

POST FALL MONITORING

Individual's Name: _____ Agency: _____

Provide a description of the fall:

When did it happen? Date: _____ Time: _____

Where did it happen?

What were they doing when they fell?

The nurse must be notified immediately after the individual is stabilized.

<u>Immediately Post Fall</u>	<u>1 Hour Post Fall</u>	<u>2 Hours Post Fall</u>
Redness <input type="checkbox"/>	Redness <input type="checkbox"/>	Redness <input type="checkbox"/>
Obvious deformity of limb(s) <input type="checkbox"/>	Obvious deformity of limb(s) <input type="checkbox"/>	Obvious deformity of limb(s) <input type="checkbox"/>
Bleeding <input type="checkbox"/>	Bleeding <input type="checkbox"/>	Bleeding <input type="checkbox"/>
Pain <input type="checkbox"/>	Pain <input type="checkbox"/>	Pain <input type="checkbox"/>
Confusion <input type="checkbox"/>	Confusion <input type="checkbox"/>	Confusion <input type="checkbox"/>
Loss of balance <input type="checkbox"/>	Loss of balance <input type="checkbox"/>	Loss of balance <input type="checkbox"/>
Swelling <input type="checkbox"/>	Swelling <input type="checkbox"/>	Swelling <input type="checkbox"/>
Vomiting <input type="checkbox"/>	Vomiting <input type="checkbox"/>	Vomiting <input type="checkbox"/>
Loss of Consciousness <input type="checkbox"/>	Loss of Consciousness <input type="checkbox"/>	Loss of Consciousness <input type="checkbox"/>
Limping <input type="checkbox"/>	Limping <input type="checkbox"/>	Limping <input type="checkbox"/>
Sleepy <input type="checkbox"/>	Sleepy <input type="checkbox"/>	Sleepy <input type="checkbox"/>
Bruising <input type="checkbox"/>	Bruising <input type="checkbox"/>	Bruising <input type="checkbox"/>
Cut(s) / Where <input type="checkbox"/>	Cut(s) / Where <input type="checkbox"/>	Cut(s) / Where <input type="checkbox"/>
_____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Scrape(s) / Where <input type="checkbox"/>	Scrape(s) / Where <input type="checkbox"/>	Scrape(s) / Where <input type="checkbox"/>
_____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Unable to use limb(s) due to injury <input type="checkbox"/>	Unable to use limb(s) due to injury <input type="checkbox"/>	Unable to use limb(s) due to injury <input type="checkbox"/>
Altered gait (walking funny) <input type="checkbox"/>	Altered gait (walking funny) <input type="checkbox"/>	Altered gait (walking funny) <input type="checkbox"/>

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Post Fall Monitoring (continued)

Individual Name: _____

<u>4 Hours Post Fall</u>		<u>6 Hours Post Fall</u>		<u>8 Hours Post Fall</u>	
Redness	<input type="checkbox"/>	Redness	<input type="checkbox"/>	Redness	<input type="checkbox"/>
Obvious deformity of limb(s)	<input type="checkbox"/>	Obvious deformity of limb(s)	<input type="checkbox"/>	Obvious deformity of limb(s)	<input type="checkbox"/>
Bleeding	<input type="checkbox"/>	Bleeding	<input type="checkbox"/>	Bleeding	<input type="checkbox"/>
Pain	<input type="checkbox"/>	Pain	<input type="checkbox"/>	Pain	<input type="checkbox"/>
Confusion	<input type="checkbox"/>	Confusion	<input type="checkbox"/>	Confusion	<input type="checkbox"/>
Loss of balance	<input type="checkbox"/>	Loss of balance	<input type="checkbox"/>	Loss of balance	<input type="checkbox"/>
Swelling	<input type="checkbox"/>	Swelling	<input type="checkbox"/>	Swelling	<input type="checkbox"/>
Vomiting	<input type="checkbox"/>	Vomiting	<input type="checkbox"/>	Vomiting	<input type="checkbox"/>
Loss of Consciousness	<input type="checkbox"/>	Loss of Consciousness	<input type="checkbox"/>	Loss of Consciousness	<input type="checkbox"/>
Limping	<input type="checkbox"/>	Limping	<input type="checkbox"/>	Limping	<input type="checkbox"/>
Sleepy	<input type="checkbox"/>	Sleepy	<input type="checkbox"/>	Sleepy	<input type="checkbox"/>
Bruising	<input type="checkbox"/>	Bruising	<input type="checkbox"/>	Bruising	<input type="checkbox"/>
Cut(s) / Where	<input type="checkbox"/>	Cut(s) / Where	<input type="checkbox"/>	Cut(s) / Where	<input type="checkbox"/>
Scrape(s) / Where	<input type="checkbox"/>	Scrape(s) / Where	<input type="checkbox"/>	Scrape(s) / Where	<input type="checkbox"/>
Unable to use limb(s) due to injury	<input type="checkbox"/>	Unable to use limb(s) due to injury	<input type="checkbox"/>	Unable to use limb(s) due to injury	<input type="checkbox"/>
Altered gait (walking funny)	<input type="checkbox"/>	Altered gait (walking funny)	<input type="checkbox"/>	Altered gait (walking funny)	<input type="checkbox"/>

<u>10 Hours Post Fall</u>		<u>12 Hours Post Fall</u>		<u>14 Hours Post Fall</u>	
Redness	<input type="checkbox"/>	Redness	<input type="checkbox"/>	Redness	<input type="checkbox"/>
Obvious deformity of limb(s)	<input type="checkbox"/>	Obvious deformity of limb(s)	<input type="checkbox"/>	Obvious deformity of limb(s)	<input type="checkbox"/>
Bleeding	<input type="checkbox"/>	Bleeding	<input type="checkbox"/>	Bleeding	<input type="checkbox"/>
Pain	<input type="checkbox"/>	Pain	<input type="checkbox"/>	Pain	<input type="checkbox"/>
Confusion	<input type="checkbox"/>	Confusion	<input type="checkbox"/>	Confusion	<input type="checkbox"/>
Loss of balance	<input type="checkbox"/>	Loss of balance	<input type="checkbox"/>	Loss of balance	<input type="checkbox"/>
Swelling	<input type="checkbox"/>	Swelling	<input type="checkbox"/>	Swelling	<input type="checkbox"/>
Vomiting	<input type="checkbox"/>	Vomiting	<input type="checkbox"/>	Vomiting	<input type="checkbox"/>
Loss of Consciousness	<input type="checkbox"/>	Loss of Consciousness	<input type="checkbox"/>	Loss of Consciousness	<input type="checkbox"/>
Limping	<input type="checkbox"/>	Limping	<input type="checkbox"/>	Limping	<input type="checkbox"/>
Sleepy	<input type="checkbox"/>	Sleepy	<input type="checkbox"/>	Sleepy	<input type="checkbox"/>
Bruising	<input type="checkbox"/>	Bruising	<input type="checkbox"/>	Bruising	<input type="checkbox"/>
Cut(s) / Where	<input type="checkbox"/>	Cut(s) / Where	<input type="checkbox"/>	Cut(s) / Where	<input type="checkbox"/>
Scrape(s) / Where	<input type="checkbox"/>	Scrape(s) / Where	<input type="checkbox"/>	Scrape(s) / Where	<input type="checkbox"/>
Unable to use limb(s) due to injury	<input type="checkbox"/>	Unable to use limb(s) due to injury	<input type="checkbox"/>	Unable to use limb(s) due to injury	<input type="checkbox"/>
Altered gait (walking funny)	<input type="checkbox"/>	Altered gait (walking funny)	<input type="checkbox"/>	Altered gait (walking funny)	<input type="checkbox"/>