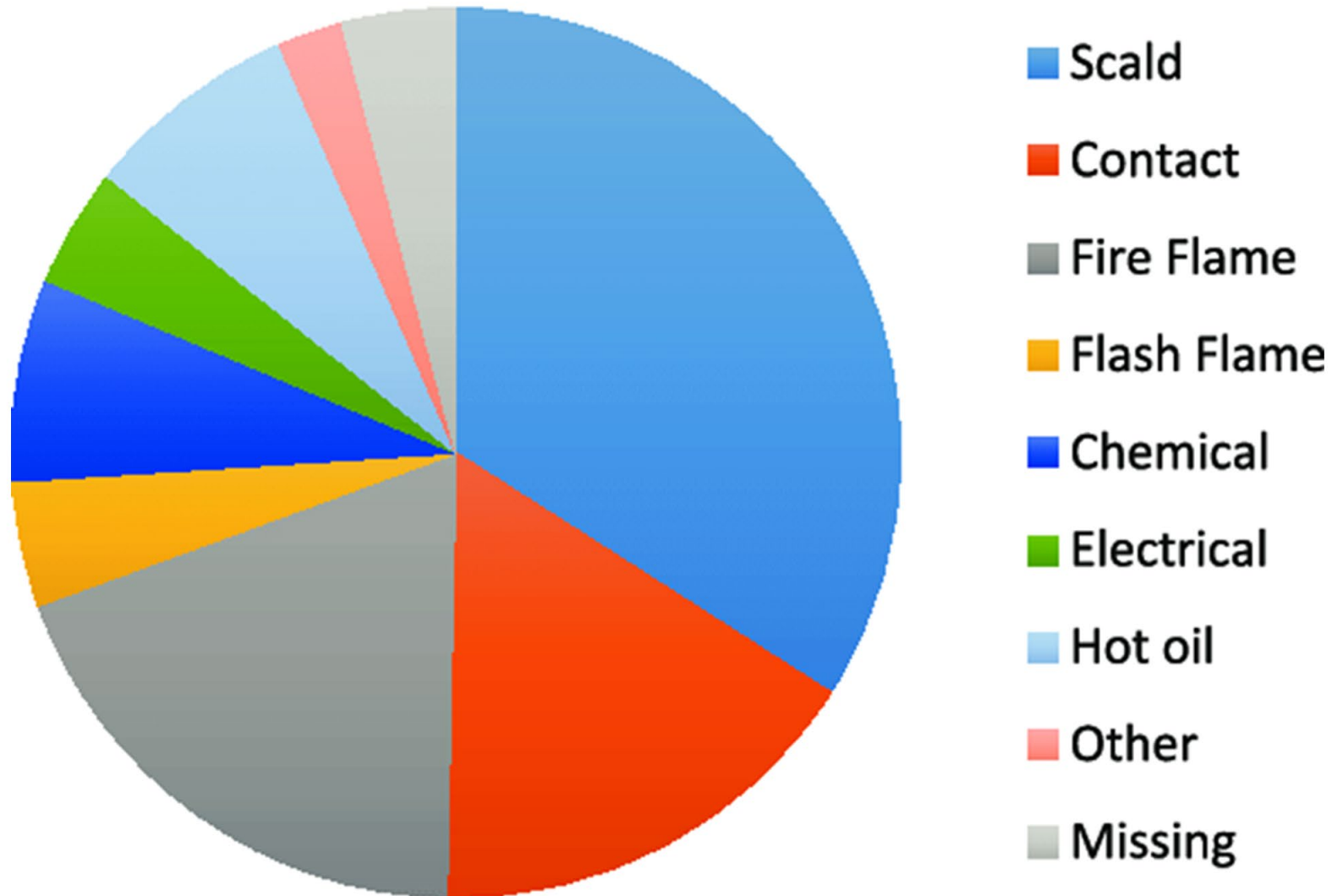


Chemical energy

Thermal energy



Burn Injury Mechanism

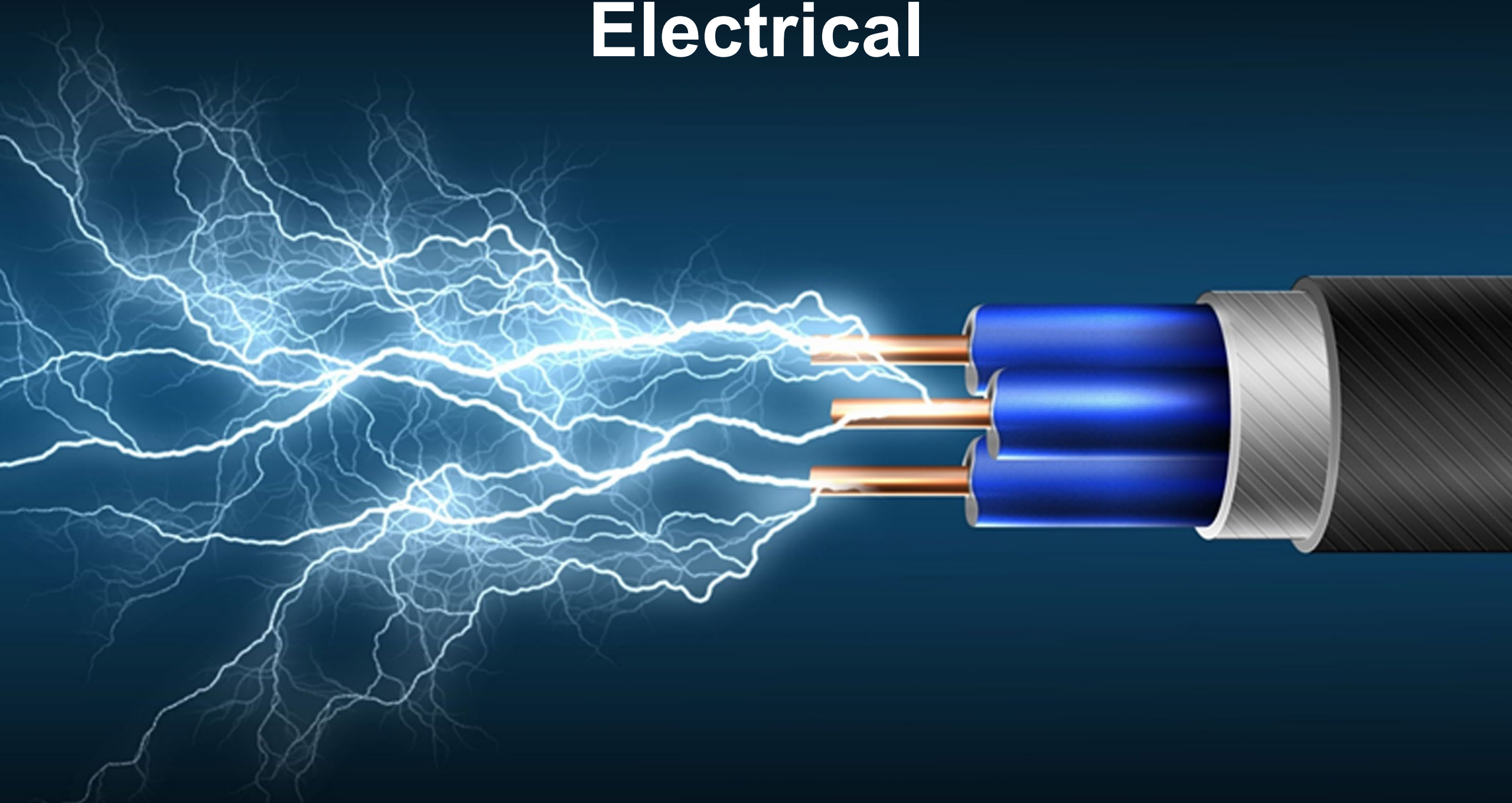


Thermal





Electrical



Chemical



Items in the Home that Cause Chemical Burns

- Ammonia
- Bleach
- Mold and mildew cleaner
- Drano and other drain cleaners
- Furniture polish
- Laundry detergent
- Toilet bowl cleansers



Other Chemical Items Around the Home

- Fertilizers
- Hydrofluoric acid
- Concrete mix
- Fireworks
- Pool cleaners
- Paint thinners

<https://www.slideserve.com/demetra/working-around-concrete-safety-101>

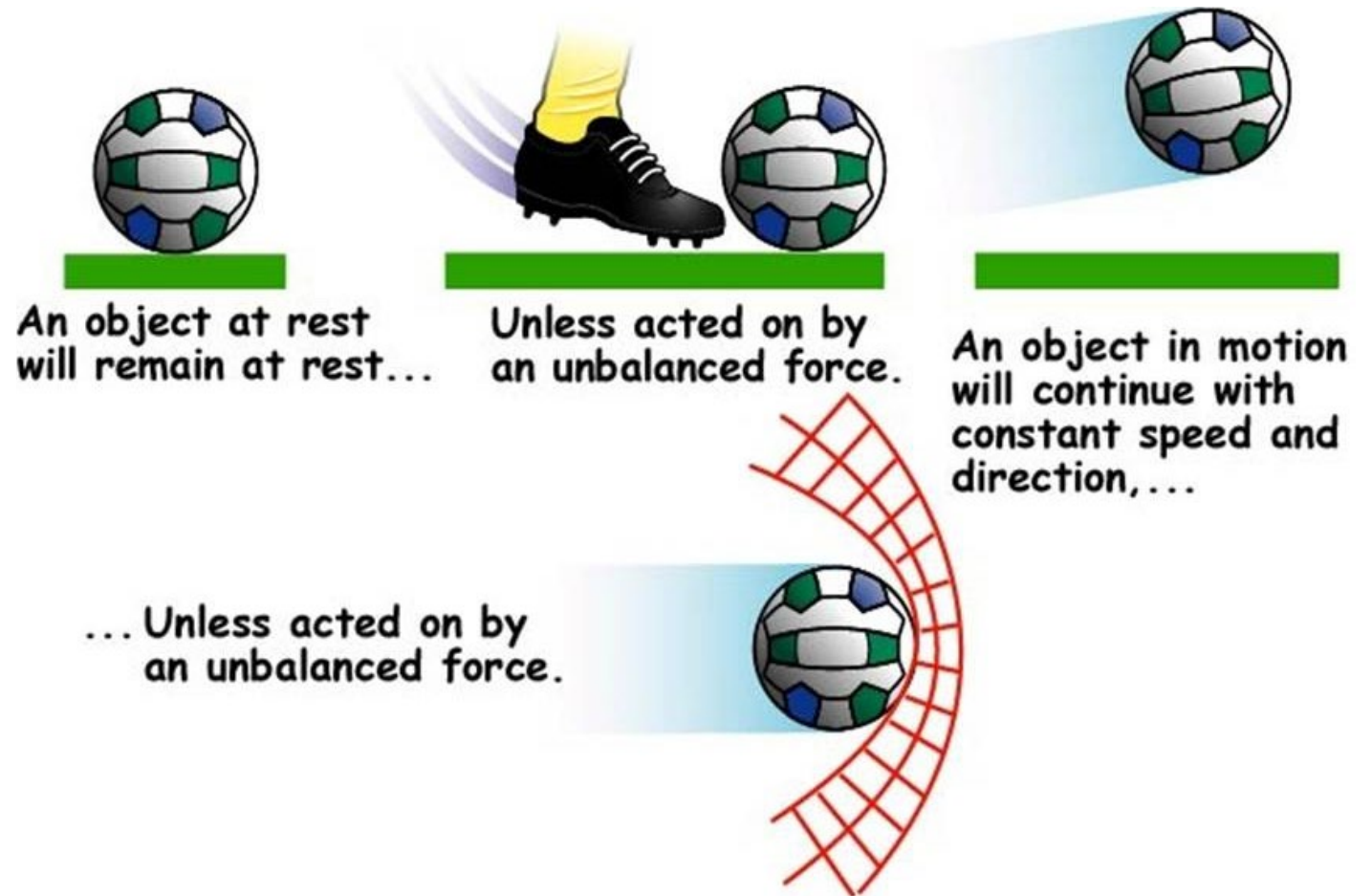




Kinetic Energy

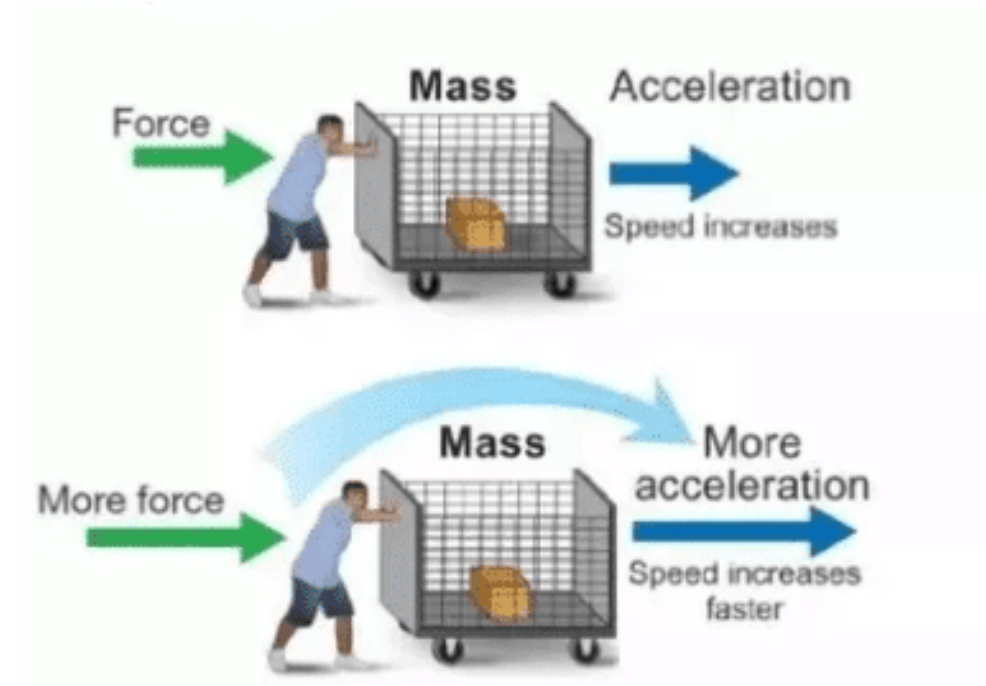
Newton's First Law of Motion

- Objects tend to stay at rest or in motion unless acted upon by some force
- Velocity is constant



Newton's Second Law

Defines the relationship between acceleration, force, and mass



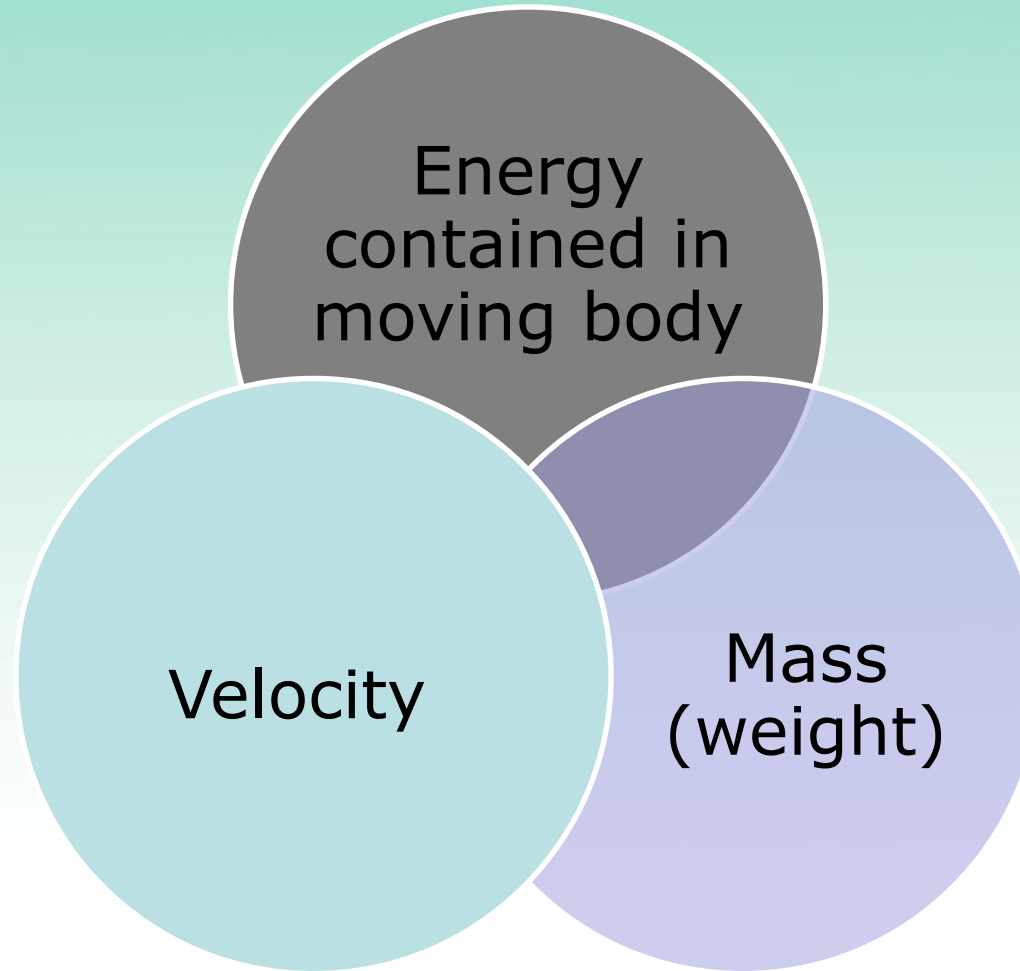
Newton's Third Law

- For every action (force), there is an equal and opposite reaction
- Energy cannot be created or destroyed
- Energy can only change from one form to another






Kinetic Energy





- Head on collision
- The kinetic energy of **two moving bodies** that collide are combined.


$$E = \frac{1}{2}mv^2$$

Speed 30 → 42 mph

EXAMPLE:

- 180 lb person moving at 30 mph
- 80 kg person at 13.41 meters per second
- $KE = \frac{1}{2} m v^2$
- $KE = 80 (13.41 \times 13.41) / 2$
- $KE = 7.193 \text{ kJ}$

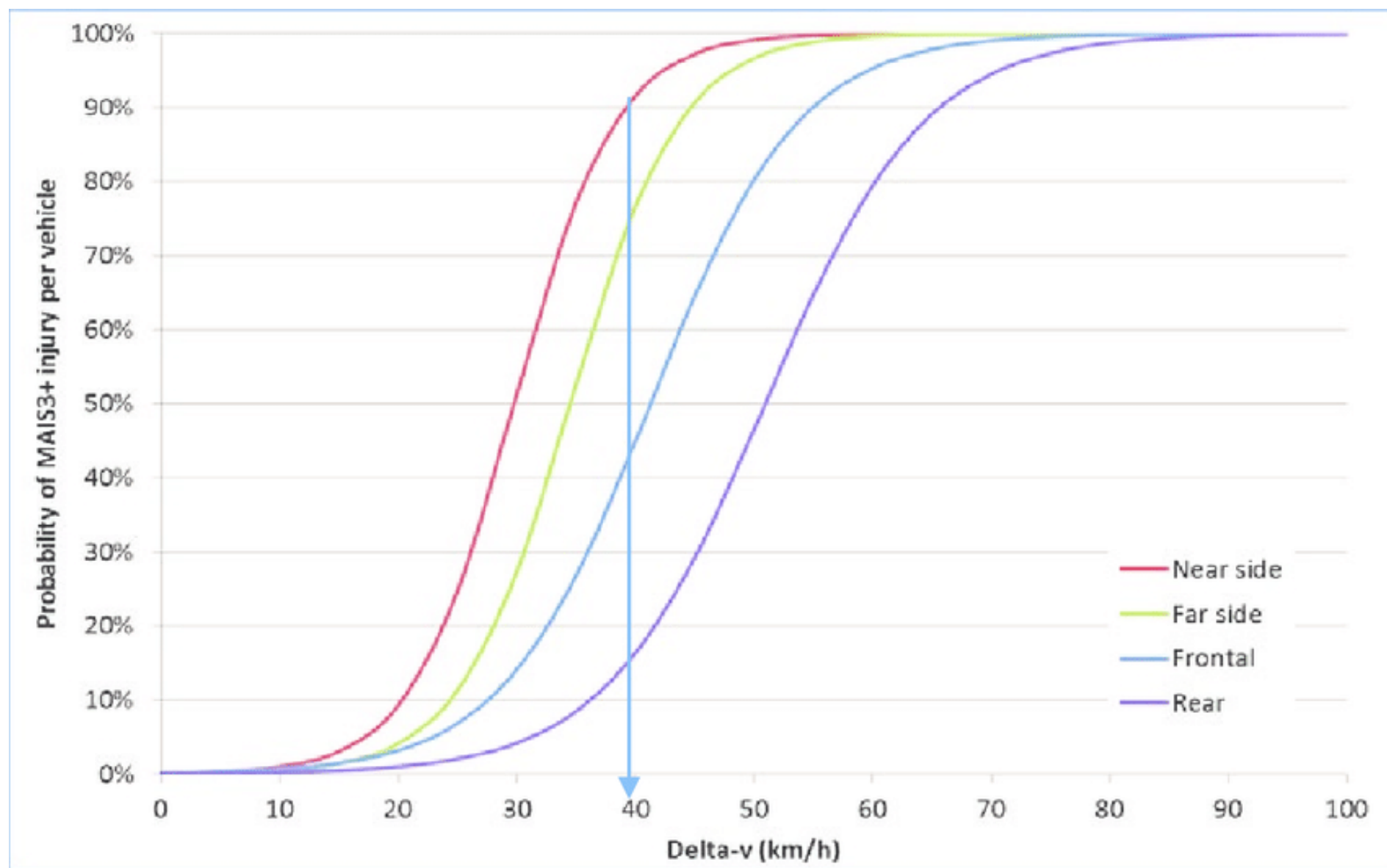
EXAMPLE:

- 180 lb person moving at 42 mph
- 80 kg person at 18.774 meters per second
- $KE = \frac{1}{2} m v^2$
- $KE = 80 (18.774 \times 18.774) / 2$
- $KE = 14.098 \text{ kJ}$

Increase speed from 30 to 42 mph, DOUBLES KE




ΔV





Factors to Consider

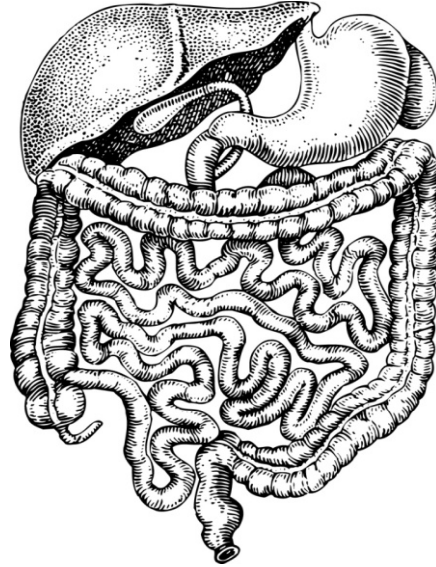
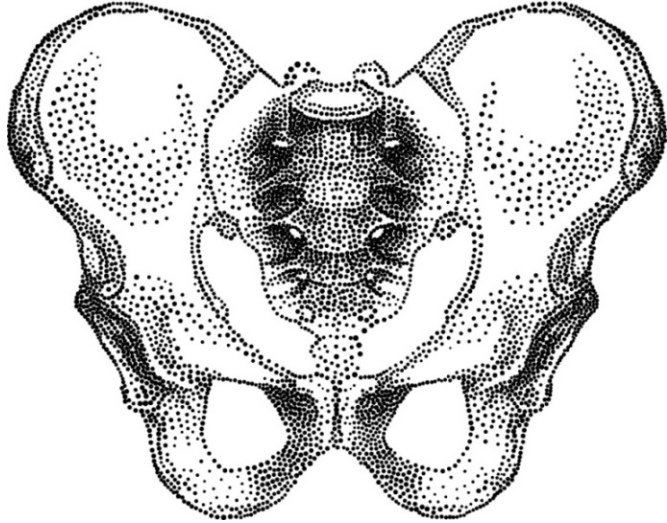


Mass
Velocity
Resistance to damage
Surface characteristics



Resistance to Damage

Tissue characteristics
Preexisting health conditions





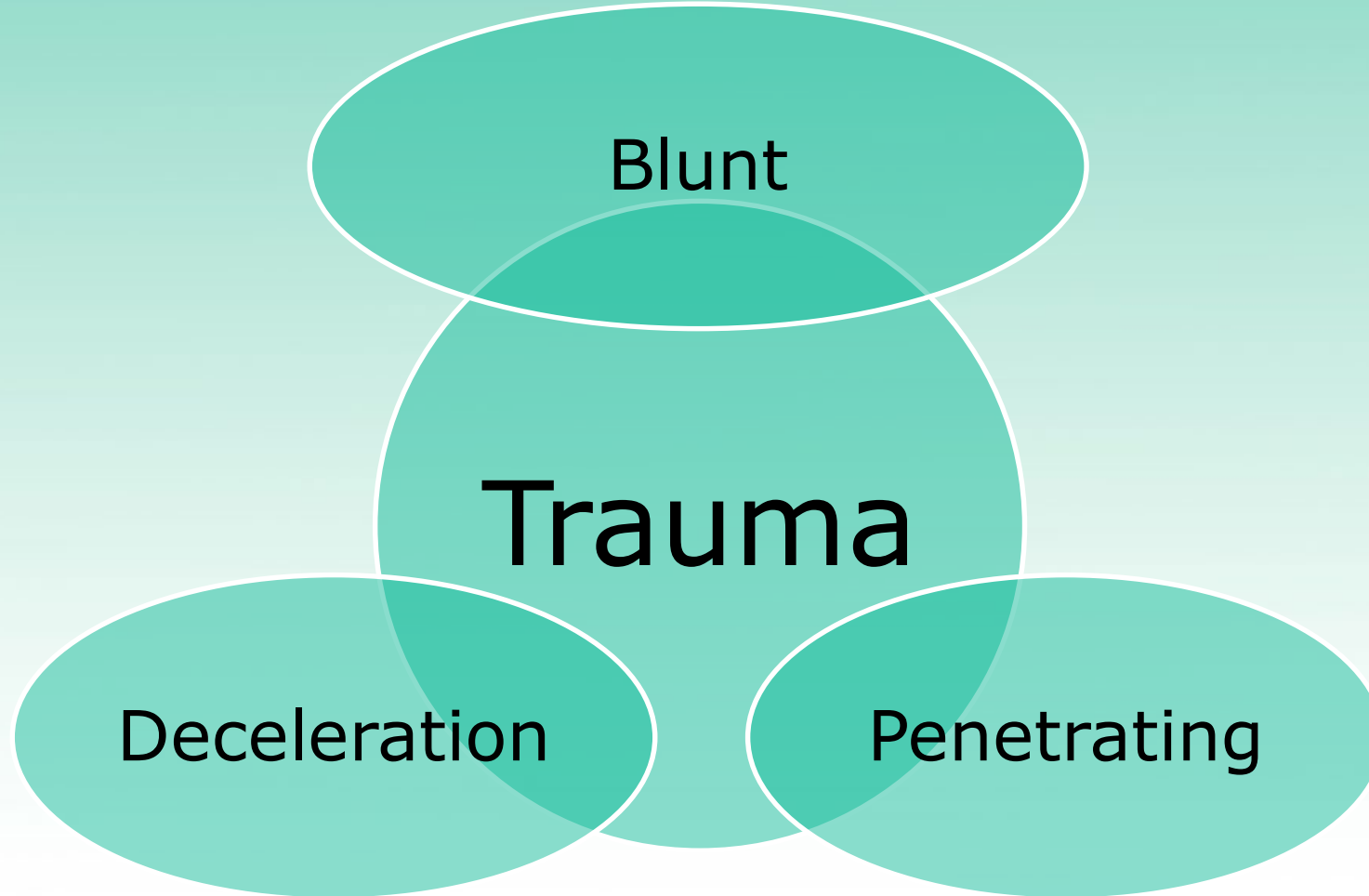
Kinematics in Prevention

Alter host and environment

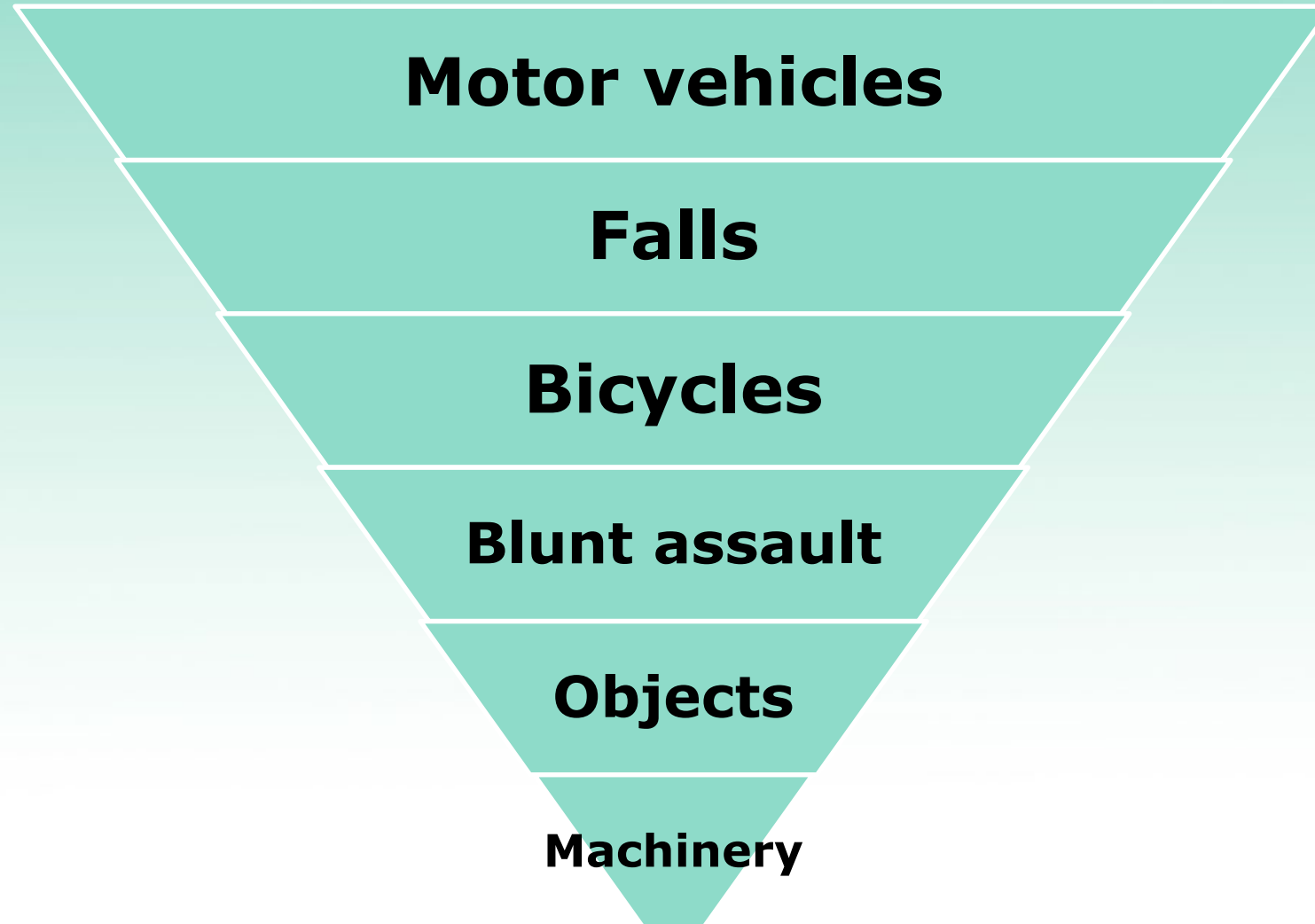
Development of devices to reduce injury

Automotive safety research

Special population considerations

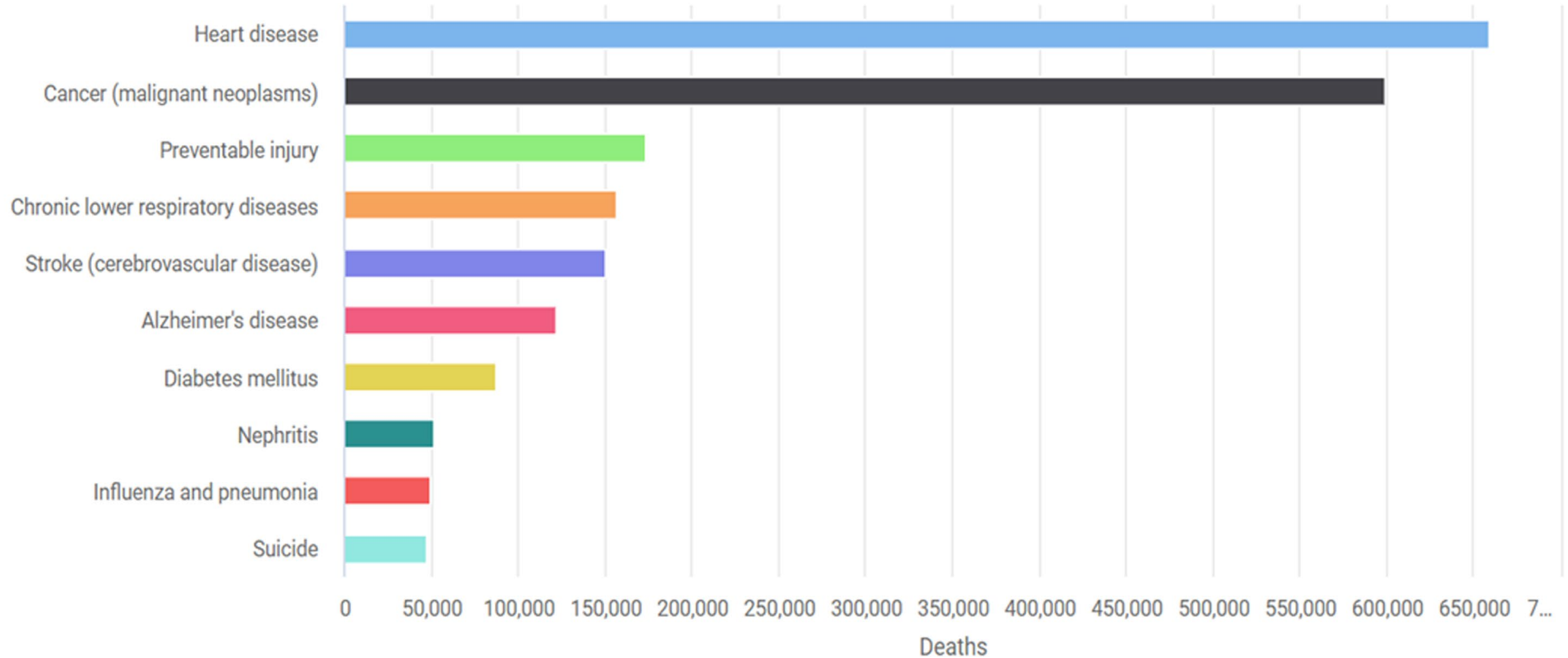


Blunt Trauma

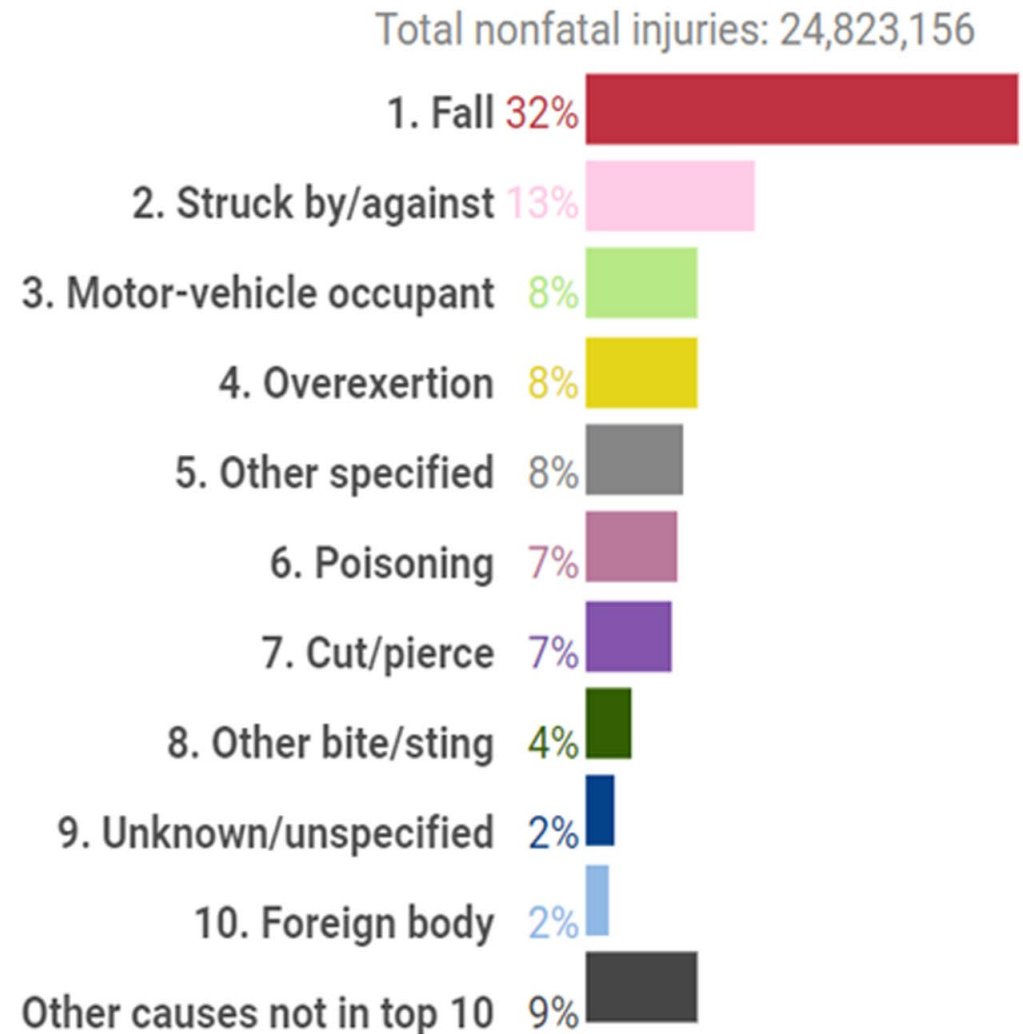
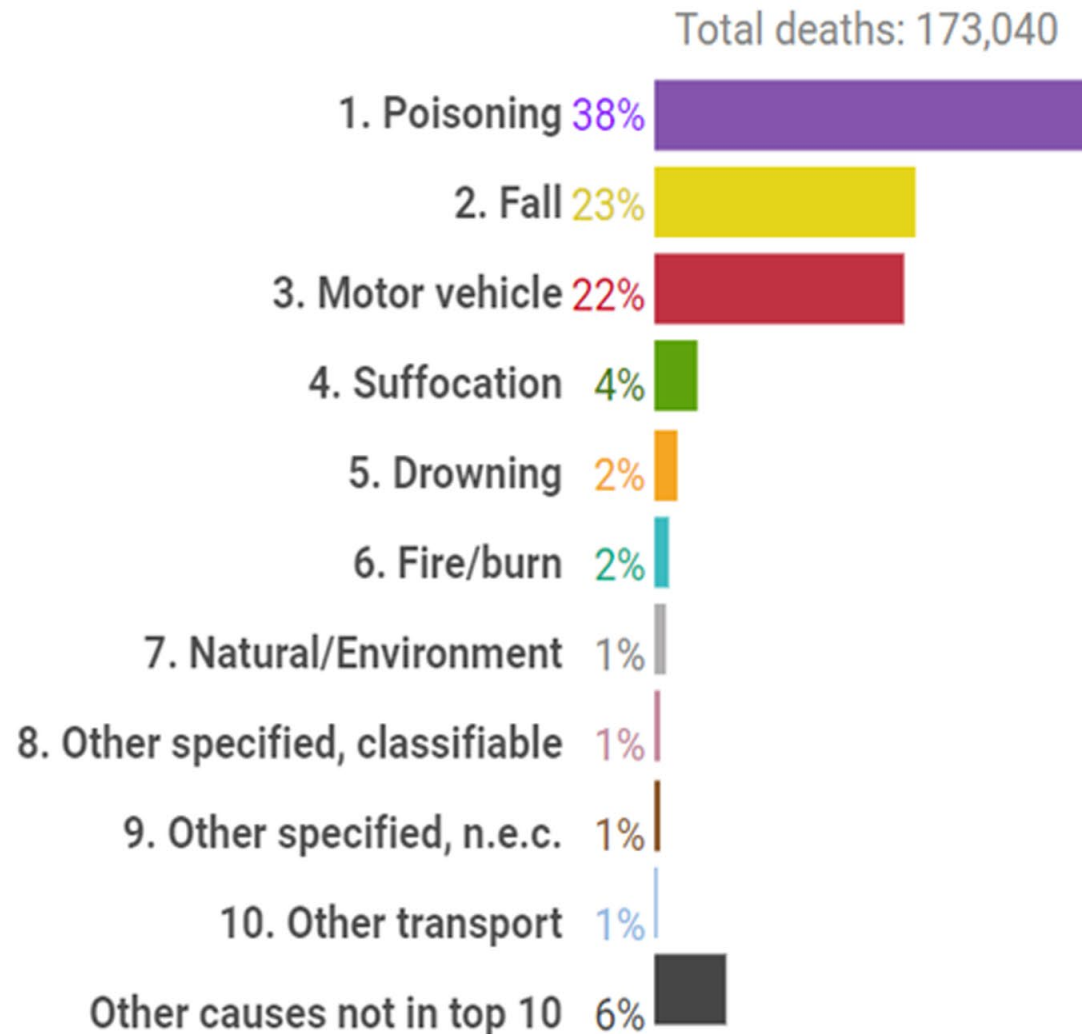


All Leading Causes of Death, US, 2019

All causes deaths: 2,854,938

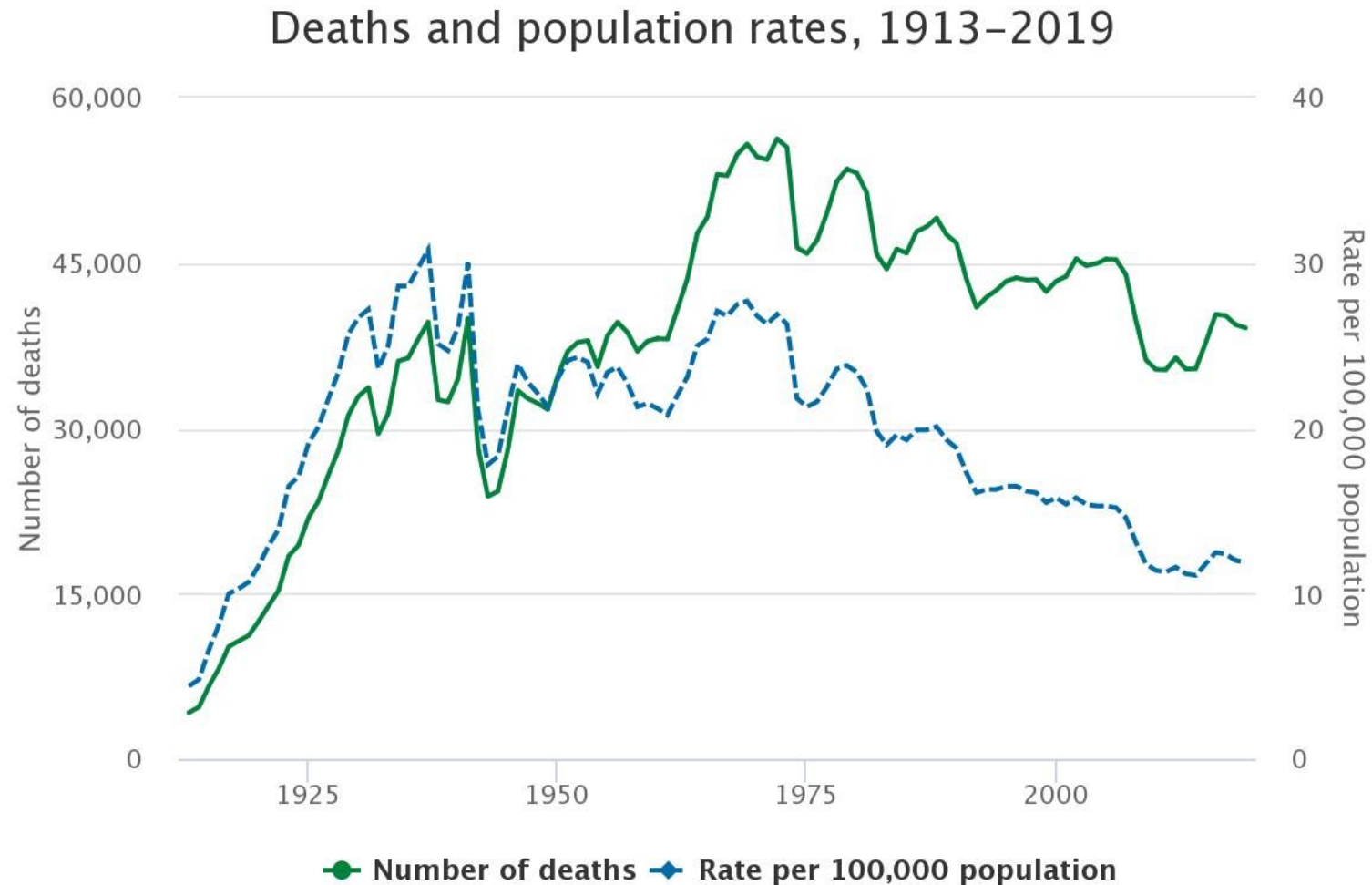


Top 10 Preventable Injuries, US, 2019



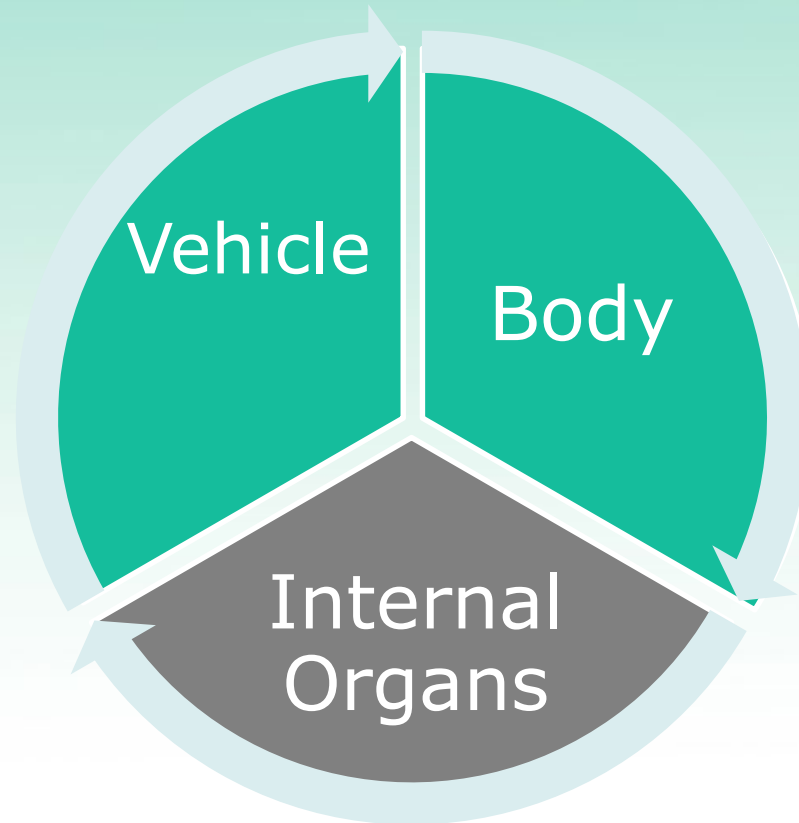


Motor Vehicle Fatality Trends



Motor Vehicle Collision

Three Collisions





Types of MVC

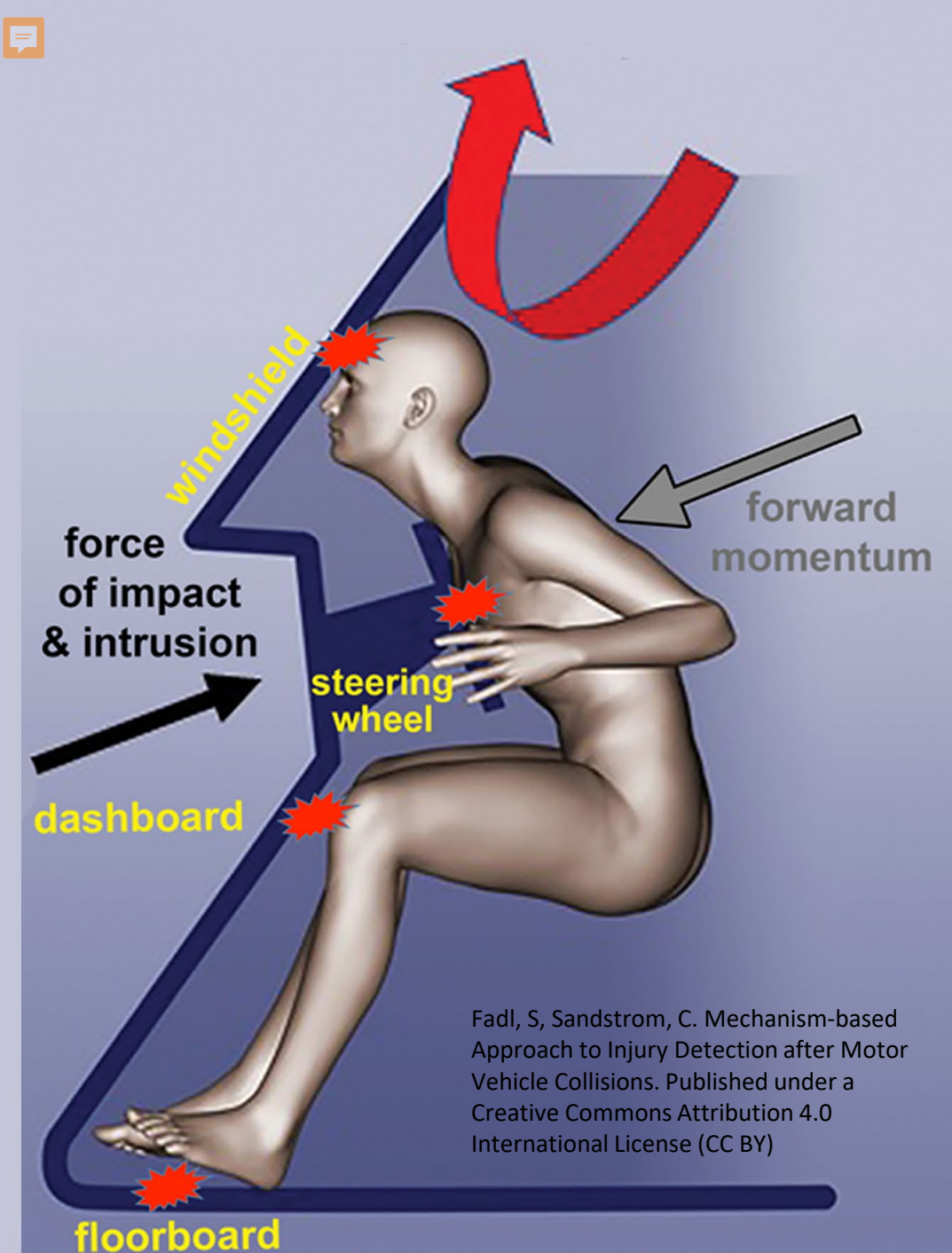
- Frontal
- Rear-end
- Lateral
- Rotational
- Rollovers





Frontal Impact

- Cervicothoracic vascular injury
- Cervicolaryngeal tracheal injury
- Spinal flexion-distraction injury
- C7 T1 TP fractures
- Sternal and rib fractures
- Bowel and mesenteric injuries
- Pelvic ring fractures/injuries
- Lower extremity injuries
 - Hip
 - Knee
 - Ankle
 - Midfoot

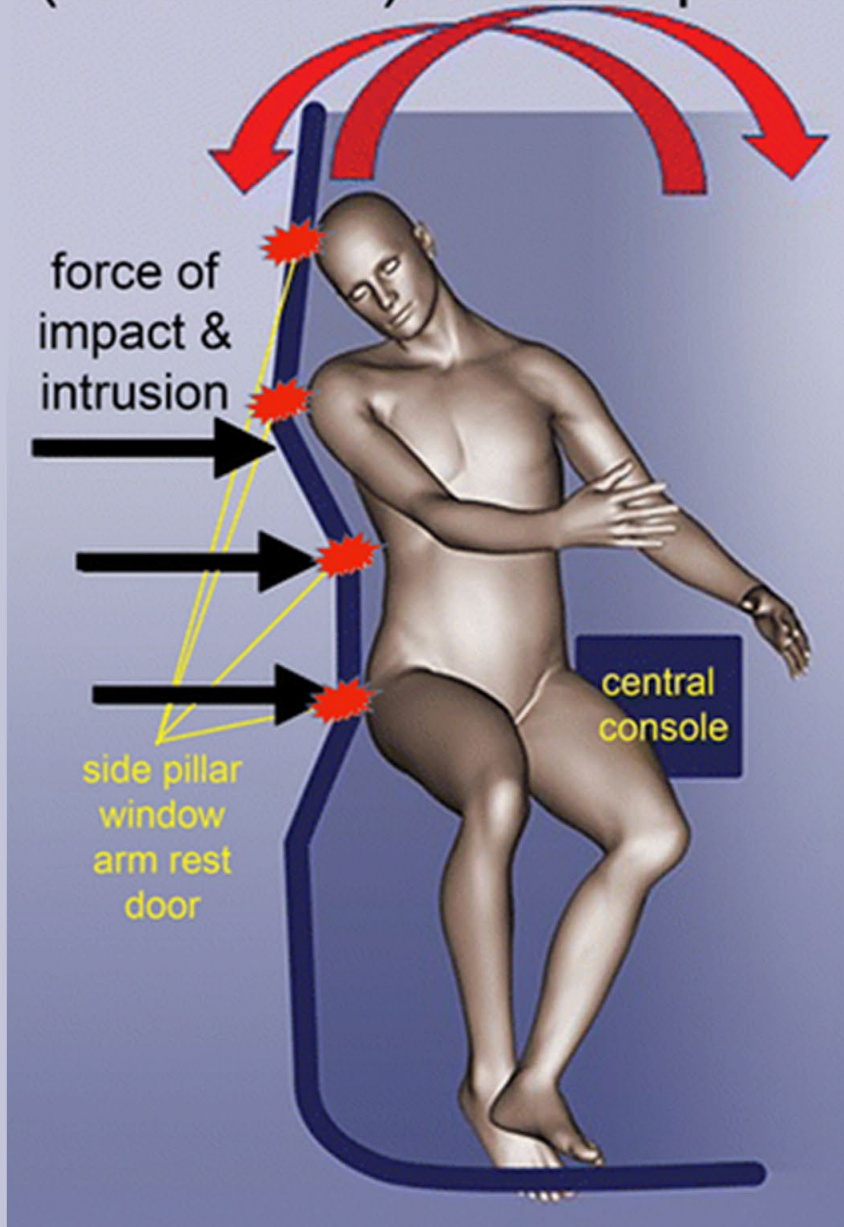


Red Flags





(Near-side) Side Impact



Lateral Impact

- Head
- Neck strains and sprains
- Spine
 - C2 body/odontoid fractures
 - C3-C4 thru C7-T1
- Rib fx, pulmonary contusions/lacerations
- Diaphragmatic injuries may accompany pelvic and solid organ injuries

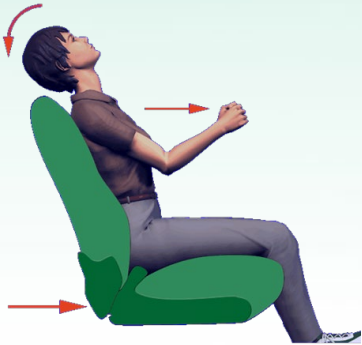
Rear End Collision



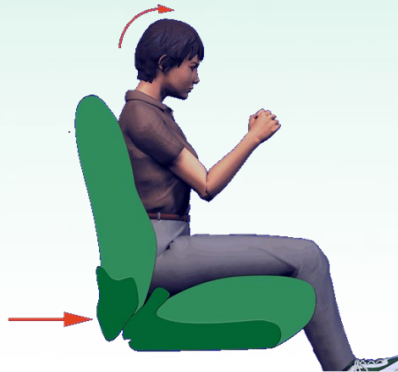
1



2



3



4



<https://slideplayer.com/slide/4151019/>





Rotational Impact



Acceleration and Deceleration

- Acceleration
 - Rate at which body in motion increases its speed
- Deceleration
 - Rate at which a body in motion decreases its speed









Child Restraints





Pedestrian vs MVC





Direct Strike

- Lower arm
- Pelvis
- Abdominal organs
- Hip
- Femur
- Knee

Thrown

- Head
- Face
- Neck
- Skin (road rash)













Feet-First Falls

- Compression fractures
- Calcaneus fractures
- Fractures of the wrist
- Injury to internal organs
- Injuries to head, back, and pelvis



Head-First Falls

- Brain injury
- Hyperextension of the head/neck
- Compression of the cervical spine
- Chest, lower spine and pelvic injuries are also common







Falls - Critical Factors

Height

Surface

Objects struck during fall

Body part of first impact


Important Heights

20 feet: Adult

2- 3 x height of the child
(10 feet)

35 feet: 50% mortality



A person wearing a dark grey zip-up hoodie and blue jeans is shown from the waist down. They are holding a wooden baseball bat with a black grip in their right hand, and their left hand is in their pocket. The background is a stone wall and a wooden door.

Blunt Assault

With weapon, fists,
or kicking &
stomping

Penetrating Trauma



Impalements





Ballistics





$$KE = \frac{1}{2} m v^2$$










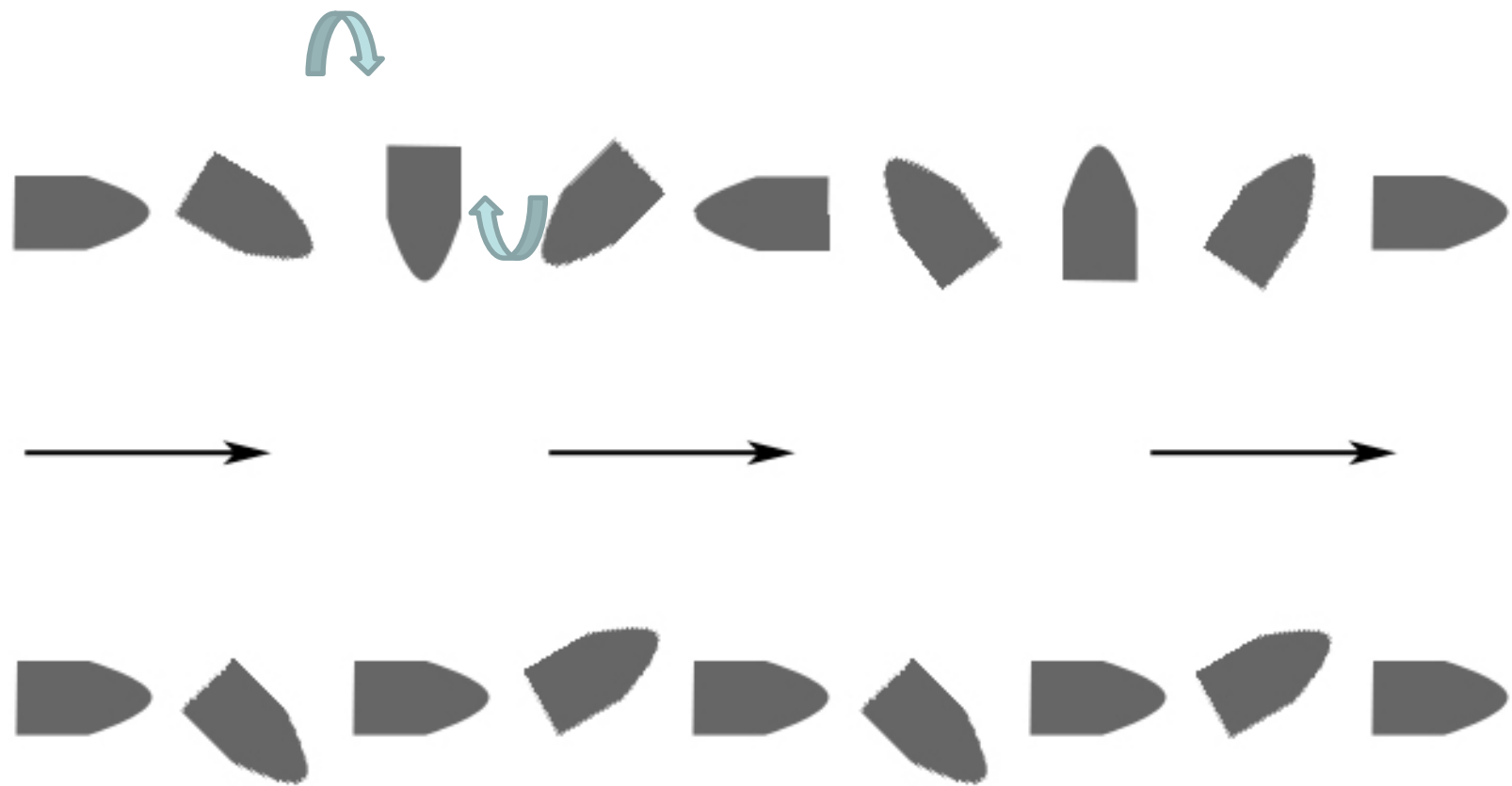


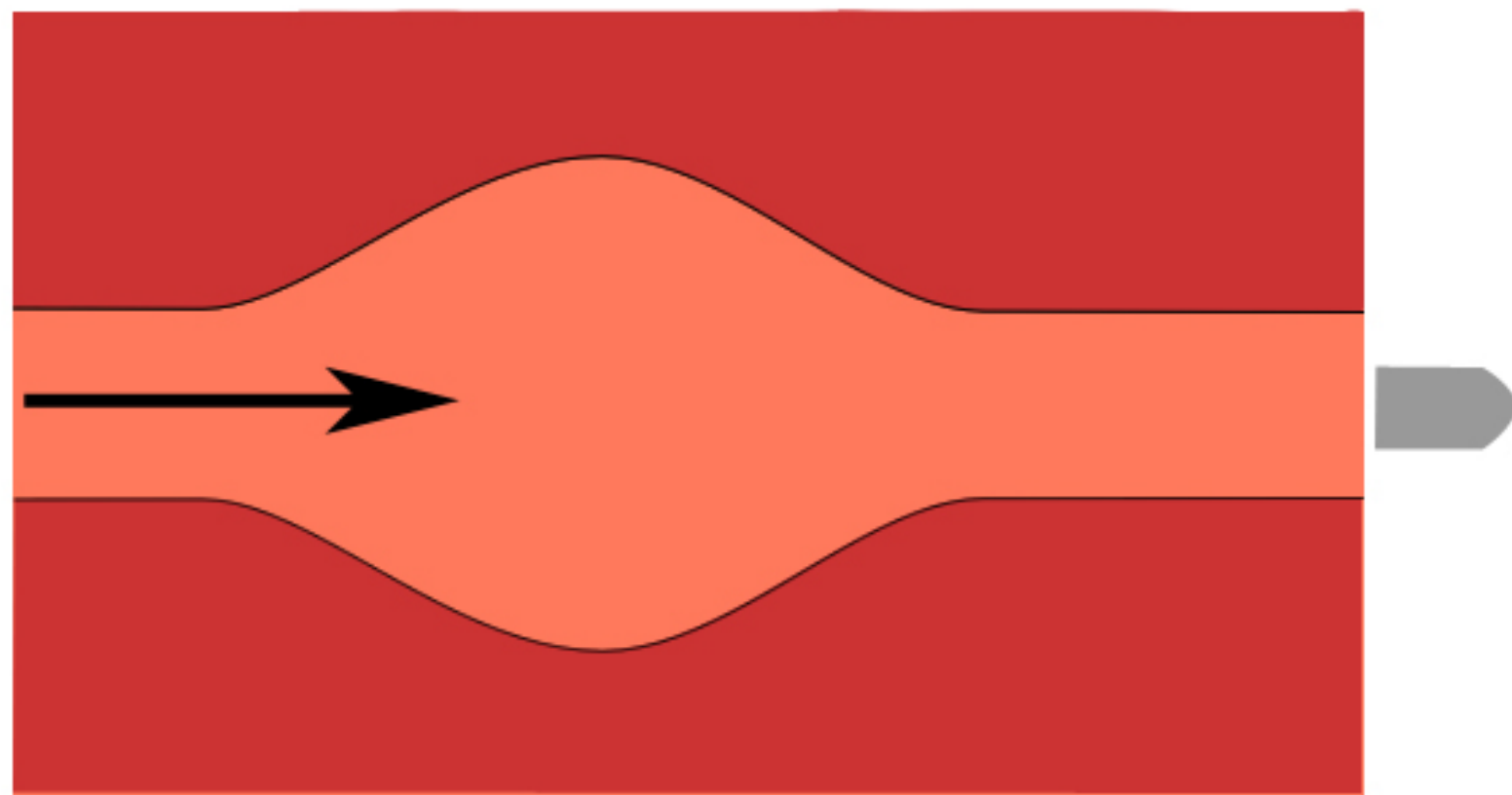


Other Ballistic Characteristics...



Tumble & Yaw
Cavitation
Deformation
Fragmentation











An x-ray
illustrating
fragmentation







- High-powered shotgun blast
- Close range









$$KE = \frac{1}{2} m v^2$$



Entrance vs. Exit Wounds

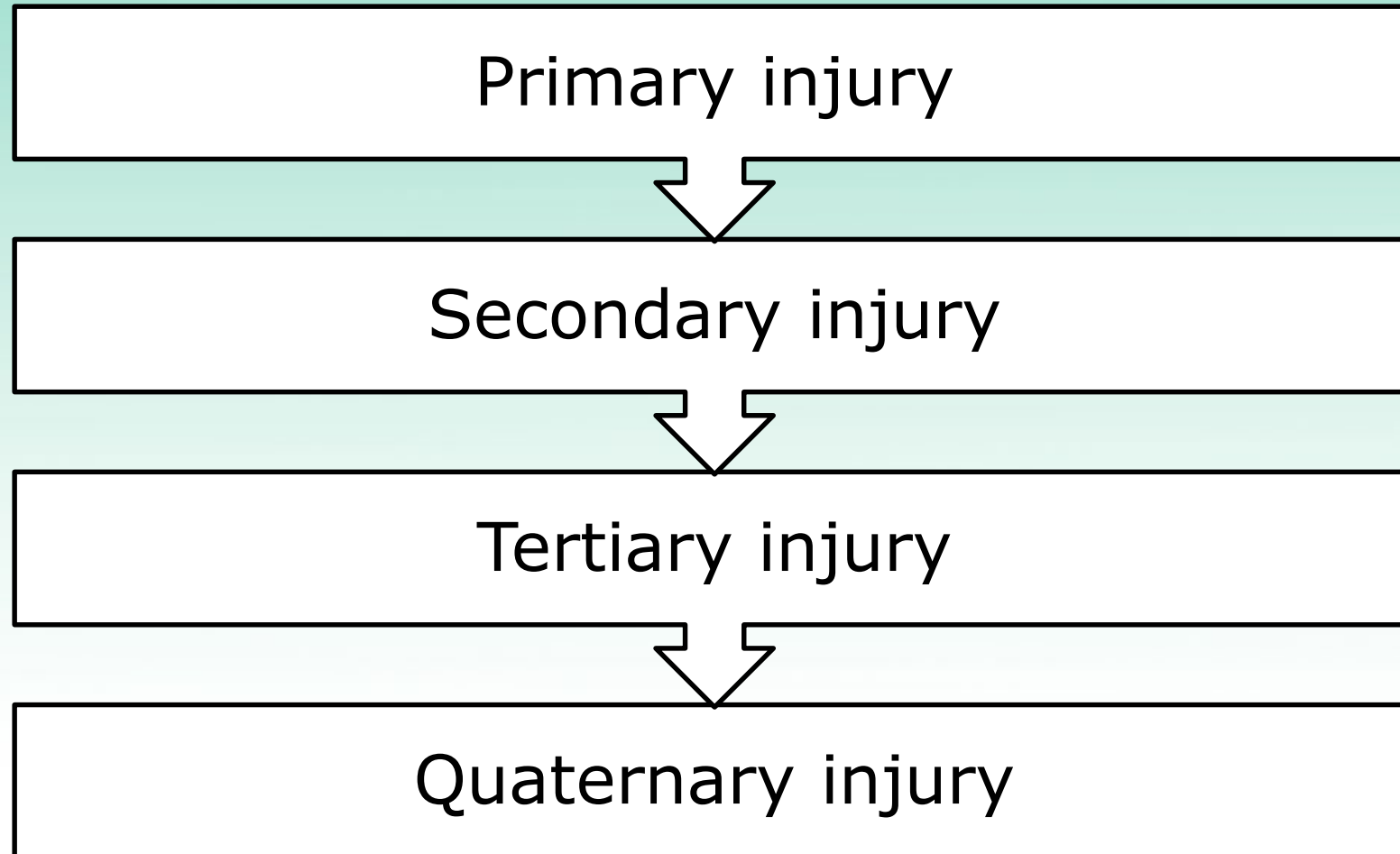
- Exit wounds are not always larger
- Avoid labeling wounds entrance or exit
- Include anatomic location, shape, size and any additional finding such as powder burns
- Preserve evidence
 - Cut around not through bullet holes in clothing
 - Handle any bullet carefully
 - Preserve chain of custody



Blast



Injury Phases of an Explosion





Summary and Conclusions

Injury patterns and severity are *predictable*, based on knowledge about **mechanism of injury**, especially **mass** and **velocity**.