MIU Minor Injuries Unit

Totnes Hospital

Monday to Sunday 9am – 6pm

Address: Coronation Road, Totnes TQ9 5GH Tel: 01803 862 622

Kingsbridge South Hams Hospital

Monday to Sunday 9am – 5pm

Address: Plymouth Road, Kingsbridge TQ7 1AT Tel: 01548 852 349

Newton Abbot Community Hospital

Monday to Sunday 8am – 8pm

Address: West Golds Road, Jetty Marsh, Newton Abbot TQ12 2TS

Tel: 01626 324 500

If your injury is not serious but does need attention, it's usually better for you to visit a local MIU. MIUs provide treatment for less serious injuries:

- broken bones and sprains, cuts, grazes, burns and scalds
- emergency contraception
- eye problem such as a minor eye infection, scratches or something that is stuck in your eye
- skin complaint bite or sting (including human bites), minor burns, including severe sunburn and minor skin infection which needs treating

You do not need an appointment to be seen.

Many people go to A&E with minor injuries which could usually be treated more quickly at an MIU. This would allow A&E staff to concentrate on more serious and life-threatening conditions.

MIUs are run by a team of highly qualified nurse practitioners who have experience and expertise in treating minor injuries.

A & E Emergency Department

Torbay Hospital Open 24/365

Address: Lowes Bridge, Torquay TQ2 7AA
Tel: 01803 654 003

At Torbay Hospital, a full emergency service is provided for residents and visitors to Torbay and South Devon who have suffered a significant injury within the last 48 hours, or who have developed a sudden illness within the last six hours.

An emergency is 'a critical or life-threatening situation'. Listed below are some examples:

- Head injury
- Unconscious/unresponsive
- Drug or alcohol overdose
- Broken/fractured bones
- Heavy bleeding / deep wound such as a stab wound
- Chest pain / suspected heart attack
- Respiratory problems / difficulty in breathing, e.g. asthma attack
- Abdominal pain
- Gynaecological problems & Pregnancy problems

Source: nhs.uk info correct @ Sept 2019