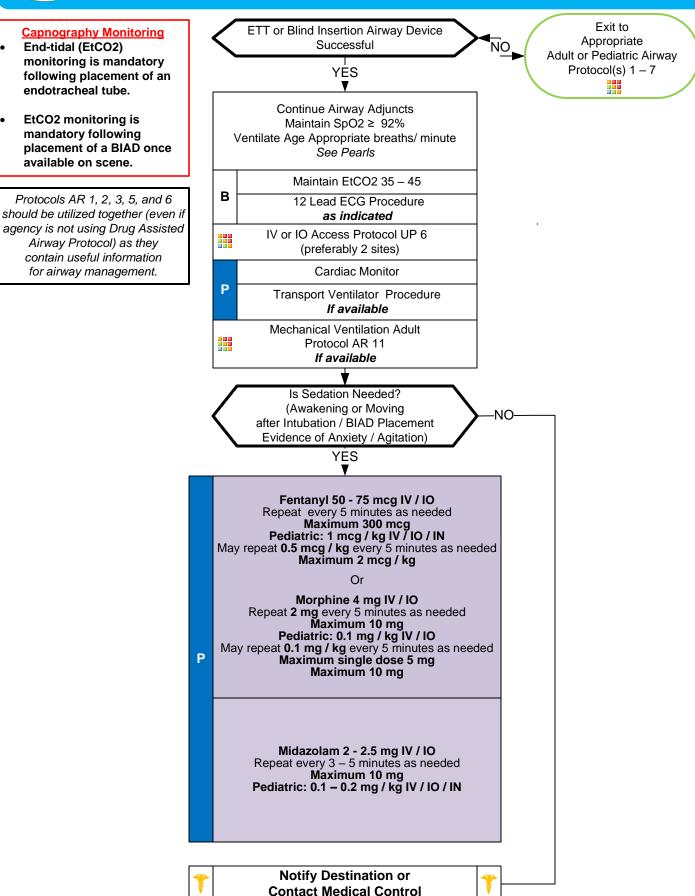


Post-intubation/ BIAD Management



Airway Respiratory Protocol Section

Post-intubation/ BIAD Management

Pearls

- Recommended Exam: Mental Status, HEENT, Heart, Lungs, Neuro
- Patients requiring advanced airways and ventilation commonly experience pain and anxiety.
- Unrelieved pain can lead to increased catecholamine release, ischemia, immunosuppression, and prolonged hospitalization.
- Ventilated patients cannot communicate pain/ anxiety and providers are poor at recognizing pain/ anxiety.
- Vital signs such as tachycardia and/ or hypertension can provide clues to inadequate sedation, however they are not always reliable indicators of a patient's lack of adequate sedation.

• Sedation strategy:

- Pain is the primary reason patients experience agitation and must be addressed first.
- Opioids and/ or Ketamine are the first line agents, alone or in combination.
- Benzodiazepines may be utilized if patient is not responding to adequate opioid and/ or Ketamine doses.

Patients that have received paralytics may be experiencing pain with no obvious signs or symptoms.

- Ventilation rate:
 - Guidelines: 30 for Neonates, 25 for Toddlers, 20 for School Age, and for Adolescents the normal Adult rate of 10 12 per minute.
 - Maintain EtCO2 between 35 45 and avoid hyperventilation.
- Ventilator/ Ventilation strategies will need to be tailored to individual patient presentations. Medical director can indicate different strategies above.
- In general, ventilation with BVM should cause chest rise. With mechanical ventilation a reasonable tidal volume should be about 6
 8 mL/kg and peak pressures should be < 30 cmH₂0. Plateau Pressures should be < 30 cmH₂0.
- Head of bed should be maintained at least 10 20 degrees of elevation when possible, to decrease aspiration risk.
- With abrupt clinical deterioration, if mechanically ventilated, disconnect from ventilator to assess lung compliance.
- DOPE: Displaced tracheostomy tube/ ETT, Obstructed tracheostomy tube/ ETT, Pneumothorax and Equipment failure.