



NTS TEAM

SCENARIO N. _____

ID code

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For each item, please choose the option that in your opinion most accurately describes what you observed during the simulation. If the item is not applicable to the observed scenario (for instance, it was not necessary to call for help), please mark the NA option.

SITUATION AWARENESS							
Attention...	is focused on the task	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	is directed away from the task	NA
The team is in control of...	the whole situation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	just a single event	NA
The request for help is...	timely	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	delayed or absent	NA
The acknowledgement of one's own limits (knowledge, skills, competence) is...	timely and followed by precautionary actions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	slow or absent	NA
The response to urgent situations is...	timely	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	slow or absent	NA

TASK MANAGEMENT							
Priorities are...	explicitly identified	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	not explicitly declared	NA
Goals are...	set and communicated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	not clearly set or shared	NA
Team members act...	assessing the availability of resources	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	without planning	NA
When the situation changes, the team...	adapts its behaviour	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	is uncertain and hesitant	NA



TEAMWORK							
The leader...	is clearly identified and acknowledged	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	is not clearly identified	NA
Roles and responsibilities are...	clear and rapidly identified	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ambiguous and/or slowly identified	NA
The destructive behaviour of team members (e.g., shouting, being rude, etc.) are...	actively managed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ignored	NA
The atmosphere in the room is...	controlled	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	chaotic (raucous, lack of listening, unmanaged alarms)	NA
Team members...	help each other and share ideas	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	operate as independent and uncoordinated	NA

COMMUNICATION							
Communication is...	orderly and directed to specific team members	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	not specifically directed and chaotic (many people talking at the same time)	NA
Whoever gets an order...	recognizes it	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	does not explicitly recognize it	NA
Whoever completes an order...	confirms having completed it	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	does not confirm its completion	NA
The requests for help are...	taken into account	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ignored	NA
How many team members introduce themselves to the patient?	all of them	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	nobody or only some of them	NA
The patient/partner...	are informed and involved in the decisions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	have to ask what is going on	NA
Patient's anxiety/hostility is...	well managed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	neglected	NA

NA = Not Applicable