

## Default Injury Table of Contents:

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## Explanation of Default Injury:

The Default Injury is ATS' way of allowing you the flexibility to track treatments, rehabs, or other daily functioning's of the AT facility without having a specific injury that they need tied to. Useful if someone is just sore and wants a cold whirlpool, or they need a bag of ice, or hot pack. This also works with the Bulk Modality/Rehabs/Strength and allows athletes track those treatments, or ankle taping or other things through the Kiosk system.

The Default Injury comes pre-loaded and locked for your database. It is listed as a Maintenance Injury and N/A as body part and the side. Utilizing maintenance injury and N/A, N,A keeps the maintenance injury off of any injury reports and other counts.

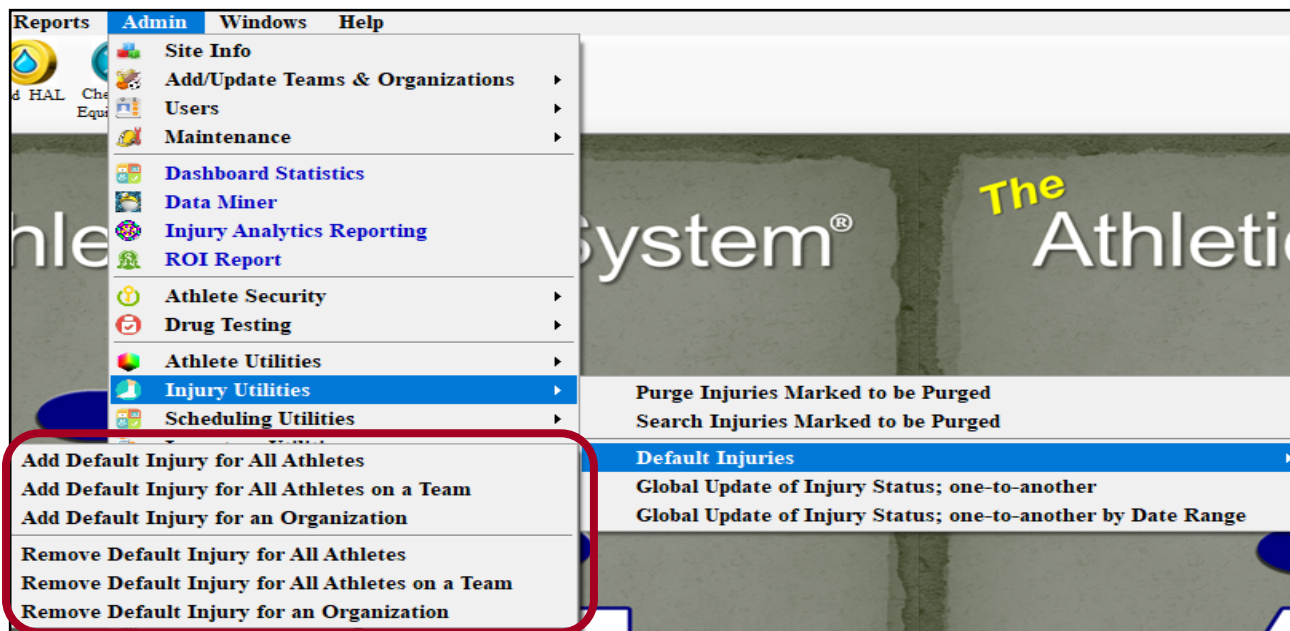
***You are able to assign the default injury to athletes from this page. The image below is meant to be for your reference only, as to what the Default settings are.***

The screenshot shows the 'Site Info' application window with a menu bar (Admin, Windows, Help) and a toolbar with various options like 'Primary', 'Modules', 'Security', etc. A text box in the center of the window reads: 'You are able to utilize the buttons in Site Info to post those default injuries to a specific team, or all of the athletes in the database.' A yellow arrow points from this text box to the 'Add for All' and 'Add for Team' buttons in the 'Default Injury' section. The 'Default Injury for Concussions' section has 'Body Part' set to 'Head', 'Injury Illness' set to 'Concussion', and 'Side' set to 'N/A'. The 'Default Injury' section has 'Injury Illness' set to 'Maintenance', 'Body Part' set to 'N/A', and 'Side' set to 'N/A'. There are 'Add for All' and 'Add for Team' buttons highlighted with a yellow box. At the bottom, there are 'Save' and 'Close' buttons. A red box highlights the 'Default Injury' section and its buttons.

## Assigning the Default Injury:

To utilize the default injury, either for staff or having the athlete use it from the kiosk, they must have the Default Injury Assigned to them. There are several ways you can do that besides the one shown above through Site Info.

### Assigning the Default Injury Through the Admin Tab:



You will need to have administrative access to for this feature. If you do not see the feature, speak with your system administrator.

This menu option allows you to assign the default injury to All Athletes in the Database, a specific team, or a specific organization in your database.

Through the Admin Menu, you are also able to remove the default injury if it were to get assigned in error.

Use caution, removing the default injury will remove the records with it. At the end of the year, you need to resolve the injury, through the Injury Utilities menu. For more information on that process, see the [Injury Utilities](#) help doc.

\*\*\*If you have assigned the default injury, and then add athletes to the database, you are able to assign the default injury to the new entries with the same process above. Adding a Default Injury, **will not** duplicate the maintenance injury for those already entered, it will only add to those without a default injury already assigned.

## Assigning a Default Injury for an Individual Athlete:

You have the option to add the default injury from several of the screens you can do daily injury documentation from. Shown below are some of the screens, not all of the screens.

The screenshot shows the 'Daily Information Entry' window. At the top, there are filters for 'Entries For' (today), 'Date' (11/10/2021), and 'Injured Athletes to Load'. Below this, the 'Athletes' section shows a list of athletes with checkboxes for 'N', 'M', 'R', 'L', 'D', 'S', 'T', 'E', 'F'. The 'Injury' section shows a table of injuries for the selected athlete, 'Crash Davis'. The table has columns for 'Injury Date', 'Status', 'Body Part', 'Injury Type', 'Side', 'Athletic Trainer', 'Report Date', 'Docs', and 'Description'. The '+ Default Inj' button is highlighted with a pink box. The 'Add Default' button in the 'Injuries' sidebar is also highlighted with a pink box.

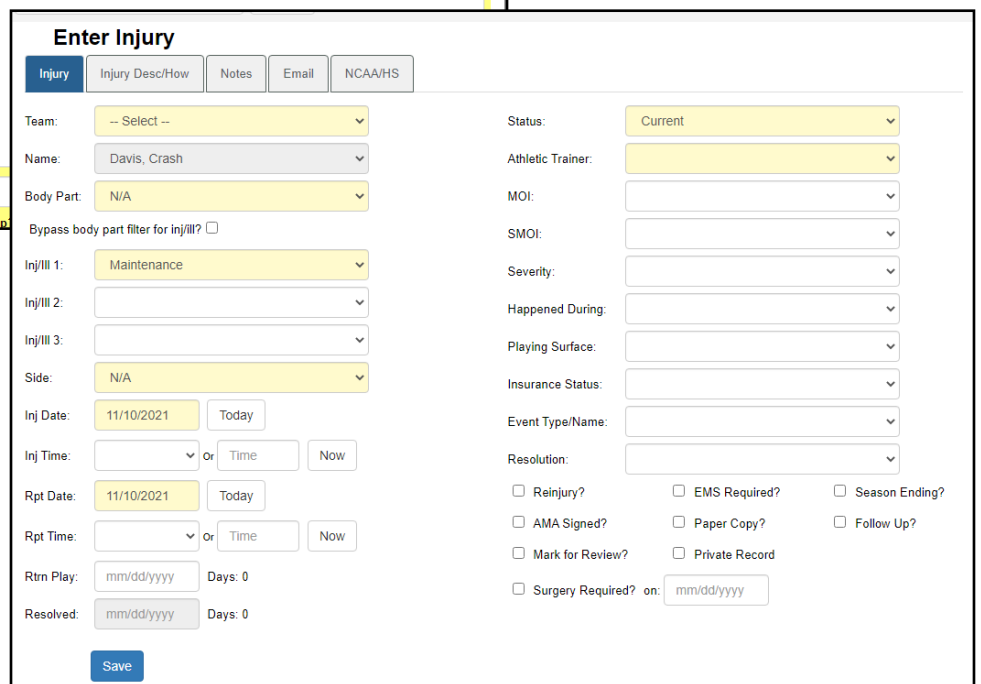
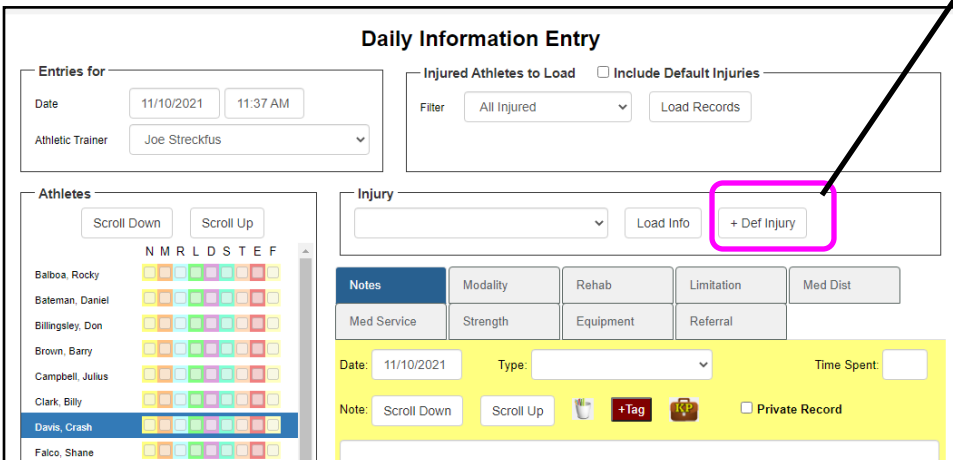
Clicking the + Default or Add Default buttons highlighted will add the a new default injury to that specific athlete.

## Assigning a Default Injury for an Individual Athlete in the Staff Portal:

You are able to assign the default injury via the ATS Staff Portal as well. If you have system Admin rights you will have the admin menu available to assign in bulk as in the desktop.



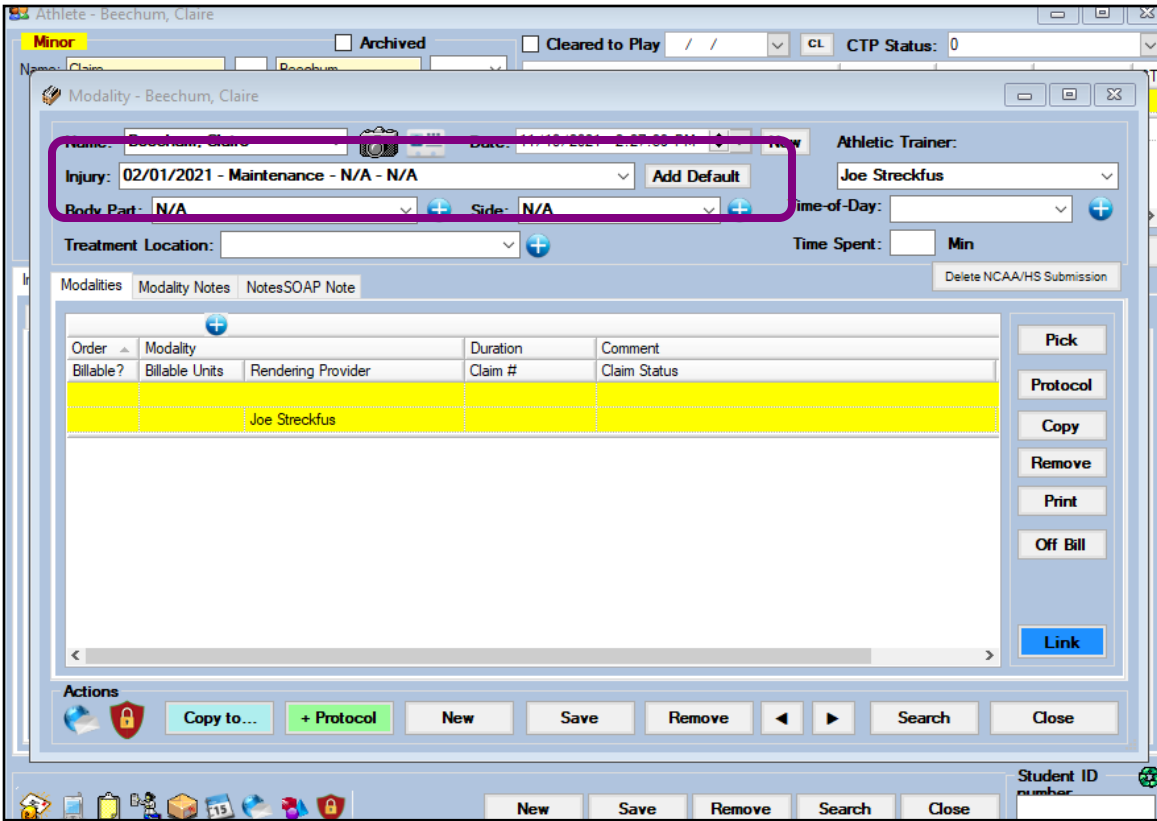
Use the + Default Injury button on the Daily Info Entry screen to add a new default injury to the athlete you are working with.



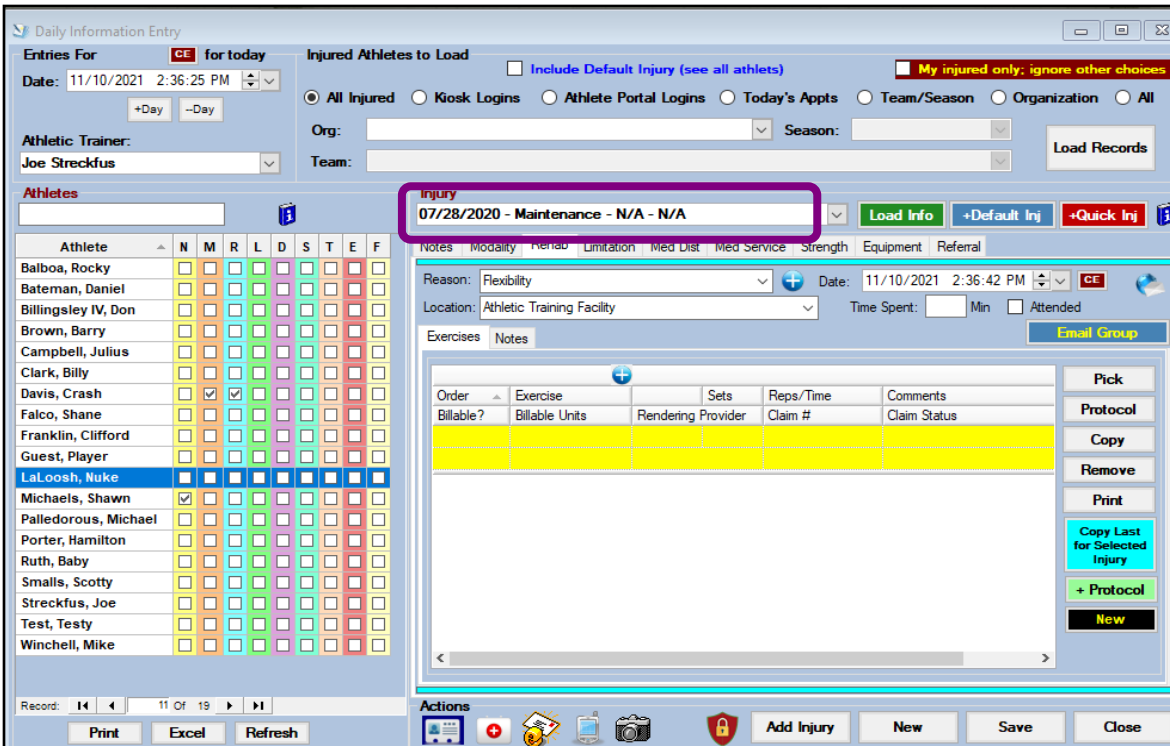
You can manually add a default injury in the athlete profile by selecting the appropriate fields for body part, injury and side.

## Utilizing the Default Injury:

After you have assigned a default injury either to a specific athlete, or for the team you are ready to log modalities, rehabs, strength/conditioning, or other aspects of patient care. The athletes are also able to log their treatments via the Kiosk using the default injury.



After selecting your athlete, and the treatment you need to log; modality, rehab, strength you can select the maintenance injury and then select the treatment that was rendered.



## Utilizing the Default Injury with Bulk Modalities:

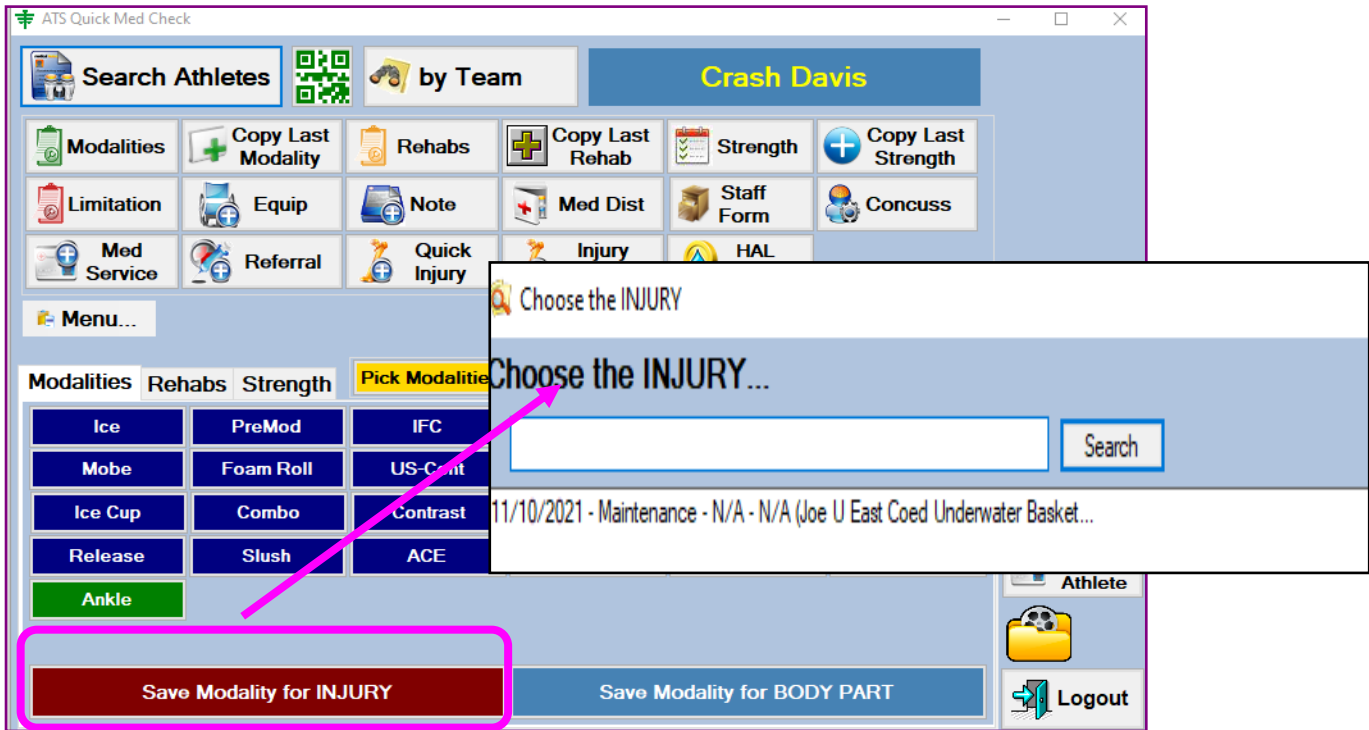
You are also able to utilize the Default Injury to log Bulk treatments. When you use the bulk functions, you have the ability to choose the whether the treatment gets logged under the default injury first, or the current injury. This is available in the desktop, staff portal, or staff phone.

The image displays several screenshots of the ATS software interface, specifically the 'Bulk Modalities' section. The screenshots are arranged in a collage to show different views and settings.

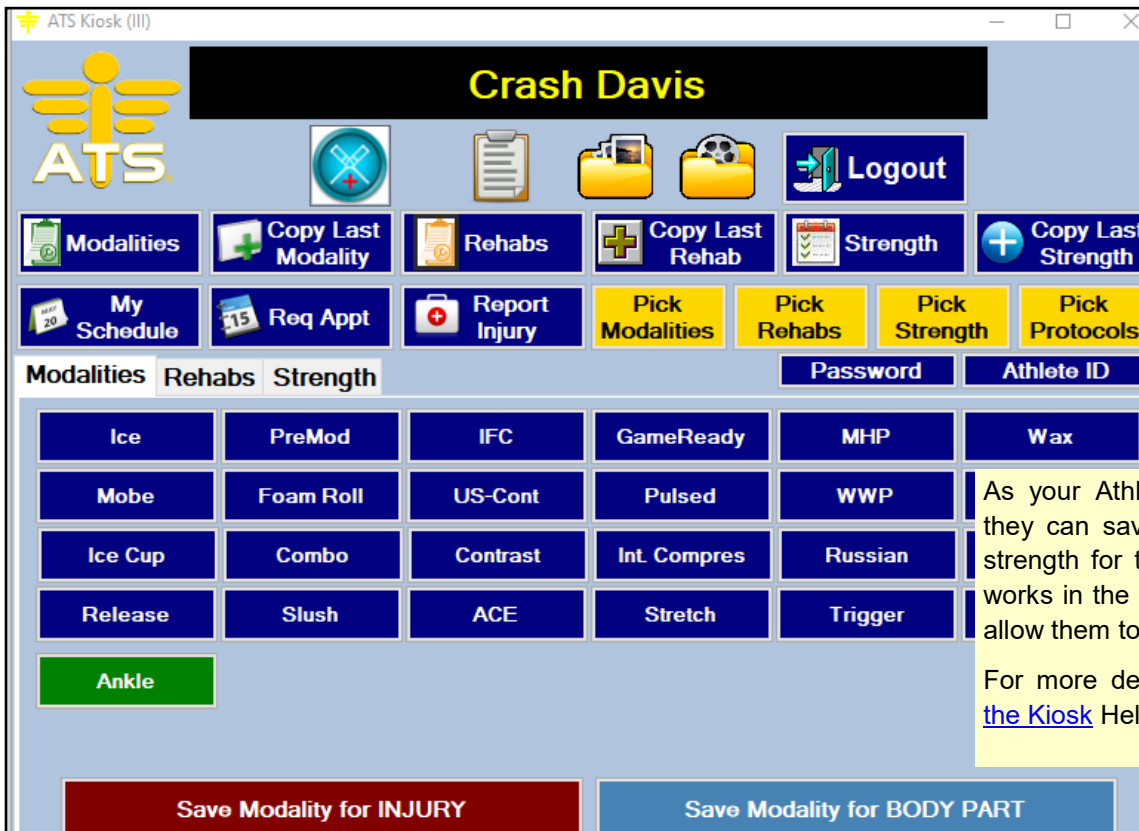
- Top Left Screenshot:** Shows the 'Bulk Modalities' window with 'Entries For' set to 11/10/2021 2:56:11 PM and Athletic Trainer: Joe Streckfus. It includes a 'Select Athletes' list with 'Adams, Leigh Ann' selected. Below this is the 'Injured Athletes to Load' section with radio buttons for 'All Injured', 'Kiosk Logins', 'Team/Season', and 'Web Portal Logins'. A 'Load Records' button is visible.
- Top Right Screenshot:** Shows a detailed view of the 'Bulk Modalities' form. It includes 'Entries For' (Date: 11/10/2021 03:17 PM, Athletic Trainer: Joe Streckfus), 'Injured Athletes to Load' (Load: All Injured, Team, Season), and 'Order of Injury Search' (Default Injury 1st selected).
- Bottom Left Screenshot:** Shows a mobile view of the 'Bulk Modality' screen. It includes 'Entries For' (Date: 11/10/2021 03:22 PM, Athletic Trainer: Joe Streckfus), 'Injured Athletes to Load' (Load: All Injured, Team, Season), and 'Order of Injury Search' (Default Injury 1st selected).
- Right Side Screenshot:** Shows a list of athletes with checkboxes for selection. The list includes names like Adams, Leigh Ann; Allen, Shannon; Anderson, Bobby; Anderson, Curtis; Anderson, Gabrielle; Anderson, Roberta; Ant, Adam B; Austin, Steve; Balboa, Rocky; Barnes, Jessica; Baleman, Daniel; Beechum, Claire; Billingsley, Don; Bond, James JJ; Bonder, Martin; Boyd, Blake; Brewster, Nick; Brown, Barry; Calderon, Stephan; Campbell, Julius; Case, Thomas J; Clark, Billy.

## Utilizing the Default Injury in the Quick Med Check:

You are also able to utilize the default injury utilizing the QMC, the same as the other avenues of ATS. Select the athlete you are working with, and then you can assign the modalities, rehab or S&C sessions to an injury. For more information on setting up the QMC, please see the [QMC](#) help doc.



## Utilizing the Default Injury in the Kiosk:



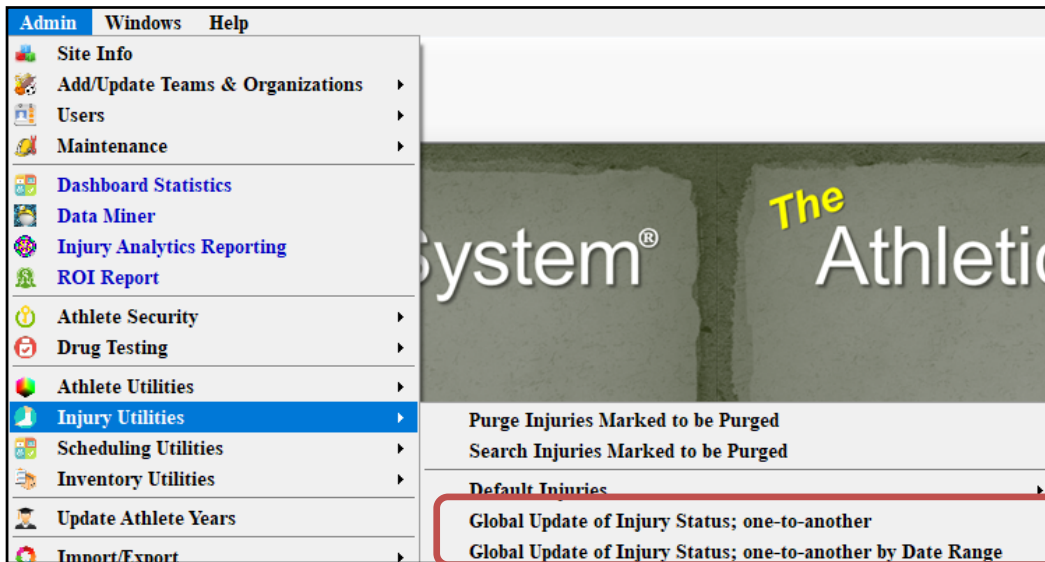
As your Athlete logs into the Kiosk, they can save modalities, rehabs, or strength for the injury the same as it works in the Quick Med Check. If you allow them to save the treatment.

For more details see the [Setting Up the Kiosk](#) Help doc.



## Year End Processing:

When the year ends, or how ever you decide to manage your injuries, as well as the default injury you can resolve the injuries.



You are able to do a global update of the injuries in the system. This does affect all injuries, and will move them from the status you select to resolved. You do not have to resolve the maintenance injury, you can leave it active for their duration, or you can issue a new one each year. That is your choice as a institution.