



Spreading Knowledge – Improving Outcomes

Assessment of Agitation/Sedation Level in the ICU

RASS



RICHMOND AGITATION SEDATION SCALE

Δ	+4		COMBATIVE	Overtly Violent		
ATE	+3	AGITATED	VERY AGITATED	Pulls on lines/tubes, aggressive		
AGITATE	+2		AGITATED	Frequent non-purposeful movements / fights vent		
4	+1		RESTLESS	Anxious / Apprehensive		
	ο	ALERT and CALM	ALERT and CALM			
SEDATED	-1		DROWSY	> 10 second eye contact to voice		
	-2		LIGHT SEDATION	< 10 second eye contact to voice) <mark>CE</mark>	
	-3	SEDATED	MODERATE SEDATION	Reaction but no eye contact to voice		
	-4		DEEP SEDATION	Reaction to physical Stimulation ONLY		
	-5		UNAROUSABLE	NO RESPONSE to voice or physical stimulation	UCH	



How to Perform RASS Assessment

- +4: Combative, violent, danger to staff
- +3: Pulls or removes tubes; aggressive
- +2: Frequent non-purposeful movement; fights ventilator
- +1: Anxious but not aggressive
- 0: Alert and calm

Observation (Patient is alert and awake):

Verbal Stimulation (if the patient is not alert):

- -1: Awakens to voice (eye opening/contact) > 10 seconds
- -2: Light sedation; briefly awakens to voice < 10 seconds
- -3: Moderate sedation; movement or eye opening, no eye contact

- -4: Deep sedation; movement or eye opening to physical stimulation
- -5: Unarousable; no response to voice or physical stimulation

Physical Stimulation (if the patient does not respond to voice):

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AGITATED	+4		COMBATIVE	Overtly Violent		
	+3	AGITATED	VERY AGITATED	Pulls on lines/tubes, aggressive		
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4	+1		RESTLESS	Anxious / Apprehensive		
	ο	ALERT and CALM	ALERT and CALM			
	-1			> 10 second eye contact to voice		
ED	-2		Light Sedation	< 10 second eye contact to voice	DICE	
SEDATED	-3	SEDATED		Reaction but no eye contact to voice		
SEI	-4		Doop Sodation	Reaction to physical Stimulation ONLY		
	-5		Deep Sedation	NO RESPONSE to voice or physical stimulatio		



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Criteria		Definition		
Combative		Overtly combative, violent, immediate danger to staff	+4	
Very agitated		Pulls or removes tube(s) or catheter(s); aggressive	+3	
Agitated		Frequent non-purposeful movement, fights ventilator	+2	
Restless		Anxious but movements not aggressive vigorous	+1	
Alert and calm	T		0	V
Drowsy	I	Not fully alert, but has sustained awakening (eye- opening/eye contact) to voice (>10 seconds)	-	0
Light sedation	Н	Briefly awakens with eye contact to voice (<10 seconds)	-2	
Moderate sedation	T	Movement or eye opening to voice (but no eye contact)	-3	Ε
Deep sedation	D E	No response to voice, but movement or eye opening to physical stimulation	-4	
Unarousable	E	No response to voice or physical stimulation	-5	OU(



RASS Assessment Example

RASS: Richmond

Sedation/Side Effects RASS Score RASS Goal RASS Intervention

Medication Side Effects

Spontaneous Awakening Trial

RASS:

TO BE COMPLETED AT A MINIMUM OF EVERY 4 HOURS AND AS NEEDED WITH TITRATION OF SEDATION INFUSIONS OR ADMIN OF PRN SEDATION

Select Single Option: (F5) +4=Combative - Overtly combative or violent - immediate danger to staff +3=Very agitation - Pulls on or removes tube(s) or catheter(s) or has aggressive behavior toward staff +2=Agitated - Frequent nonpurposeful movement or patient-ventilator dyssynchrony +1=Restless - Anxious or apprehensive but movements not aggressive or vigorous 0=Alert and calm -1=Drowsy - Not fully alert, but has sustained (more than 10 seconds) awakening, with eye contact, to voice -2=Light sedation - Briefly (less than 10 seconds) awakens with eye contact to voice -3=Moderate sedation - Any movement (but no eye contact) to voice -4=Deep sedation - No response to voice, but any movement to physical stimulation -5=Unarouseable - No response to voice or physical stimulation Comment (F6) Row Information Procedure: 1. Observe patient. Is patient alert and calm (score 0) Does patient have behavior that is consistent with restlessness or agitation, (score +1-+4 using the criteria listed above)

Does patient have behavior that is consistent with restlessness or agitation, (score +1-+4 using the criteria listed above) 2. If patient is not alert, in a loud speaking voice state patient's name and direct patient to open eyes and look at speaker. Repeat once if necessary. Can prompt patient to continue looking at speaker. Patient has eye opening and eye contact, which is sustained for more than 10 seconds (score -1) Patient has eye opening and eye contact, but this is not sustained for 10 seconds (score -2) Patient has any movement in response to voice, excluding eye contact (score -3) 3. If patient does not respond to voice, physically stimulate patient by shaking shoulder and then rubbing sternum if there is no response to shaking shoulder. Patient has any movement to physical stimulation (score -4) Patient has no response to voice or physical stimulation (score -5)

Thank You

