



Central California Emergency Medical Services Agency

A Division of Fresno County
Department of Public Health

SPECIAL MEMORANDUM

FILE #: F/K/M/T #08-2022

TO: All Fresno/Kings/Madera/Tulare EMS Providers, Hospitals, First Responders Agencies, and Interested Parties

FROM: Jim Andrews, M.D., EMS Medical Director
Daniel J. Lynch, EMS Director

DATE: October 24, 2022

SUBJECT: Adult Endotracheal Intubation

It is the intent of the EMS Agency and its Regional Medical Control committee to reinstate adult endotracheal intubation in Fresno, Kings, Madera, and Tulare Counties. Effective immediately, adult endotracheal intubation equipment is now optional for advanced life support ambulance and advanced life support first responder agencies.

By moving adult endotracheal intubation equipment to “optional” in Policy 291, each advanced life support ambulance/first responder agency will now have the choice to have their paramedics provide adult endotracheal intubation in the prehospital setting. This reinstatement of adult endotracheal intubation is contingent upon the following.

Before reinstating adult endotracheal intubation, each advanced life support ambulance/first responder agency must:

- Complete the EMS Agency Adult Endotracheal Intubation Intent Form.
- Provide all **currently employed** paramedics with adult endotracheal intubation refresher training.
- Submit completed Continuing Education Training Roster(s) to the EMS Agency.
- Submit completed adult endotracheal intubation Skills Sheets to the EMS Agency.

Training materials and required documentation (continuing education roster and skill sheets) will be provided by the EMS Agency, upon request, by contacting Mato Parker. If needed, the EMS Agency has two airway manikins that can be checked out to complete this training. It is expected that refresher training to take approximately 4 hours to complete.

Please contact Mato Parker, EMS Coordinator, at (559) 600-3387 or mkparker@fresnocountyca.gov to receive access to training materials and forms.