Point of Injury (Hot Zone) Response– (M A R) ²	
тссс	CBRN
Massive Hemorrhage	Mask
 Stop life-threatening external hemorrhage if tactically feasible: Direct casualty to control hemorrhage by self-aid if able. Use a CoTCCC-recommended limb tourniquet for hemorrhage that is anatomically amenable to tourniquet use. Apply the limb tourniquet over the uniform clearly proximal to the bleeding site(s). If the site of the life-threatening bleeding is not readily apparent, place the tourniquet "high and tight" (as proximal as possible) on the injured limb and move the casualty to cover. 	 Don mask Help casualty don mask or ensure proper seal if mask already in place. Ensure Powered Air Purifying Respirator (PAPR) or Self Contained Breathing Apparatus (SCBA) is functional.
Airway	Antidotes
 Assess (excessive secretions may indicate nerve agent exposure) Airway management is generally best deferred 	 Antidotes are given in the Hot Zone if the casualty has symptoms of poisoning. These agents are rapid killers: Nerve agent (give ATNAA, CANA). Cyanide (give hydroxocobalamin). Pharmaceutical based sedating agent (give naloxone)
Respiration	Rapid Spot Decon
 Assess: normal, shallow, labored, absent? (increased respirations may indicate nerve agent exposure) Complete the CRESS assessment and determine if caused by the agent or trauma Respiratory intervention is generally best deferred 	 At the point of injury, physical removal of the agent/rapid spot decontamination is indicated if agent can be seen on the skin, if there is suspicion of wound contamination by agent, or if there is a breach in the suit. Apply RSDL, M100, M295, Sorbent, tech wipe, etc.
Extraction	1
Egress away from the threat	