



TRAUMA RESPONSE SYSTEMS

Highlights

- **Scalable courses from a half day to three-day trainings depending upon your schedule. Can accommodate up to 24 operators per class.**
- **Perfect the basics of MARCH when assessing and treating injuries.**
- **Classroom and shoot house**
Leverage your team's training facility. TRS will come to you and provide training to maximize team benefit and attendance.
- **EQUIPMENT**
TRS is an authorized reseller of North American Rescue products and can equip your team with the right gear for the job.
- **OP MED CONSULTING SERVICE**
Can build upon this course and provide annual refresher courses and help develop an organic medical capability for your team.

CARE UNDER FIRE

Law Enforcement Tactical Teams often face immediate life-threatening threats when executing warrants. Given the risk to the operators going through the door, it is essential that your team master the basics of Care Under Fire. Teams cannot rely on EMS in an immediate life threat situation...they are not there.

The TRS Care Under Fire Course is customizable for your team's needs. Classes can range from half day to three days of training AS A TEAM to perfect the basics and build up a true critical incident response capability. Teams will train together in an intense classroom and scenario-based training. Tactics matter. Sending one team member to a med class will not prepare the rest of the team. By cross training every operator in Care Under Fire they will build up sound tactical emergency medical skills. Your team will be prepared to perform at their best in the worst possible situation. Everyone goes home.

The mission of Trauma Response Systems is to educate, empower and equip law enforcement with the skills, gear and proficiency needed to save lives during an emergency. Trauma Response Systems' mission is simple: to bring these lifesaving skills to those in harm's way and those that may be called upon to act. You have a responsibility to get your trauma response training started. Get trained. Save lives.

Every Drop Counts