



Gameday Administrator Instructions Pregame EAP Review (PEAPR)

The *PEAPR* shall be conducted by the Gameday Administrator or designee prior to the event beginning. Answers to the questions on the *Pregame EAP Review Card* should be communicated during the *PEAPR*. Those attending the *PEAPR* should include the head coach or designee, lead official, Licensed Athletic Trainer* (LAT) and or First Responder* (FR).

* If required to attend the event.

The NCHSAA recommends that a hard copy or electronic copy of the venue specific EAP be provided to both the lead official and visiting team personnel. Dedicated consideration should be allocated to each of the following when convening the *PEAPR*.

1. Roles and locations of persons established should the EAP need to be activated
 - Person designated to provide immediate care of the athlete
 - Person designated to activate (call) Emergency Medical System (EMS)
 - Person designated to retrieve emergency equipment
 - Person designated to meet EMS and direct them to the emergency scene
 - Person designated to control the emergency scene (e.g., limit emergency scene to those providing first aid and move bystanders away from area).
2. Emergency equipment availability and location at venue. (e.g., AED/CPR equipment, spinal injury stabilization equipment, exertional heat illness management equipment etc.)
3. Lightning or thunder disturbances safe shelter and evacuation route identified
4. Emergency transportation (e.g., What is the planned route for entrance/exit and is the route unencumbered? Is the ambulance a dedicated unit or on stand-by? If an ambulance is not on site, what is the mechanism for calling one? What is the designated hospital?)
5. Potential impacts to the EAP are addressed. (e.g., construction, weather, crowd flow)
6. Methods of communication that will be used during the athletic event are established. (e.g., cell, voice commands, radio, hand signals)
7. Event security is addressed by communicating name and contact information for SRO or whomever is on duty.