Competition Guidelines & Organizing the Emergency Response Competition

2/6/2015

This manual has been organized into 2 separate sections:

- Guidelines for the competition
- Organizing of the annual competition

The electronic version of this manual is kept at the SMA office and should be updated each year as necessary by the sub-committee that organizes the event

Changes made for 2015 Competition Guidelines & Organization Manual

	Comments & Changes
1.	Annual updates to first aid section
2.	All event coordinators to provide final list of judges to committee by April meeting.
3.	Surface teams to be of seven members
4.	Changes to mine problem score sheets
5.	Removed references to IFSTA 4th Edition
6.	Updated gas testing to allow 30 minutes
7.	Changed tie breaking order in proficiency event
8.	Changes to fire event & score sheets
9.	Edits to Bench test score sheets for clarity
10.	Removed score sheet for Biopak 240S
11.	Updates to event coordinators list
12.	Added to event coordinators duties: Conduct a hazard analysis for your event to determine the level of PPE your casualties and judges will need. TSA form added to forms section.
13.	Added to equipment drop off: There is to be two long tables available at the drop off location to allow teams to bench the machines
14.	All teams are to supply one person to act as a casualty / helper on competition day. Failure to not fill this requirement will result in that team being placed last in next year's rotation of events.
15.	First aid score sheets added to score sheets section
16.	Templates added for ERT person of the year and ERT retiree nominations

Table of Contents

SURFACE & UNDERGROUND COMPETITION

Purpose of the Guidelines

The purpose of these guidelines is to provide consistency in judging, competing, scoring and training for the competition.

Purpose of the Competition

- To highlight the skills required to perform rescue operations in a mining environment.
- To motivate the participants to train intensively until the use of respiratory protective equipment, emergency tools, firefighting and First Aid/CPR procedures become second nature.
- To encourage team members to practice standard and precise teamwork until each member of the team is thoroughly familiar with their role when responding to an emergency.
- To evaluate and compare the effectiveness and quality of the Emergency Response Program and to allow rescue personnel to exchange information and ideas in regard to mine rescue.
- Give instructors the opportunity to observe the members of their team in a stressful situation which is as close as it can be without being a real emergency response situation
- Allow teams to meet members of other teams who they may be involved with in a real emergency response situation
- Provide instructors with further means of networking
- Educate the public

In order to maintain the security of the events, all teams are to be in lock up at the start of the day. Any team member that is noted talking to someone other than a team member or the guide when not in lock up during the day there will be 500 demerits issued to the field event.

Only team members are to be in lock up. Lock up security will not allow anyone in that is not wearing the team coveralls. Other than team members wearing team coveralls, the only other people that will be allowed in lock up will be issued an individual identification badge.

While in lock up if any team member is noted to be in the possession of a cell phone, laptop or at any time using a payphone while in lock up, the 500 demerits will be assessed to the field event. For the underground teams, these demerits will be applied to the mine where the team had the most merits.
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Both of these rules will be strongly enforced with no exceptions.

All teams are to supply one person to act as a casualty / helper on competition day. Failure to not fill this requirement will result in that team being placed last in next year's rotation of events.

Judges

a) The Emergency Response Sub Committee shall appoint a Marshal. The Sub Committee will also select Event Coordinators (field events, first aid and firefighting, practical skills).

b) Event Coordinators shall prepare the problems and settings in the various segments of the competition or ensure that others prepare them. It will be the Event Coordinator's responsibility to choose the judges for each section of the competition and submit the list of judges to the SMA subcommittee for approval.

c) Judges, guides and casualties will attend judges' meeting prior to the competition where the procedures of the competition, the duties of the judges, consistency of information provided to teams and the marking system will be explained by the SMA Competition Sub Committee. Casualties shall be designated to their areas at this time. A guides meeting will follow the judges' meeting.

d) All Mine problem judges are to attend the Mine problem Judge training session to be held Friday morning. The details will be communicated by the Mine problem design team in advance.

e) All event officials shall be provided with some visible means of identification. Judges and officials are not to wear any team logos if they are affiliated with one of the mines. No one, except designated officials shall be allowed to communicate with the teams performing or waiting their turn to do so.

f) All event coordinators must complete a TSA and submit to the Safety Walk-through coordinator during the Safety walk-around in advance of the competition.

g) A description of the event, the problems to be encountered and tentative solutions shall be arranged by the Event Coordinator and posted for public viewing the morning of the event. Maximum size of poster is 3 x 4 ft.

a) The Marshal shall oversee the timing and co-ordinate the various segments of the competition and will assign any additional resources to any event to ensure all events stay on schedule. He will be responsible for the collection of the judge's score sheets. The auditors and Event Coordinator, verify the winners of each segment.

b) Score sheets will be made available to all participating teams at the first SMA meeting following the Competition.

Event Attendants

a) The Event Coordinator shall appoint attendants who, under the supervision of judges will put up signs, notices, fires and any other props that are required. The attendants will ensure that conditions are identical for each team as they perform their tasks.

b) The attendants will assist with placement of equipment prior to teams entering each event as well as removal of team equipment or supplies after the team completes the problem.

Draw

a) At the AGM in February, the SMA Sub Committee will meet and conduct the draw for position.

Decision of Judges

a) Disputes can only be filed after the captains meeting. Process - written submission to the SMA office within 1 week of the Captain's meeting; Executive Director will then call a meeting of the competition committee.

Surface Team Composition

a) Each team is to consist of 7 competent rescue members, #7 being the identified spare.

b) All 7 members will write the exam, and be in lock up between events.

c) A team of 6 members (#'s 1 - 6) is required for the Field Problem, Fire Fighting, Practical Skills and First Aid events.

d) If a team member becomes ill or injured once lock up has been initiated the spare person (#7) can be utilized with the permission of the competition Marshall.

e) The injured/ ill member is to leave lock up for treatment and is not permitted to return to lock up or have communication with the team.

f) The spare member is to accompany and stay with the guide at all times when out of lock up. Under no circumstance is the spare member to communicate with any person other than the guide.

Qualifications – Surface Teams

a) All team members must be holders of valid Standard First Aid and CPR certificates.

b) Members must possess the necessary skills for performing rope rescue, firefighting, search and rescue, fire extinguisher use and maintenance.

c) All team members must have had medical examinations for physical fitness within the twelve months preceding the competition.

d) Proof of the most recent medical must be delivered to the bench judges when the team reports for the bench test.

Underground Team Composition

a) Each team shall consist of six competent mine rescue persons and one Coordinator:

b) All 7 members will write the exam.

c) 6 members are required for Fire Fighting, Practical Skills and First Aid events.

d) Team members 1-6 will be involved in the Bench Test.

e) Team members will enter the mine for the Mock Mine Problem with the Coordinator directing the team. The #6 person can be used as directed by the judges or Coordinator.

Qualifications – Underground Teams

a) All team members except the Coordinator must be a holder of valid Mine Rescue, Standard First Aid and CPR certificates. If the coordinator is to be used in the first aid event he / she must also have a valid first aid certificate.

b) Teams may use non-certified members provided the mine manager endorses temporary certificates.

c) All team members except the Coordinator must have had medical examinations for physical fitness within the twelve months preceding the competition.

d) A copy of the Certificate of Qualifications and the List of Stretcher contents must be delivered to the bench judges when the team reports for the bench test.

Dress

a) All team members except the Coordinator shall wear approved self-contained breathing apparatus. Any approved device that will afford adequate personal protection under the condition specified in the problem may be used.

b) All team members shall wear approved head protection, safety footwear, safety eyewear, gloves and long sleeved fire retardant clothing with an identifying number affixed to the sleeve of the clothing

c) Underground team members 1-6 must be equipped with miner's lamp or approved lights.

d) Gloves must be worn when required.

Surface Field Problem

Surface Field Problem Competition

All judges, assistants, and live casualties will be briefed on all required duties and actions prior to the competition.

The surface event requires a six member team. It is mandatory that all members of the team wear the following personal protective equipment:

- Hard hat or rescue helmet
- Safety boots with appropriate ankle support
- Fire retardant, long sleeve clothing
- Gloves – palms must be leather or synthetic leather
- Eye protection

All team members must have an identifying number on sleeve (1-6).

The event coordinator will be responsible for developing the problem and ensuring that equipment lists are sent to all teams. This list will be a minimum required to complete the problem and teams may bring extra gear if they wish. All teams will be responsible for supplying all equipment for the competition. The scenarios will be developed in such a way that the teams will be able to use their own equipment and will not be subjected to specialized or unfamiliar gear. However, the teams must be familiar with all of their equipment and know all applications. The event coordinator will be available for any questions on equipment.

To prevent any preconceived ideas of what the scenario will be, or potential discrepancies in diagrams and written outlines of the scenario, no information pertaining to the scenario will be given out prior to the competition. All teams will be on a level playing field and must address the scene as if they were rolling up to a real emergency.

Each team captain will receive a 3 minute briefing on the problem where they may ask questions and view the scene. The captain will then have 2 minutes to brief his team on the problem. At this point the head judge will blow the whistle and time will start.

This event has a wide range of possibilities and may involve, but will not be limited to, the following:

- Gas detection
- Hazardous materials involvement
- Confined spaces
- High angle rescue
- First aid skills
- Fire extinguishment
- Victim Entrapment
- Breathing Apparatus use

The event coordinator will assume that all equipment has been maintained as per manufacturer specification and applicable regulations or standards. Certification of operability or maintenance will not be required. The problem requires that the equipment be present and that the applications of the equipment are correct. (Example: gas detector is present and team member demonstrates proper use and can explain what is being tested. Proof of calibration is not required, but the member should verbalize that a bump test and fresh air test was completed).

Due to the exposure of team members to potential harm, all judges have the right to stop any operations that are considered unsafe. Unsafe acts will be marked as demerits and the time clock will not stop. The head judge will give reason, in a timely manner, as to why the operation was stopped and that a new approach will have to be considered.

The scoring will be based on the merit system. The team with the highest total merits will be declared the winner.

SMA Surface Field Event Minimum Equipment List

4 – Breathing Apparatus
2 – Gas Detectors with a minimum of 20 feet of hose (3 or 4 gas)
1 – Basket Stretcher
1 - Spine board
1 – Litter Bridle for stretcher
5 – 150 foot ropes ½"
6 - Edge Softeners
6 – Rescue harnesses
6 - Lanyards
8 – Pulleys
12 - Carabiners
1 – Brake Rack
1 – Belay System (tandem prusik with LRH or 540 belay)
6 – Anchor Straps
6 – Assorted lengths of webbing from 2 metres – 5 metres
6 - 8mm prusiks
2 – Spinal collars

Tie-Breaking Criteria

In the event of a tie the determining factor will be time, and if a tie still exists the team with the highest number of merits within the "Discipline" heading of the score sheets will be declared winner.

Proficiency Event

PROFICIENCY COMPETITION

All judges and casualties are to be briefed on required actions and guidelines prior to competition.

The Proficiency Competition is made up of the following components:

- Written Test
- Bench Test
- Practical Gas Test

Determination of the overall winner of this event shall be done by adding merits from each portion of the Proficiency Competition shown above. The team with the highest total merits will be awarded first place.

Written Test

A written exam will be given the day before the competition. Each team member will write a 30-question examination pertaining to Mine Rescue Procedures, Mine Rescue Equipment, Gas Testing and First Aid. A minimum of 5 questions from each category will be asked.

Resource materials for this examination will be obtained from the “Mine Rescue for Saskatchewan Mines” training manual, St. John Ambulance First Aid Manual and the Ansul (Saskatchewan Mining Association Fire Training Manual).

For Surface teams, the addition of IFSTA manual 4th or 5th addition will be used in place of the Mine Rescue Manual and will include:
IFSTA 5th Edition chapters 1, 2, 3, 6, 7, 8, 11
Chapter 1 – Firefighter Orientation
Chapter 2 – Firefighter Health and Safety
Chapter 3 – Fire Behavior
Chapter 6 – Portable Extinguishers
Chapter 7 – Ropes and Knots
Chapter 8 – Rescue and Extrication
Chapter 11 – Ventilation

All team members, at a pre-determined place and time will write the exam.

Merits will be determined by using the following formula:

Total Merits = Merits assigned

Two judges will be responsible for this event.

Only team members and judges are allowed in the examination area.

Bench Test

Team members 1-6 will have 20 minutes to examine auxiliary breathing apparatus, gas testing equipment and prepare respiratory breathing apparatus to be used in the mine problem. Stretcher contents do not have to be checked but the contents list must be handed in prior to starting the bench test.

Teams will be judged on the following:

- Proper team qualifications
- Stretcher and its contents
- Auxiliary back-up breathing apparatus
- Supplies and equipment
- Draeger BG4 or BioPak 240R Field Test
- Examination of gas testing equipment

See judge sheets for each of the above along with details of merits

Merits will be determined by using the following formula:

Total Merit Points per Team = Merits

After the bench test is completed, the team will be escorted to the briefing area where they will meet with their Coordinator.

Briefing

Ten minutes prior to the Bench test, the Coordinator will be taken to the briefing area. The Briefing Judge will give the Coordinator three copies of each mine plan along with a description of the mine problem and relevant information. The Coordinator will then have 30 minutes to prepare the team maps and decide upon a course of action for his team.

Practical Gas Test

The coordinator and one team member will be selected from members 1-6 to demonstrate the procedures used to test and evaluate toxic and flammable gas concentrations.

The selection will be made in the gas testing area. The Coordinator will roll the die to determine which team member will perform the practical testing.

The practical gas test will consist of:

- Selection of multi gas tester- Draeger, Gastec or Draeger CMS
- Field Test of the selected equipment to ensure proper working function
- Perform bump test and calibration of electronic gas detector
- Make test using the selected gas testing equipment
- Interpret gas concentrations

Team members conducting the gas test will then write a written exam pertaining to gasses. Merits will be determined by using the following formula:

Total Merits of Practical Gas Test = Merits

Maximum time allowed for the gas test is 30 minutes.

Total merit points for the Proficiency event shall be distributed as follows:

- Exam = 210
- Bench Test = 190
- Gas Test = 100

Tie-Breaking Criteria

In the event of a tie, the team that has the most merits on the written exam shall be declared winner.
If this still results in a tie than the team with the most merits in the Bench test shall be declared the winner.
If this still results in a tie than the team with the most merits on the Gas test shall be declared the winner.

First Aid Competition

2015 SMA FIRST AID COMPETITION GUIDELINES

These first aid guidelines were designed as a training tool for first aid teams. They were developed for competition purposes only. Discretion should be used in actual mine emergency situations.

Over the last few years we have seen many of changes to the way in which we perform first aid and CPR. Members of your teams are constantly training to add to their existing first aid skills and act as a member of your Mine Rescue Response team.

This year St. John Ambulance will not be adding additional equipment. We will continue to focus on the overall management of an emergency scene including communication, safety, triage and patient management.

Forming a Team

Your emergency response team is already filled with people who possess the necessary attributes for a good team. They are willing to assist their fellow workers and citizens in a time of need. They are willing to go through the many hours of training needed to become a proficient member of an effective team to accomplish common goals. This specific area of the competition – providing effective first aid to each of your patients while keeping in perspective the needs of the whole group will be of benefit should an emergency occur at your site.

Your six man team will be required to demonstrate their first aid proficiency in an industrial accident problem prepared and judged by St. John Ambulance in the areas of Standard OHS First Aid and Intermediate First Aid – including Spinal Immobilization, Oxygen Administration, Load and Go criteria, and dealing with a death. St. John Ambulance will be offering a 20 minute problem. Your team will be evaluated based on the time allotted. Our judge's focus will be on the quality of the rescue and the team's accomplishments within that time frame.

Selecting the Team Captain

The choice of team Captain is a decision that must be made by the team for their own reasons. The Captain will normally be a clear-headed leader who is able to make decisions quickly and communicate the information to the team members as well as a 911 operator in an effective and easily understood manner. The Captain should have a full understanding of the skills and knowledge required for first aid.

It is recommended that all members of the team practice in their role of team Captain to assist them in understanding all of the complexities the Captain must consider and the pressures on the team leader. This will often result in better communication between the team members and Captain during the competition.

Team Practice

This is where the real benefit of competitions if found. Most first aid training sessions are based on following the book and doing what the manual says for the injury that is being practiced that day. This approach is fine and well for practicing a sling or a bandage but does leave a bit to be desired when thinking of the whole person approach to first aid. The best form of training for competition is scenario based. This approach incorporates the basic skills with a scene that requires consideration of many outside factors. The patient's wounded hand can no longer be your only concern or focus of attention. This develops experience in dealing with complicated situations. There are only 2 ways to develop this type of experience. One is to be at the scene of many injuries. The other is to be well prepared and trained through scenarios.

The basis for all training for first aid in emergency response teams is the Standard OHS Level First Aid Course. This program and all of its basic principles are captured in the manual "First Aid Reference Guide (FARG)" and the "Intermediate First Aid" (Medical First Responder) guide. A clear understanding of these manuals will be critical to your success during the competition. But this will not be the only studying to attain success in the first aid event. This manual will help to upgrade your basic skill. We will be covering things such as making a "load and go" decision. We will set out the criteria for load and go later in this portion of the guidelines.

Regular practice should aim at welding the individuals into a team. No team can hope to compete successfully if they leave their training until a month or so before the competition. The assistance of competition minded instructors and lay persons is very valuable in training. They can set or help set the scenario, critique the work done and point out improvements required by the team.

Staging

Competitions will be conducted on as practical a level as possible. The ability of the competing teams should be tested under conditions as realistic as possible. The ideal goal is to present a problem to a team that is so completely and thoroughly simulated that verbal and written prompts are only necessary to explain such things as weather condition, time of day, etc.

Teams should be prepared to deal with multiple casualty incidents.

Team Briefing

Before each team enters the scenario either the Event Coordinator will brief them. The team will be provided with any information that is deemed necessary. This may include a description of the scene, and will include information that is not self-evident. This information would include any subject which cannot be simulated, and which would affect decisions and action of the team such as:

- Time of day
- Weather Conditions
- Particular Surroundings
- Communications available
- Instructions for disposition of the casualties i.e. Transportation available

The team will be allowed to discuss and familiarize themselves with the content of the narrative. While they may ask questions of the judge, answers will be given at the judge's discretion.

This year the St. John Ambulance coordinator will not be reviewing the rules prior to the team going into the scene. It will be the team's responsibility to be fluent in what the rules are and will receive demerits for breeching any of the following rules:

- The team will have 20 minutes to complete the problem. The captain will receive a two minute warning prior to completion of the 20 minutes.
- The captain will not be communicating with a scene judge on the scene the captain will be provided with a radio and will be communicating with a dispatcher.
- Teams will be allowed to enter with their 6 person team.
- Team members will be allowed to carry into the scene with them gloves, pocket mask and a notebook and pen. However this notebook may not contain any prompts. (Coordinator will view notebook or tape prior to entering). The pad cannot have any pre-set blanks or acronyms such as SAMPLE, TPR, and LOC.
- No team will be allowed to carry on them any additional supplies such as triangular bandages, scissor, small first aid kits, etc. All supplies will be supplied to your team. Any teams entering into the scene with any supplies such as first aid products, lock out, scissors etc. will receive demerits.
- Your team will be allowed 2 minutes to review the contents of your supplies. They are the same supplies as we had available for you in lock up.
- Again for this year's competition we will have an Oxygen Admin. Judge and a safety judge. If your safety judge points out an unsafe practice the team will be given the opportunity to correct the unsafe practice and will be allowed to continue. Demerits will be assessed accordingly.
- If a patient says "No Duff" this means that something is really wrong and we ask that the rescuer addresses the concern for this term is used to separate the real discomfort from the acting. "No Duff means it is real".
- Your time will begin when you pass the curtained area and your staging area will be behind the orange duct taped area at the back of your scene.
- Anyone brought to the staging area must be accompanied by the primary rescuer and the primary rescuer for each patient must remain in the staging area with their patient. The other rescuers may return to the scene to further assist. This means one rescuer per patient.
- The only person that can terminate the scene is the scene judge as a result of time or the team Captain as the team met their objectives.
- As this is the first aid portion of the day's competition the team will not be required to perform any tasks that are not first aid related such as fighting fires, gas testing, rope rescue, etc.

All team members must have canvas or leather safety gloves, and may use them for any suitable purpose. Although patient gloves will be provided, it is allowable for team members to bring their own gloves and pocket mask. The gloves provided may be used for replacement of torn gloves but the pocket mask is to be used on one patient only.

Team Procedure

The Team Captain is usually the spokesman for the team. Any member may question the judge regarding some particular point as the competition proceeds. Team members must report all-important matters regarding patients to the Captain. This information is critical to the Captain as decisions on transportation and other matters maybe affected by this information.

Referring to Lesson 1 on Emergency Scene Management found in the Intermediate level First Aid Attendant Student Manual for Saskatchewan Mines, as an emergency response team at the scene of an incident you must:

- Identify yourselves as an Emergency Response Team and warn the patients not to move. Take control of the scene and do a scene survey.
- Assess hazards and make the area safe, this includes biohazards. If not already done so, put on personal protective equipment.
- Find out the history of the scene. How many patients there are and what the mechanism of injury is.
- Once the team Captain has assigned a team member to a patient, the Captain is to radio the dispatcher with the location and description of the incident and make them aware that they are on the scene. This must happen prior to starting triage. Further communication with regards to number of patients, resources required and any change in patient condition, will be required to be reported to dispatch as a part of the communication portion of the first aid problem.

Rescuers once assigned to their patient must: (This is the critical area of patient care and where teams receive the most demerits)

- Identify themselves to the patient they are working on and offer to help.

- Assess responsiveness. If the patient does not respond in any fashion, the Captain must be notified immediately that the patient is a “load and go”. If the patient is responsive, eye, verbal and motor response must be assessed. (squeeze fingers, blink eyes, state name)

- If the patient is unresponsive, assess the airway by using the jaw thrust without head tilt if trained or the head tilt chin lift if not trained. If the patient is responsive and can speak without interference then the airway is clear.

- Assess breathing – if the patient is unresponsive, assess breathing and a carotid pulse at the same time by looking, listening and feeling for 5 -10 seconds. A responsive patient may simply be asked, “How is your breathing”? Assess the rate and quality of respirations and report this to your judge. The judge will then confirm the breathing rate the patient will have for the scenario.

- If during your assessment of the breathing and pulse reveals the patient is not breathing but has a pulse, begin CPR. If not breathing and no pulse low priority if there are three or more patients on the scene. If breathing a rate and quality will be required.

- Next step, check for the presence of shock by assessing the color, temperature and condition of the skin and a radial pulse check. A rate on the pulse is not required during the primary however do not forget to verbalize the quality.

- Complete a rapid body survey to look for signs of life-threatening injuries such as major external/internal bleeding and major fractures. At this time rescuers should also be looking for medical alerts and medications.

- Once you have completed the rapid body survey you will either have determined that there is no serious threat to the patients' life or will have given first aid for any immediate threat to the patients' life. You will now decide if this patient is a "Load and Go" or a "Stay and Play". At this point the Captain will have received reports from all rescuers regarding patient information and will request additional help, as required. This process should take the rescuer no longer than 2 minutes.

- No treatment decision should be made until after the primary assessment unless the patients' condition is grave enough that it requires immediate intervention, i.e. impaired airway, deadly bleed, etc. Apply O2 if required.

It is often pointless to sit and put a splint on a patient's leg while he/she is in serious condition and the "Golden Hour" ticks away. Your assessment will be critical in determining which will do the patient more harm, moving his injured leg or delaying his transportation to medical care.

Basic criteria for a load and go are as follows:

- Inadequate or absent breathing that cannot be quickly relieved by methods such as abdominal thrust, suction
- Respiratory distress that is not immediately relieved by oxygen
- Cardiac Arrest
- Altered level of consciousness
- Uncontrolled or severe bleeding
- Signs and symptoms of severe shock
- Significant chest injury
- Severe medical problems (poisoning, allergic reaction, etc.)
- Severe burns
- Femur fracture to one leg if circulation is impaired or femur fractures to both legs
- Pelvic Fracture
- Head Injury with unconsciousness, decreasing level of consciousness or where there is a penetrating wound to the head.
- Unequal pupils
- Your gut feeling. If the patients' condition seems worse than it should be for the injuries that you have found you may want to think about a load and go.

*Note: Because a baseline history (SAMPLE) and vital signs are necessary to evaluate on going patient care, you must complete these before loading for transport. (Must be done on all patients before the scene is called or demerits will be assessed accordingly).
Therefore the SAMPLE and vitals can be done in the staging area. An unresponsive patient will not be able to give you a history, (rescuers should make sure to look for medical alert information or ask bystanders at the scene) but you will still get a baseline set of vitals.

For competition purposes, a secondary Head to Toe examination is not required if the patient meets the Load and Go criteria. You will be judged on the Head to Toe examination for any other patient. Note: In real life incidents with Load and Go patients, a secondary Head to Toe assessment would be completed enroute to advanced medical facility.

- Complete a patient history, if the patient is responsive you will ask them several questions using the acronym: S.A.M.P.L.E. If the patient is unresponsive you will look for medical alert

information and question bystanders and other patients to gain as much information as possible about your patients' history.

Assess vital signs. Take and record the time taken: (At least two sets of vital signs are required for each patient)

- Level of consciousness (eye, verbal, motor)
- Rate and quality of respiration's
- Rate and quality of the pulse
- Skin condition and temperature

Complete a secondary head to toe examination. When you have done the secondary exam, you can treat non-life-threatening injuries (i.e. splinting)

Team Marking

The marking sheet is usually divided into three major categories with marking for each function allotted on the seriousness of an error or omission.

The three major categories are:

1. Team Approach

- Assessment and removal of hazards
- Approach to the patients
- Overall management of incident
- Calm and professional manner

2. First Aid Treatment

- Proper and thorough assessment
- Injuries and conditions treated in proper order of priority
- Proper treatment of injuries and conditions
- Proper priority given to transportation
- Proper packaging and gentle controlled handling
- Proper administration of oxygen and identification of LPM & Oxygen adjunct equipment and time applied to patient

3. **Communication** - The Captain will be required to request any additional assistance necessary through the 911 operator/dispatch. This area will also evaluate team communication.

Let's look at each of these areas individually.

Team Approach

This area is of vital importance to the overall safety of your team and anyone in the scene. No team is a winner if a member is seriously hurt or dies to a missed safety hazard. That being said, when you remove a hazard, remember that you are trying to make the area as safe as reasonably possible. Hazards must be neutralized (i.e. chemical or biohazard) or moved clearly out of the way. Material moved should not be placed in a position that will block the path to the exit. Lock out/tag out principles apply. Taping off the area to prevent further access by

unauthorized persons, and although your team will not be required to perform air tests or put out fires air quality in certain areas as outlined by the scene judge can pose a hazard to the team.

Overall management of the scene will fall on the shoulders of the Captain. He/She will ultimately make most of the truly critical decisions. Proper allocation of resources and decisions on "Load and Go" or Stay and Play" will have to be made by someone in overall charge of the scene. The Captain will have to stay calm under pressure and listen to the information and advice from team members, but the final decision will be the Captain's because any load and go or other major decision may leave the team short one or more members.

First Aid to the Patients

A patient assessment is the main area where teams lose points. Often starting with an incorrect assessment and applying incorrect first aid based on the assessment. Judges are looking for a thorough assessment based on a good investigation. Providing an assessment of a fractured lower leg without exposing the limb and having steady and support of the fracture is not good assessment practice. It also means we need to look at a way of providing points to a team that does expose and follow through.

First Aid for each injury is based on the "First Aid Reference Guide" and the "Intermediate First Aid" (Medical First Responder) guide. It must be kept in mind that not every treatment outlined in the manuals can be done exactly as shown in the book when you are dealing with a scene. You are the help at your mine and the decisions you make should reflect that. You must be able to account for the difference in treating one injury when it is complicated by a second injury and decide when giving a long winded first aid procedure is not in the best interest of your patient. This involves being able to use common sense and judgment.

Communication

Communication between team members will be watched to ensure that it is clear and contributes to the proper treatment of the patients. It should be clear, accurate and as much as possible, not threatening to the patient. You should not be trying so hard to talk flowery around the patient that your team members have to guess what you are saying. Make sure you are communicating with your patients' judge as well. If the judge does not see it or hear it you may receive demerits.

Standard Equipment

Standard equipment will be provided for teams to carry to the scene for their use:

- Scene management supplies, i.e. shop towels for biohazard material, wheel chalk's, lock out, scene tape, additional gloves, scaling bars (underground problem).
- 1 basket stretcher
- 1 spine board and 5 speed straps
- 1 Scoop Stretcher
- Kendrick Extrication Device (KED)
- 1 head Immobilizer (Laerdal speed blocks)
- 2 adjustable stiff neck cervical collars
- Automated External Defibrillator

- 6 blankets
- 1 set of “B-splints”
- 1 Ambu suction device
- 1 mouth to mask barrier device
- 1 first aid kit with standardized supplies
- O2 equipment: D tank, tubing, nasal, simple, PNRB, pocket mask, BVM, and Oropharyngeal airways

Game Day

While you are in lock up, you may examine a replica of the competition stretcher, first aid kit and contents, and an airway management kit including an O2 cylinder. Take the opportunity to become familiar with the equipment that is provided**.**

Note: the O2 tank at the competition site will be full – be aware of a potential hazard to the rescuers, patients, judges and spectators. Safe handling procedures must be followed at all times – judges may stop any unsafe practices (demerits will be assessed)

In the event of a tie the First Aid Coordinator and the scene judge will evaluate the judges marking sheet. They will extract the critical criteria:

1. Time off the scene for the Load and Go (s)
2. Order in which patients were removed from the scene
3. Team approach (demerits based on scene judges marking sheet)
4. Communication (demerits based on scene judges marking sheet)

To evaluate your teams this year we are providing a scenario training evaluation sheet, Scene Judge, Oxygen Judge, Safety Judge, 911 Dispatch Judges marking sheets. We have added the possible demerits based on patient assessment. For competition purposes additional demerits will be added for treatment of the patients.

SMA Scenario Training Evaluation/Patient Judge Marking Sheet

SCENE SURVEY				
	Points	**Lead**	**Partner**	**Comments**
Dispatch Info				
PPE - all rescuers (gloves, mask)	10			
Hazards - popps	5			
Number of Injured	10			
Mechanism of Injury	10			
Identify/Obtain consent	10			
Blanket for shock management	15			
Support head and neck (Advise not to move)	20			
Send for extra resources (Ambulance, fire etc)	40			
PRIMARY ASSESSMENT				
Level of Consciousness (eye,verbal,motor)	20			
Airway: ask or open	50			
Suction or clear	10			
Breathing: Rate, Rhythm, Depth	50			
Circulation: Pulse - rhythm & strength	15			**No rate required**
Skin color, temp, condition	15			
Rapid Body Survey - Medical Alert/meds	5			
Head and neck	5			
Shoulders and arms	5			
Chest	5			
Abdomen	5			
Hips	5			
Legs	5			
Verbalized injuries	15			
Treatment decision	50			
Positioning of Patient	25			
Decide Load & Go or Stay & Play	50			
Update EMS on patient status	20			
O2 by the end of the Primary	50			
SECONDARY SURVEY				
HISTORY				
Symptoms	3			
Allergies	3			
Medication	3			
Past pertinent Medical History	3			

Last Meal	3			
Events leading up to	3			
VITALS				
Respirations: Rate, Rhythm, Depth	8			
Pulse: Rate, Rhythm, Strength	8			
Skin Condition and temperature	8			
Level of Consciousness: eye, verbal, motor	8			
HEAD-TO-TOE not required on a load and go!				
Head and neck	5			
shoulders and arms	5			
Chest	5			
Abdomen	5			
Hips	5			
Legs	5			
TREATMENT				
Shock(s) management	10			
Protect Personal belongings	5			
Monitor vitals	5			
Ongoing Care	20			
Over all patient care	200			
COMMENTS:				

911 Dispatch Judges Marking Sheet

Task	Complete?	Comments	Merits	Demerits
Radio Check			5	
Nature of Call			5	
Location			5	
Number of Injured			5	
Additional Resources Requested			20	
Information Updates			60	
(i.e. changes in patient status)				
Totals			100	0

Safety Judge Marking Sheet

Teams will be assessed 10 demerits for each safety infraction. Multiple instances of the same infraction will result in multiple demerit assessments. A maximum of 200 demerits may be assessed by this judge.

Description of Infraction	Infractions	Demerits
Failure to remove all hazards		
Failure to change gloves between casualties		
Straps hanging from board or basket		
Failure to use pocket mask		
Rescuer walking off scene backward without a guide		
Oxygen bottle left standing		
Pocket mask re-used		
Rescuer steps over casualty		
Rescuer carries or passes equipment over casualty		
Other infractions:		
Total Demerits	200	0

Scene Judge Marking Sheet

			Comments	Merits	Demerits
Team Approach:					
Teamwork - Good/Fair/None				60	
Delegation - Good/Fair/None				60	
Communication - Good/Fair/None				60	
Scene Survey:					
Scene safety - remove hazards				100	
Ensure gloves on all - 10 pts per person will be assessed				80	
Identify # of casualties				20	
Communication with Dispatcher/911 Operator				100	0
Resources:					
Additional supplies/resources requested at what time?					
Triaged Patients:	**TIME ID' d**	**Time out of Scene**			
Casualty 1 -				35	
Casualty 2 -				35	
Summary of Demerits:					
Casualty 1 -				1132	0
Casualty 2 -				757	0
Safety Judge				200	0
Scene Judge				550	0
Oxygen Judge				150	
Totals				**2789**	**0**

Oxygen Judge Marking Sheet

Procedures for Use of Oxygen	Possible Demerits	Actual Demerits
Remove Seal	10	
Purge Tank	10	
Remove Full Label	10	
Check Regulator for Seal	10	
Apply Regulator and Record PSI	10	
Select Appropriate Delivery Device	10	
Select Appropriate Flow Rate	10	
Apply Mask and Record Time	10	
Remove O2	10	
Shut off Tank and Record PSI	10	
Bleed Down Tank	10	
Remove Regulator	10	
Calculate Time Left on Tank	30	
Total Possible Demerits	**150**	

Tie-Breaking Criteria

In the event of a tie the First Aid Coordinator and the scene judge will evaluate the judges marking sheet. They will extract the critical criteria:

1. Time off the scene for the Load and Go (s)
2. Order in which patients were removed from the scene
3. Team approach (merits based on scene judges marking sheet)
4. Communication (merits based on scene judges marking sheet)

Each placing within this event shall be reconciled using this method.

Fire Fighting Competition

Fire Fighting Competition

All Judges and helpers are to be briefed on required actions prior to the competition.

A six-man team is required to extinguish a selection of fires and demonstrate recharging and inspections procedures of portable fire extinguishers.

Team members must wear a minimum of the following personal protective equipment:

- Hard hat
- Safety boots (over the ankle minimum)
- Long-sleeved, fire-retardant clothing, (Natural fibre at a minimum, FR preferred)
- Gloves
- Eye protection

The SMA will supply the following equipment:

- Twenty pound (20 lb.) cartridge operated extinguishers
- Sodium Bicarbonate (BC) dry chemical.
- Appropriate Cartridges (CO2 or Nitrogen)

Each team is responsible to supply the following:

- Tools & equipment used in the recharge (scales, funnels, tags, seals, brushes etc.)

Each team must ensure that the above requirements are in place on the fire competition site immediately prior to their team competing. Should equipment not be available immediately after briefing is completed, five (5) demerits will be assessed. Teams taking longer than five minutes to have their equipment available will be disqualified.

The event coordinator, judges or helpers will not be responsible for any materials left on site before, during or after the fire competition.

Should firefighting equipment other than the above listed be required, it will be provided and could include but not be limited to, water pump tanks, pressurized water extinguishers, 2 ½ gal. Pressurized foam extinguisher, CO_2 extinguisher or multipurpose dry chemical.

The props to be selected could include but are not limited to the list below:

- T pan with or without obstacle
- Paint Cabinet
- Tri Level
- 50 Sq. Ft. Pan with obstacle
- Hanging Pail Fire
- Sq. Pan with electric motor
- refer to SMA Fire Training Manual

Judges reserve the right to change or modify any of the above props without notice.

Each prop will be fueled with 5 gallons of fuel (50% diesel, 50% gas) or the appropriate fuel for that prop. Each prop will have a predetermined pre-burn (usually a 30-second pre-burn). Once the team has completed the evolution, remaining fuel in each prop will be burned off.

Sequence for firefighting will be:

- Judges will brief team on arrival to the competition site.
- All required extinguishers will be recharged. Two will be both judged on procedure and timed, any others are not judged.
- Two 20 lb cartridge operated extinguishers will be set up for inspections. These will be the same for each team. Inspections to be based on NFPA 10 requirements.
- Judges will present the props to the team captain and brief on the simulation. Captain will be required to select the team members to conduct each portion of the simulation and decide any specific procedures to follow. This is a timed portion of the event.
- Team members selected for firefighting will position themselves approximately 25 feet in front of their respective prop. Extinguish all fires as directed by the captain.
- Judges reserve the right to change this sequence at any time.

Merits will be lost for, but not limited to the following infractions:

- Standing over extinguisher when pressurizing
- Turning extinguisher upside down and banging it on the ground
- Failing to check extinguisher before entering the fire area
- Poor team work
- Splashing
- Standing over the prop area
- Not approaching fire from the right direction
- Running
- Turning your back to the prop without the proper retreat
- Failing to extinguish fire completely
- Improper handling of nozzle
- Failing to protect partner
- Poor communication
- Unsafe procedure
- Attempting to fight a two rescuer fire with only one rescuer using dry chemical

Merits Distribution (see score sheets)

Preparation and approach	40 merits
Method of application	50 merits
Extinguishment & Retreat	40 merits
Subtotal	130 merits per prop

Recharge extinguishers	14 merits/recharge
Inspections	6 merits /inspection

Recharge will be performed in the order set out on the attached score sheets. Failure to follow order will result in loss of merits. Missing a step will result in losing 1 merit. If a step is missed that could impact the safety of the team member, the member will be stopped and no further

merits will be issued for each step that was then missed. Each step of the recharge is worth 1 merit. There will be no verbal communication between team members during recharge. Each team is to provide their own recharge tools (a second scale and funnel will be provided on the grounds. Judges must be informed of their need prior to the team's time to compete).

Inspections will be done by the designated team members on two (one each) 20lb cartridge operated dry chemical extinguishers. All inspections will be based on the requirements of NFPA 10, and the judges will determine the number of items per extinguisher that need to be identified. Merits will be given for identifying each pre-planned item as deficient.

The team with the highest total merits will be declared the winner.

Merits will be determined using the following formula: Total merits per team = Merits

Tie-Breaking Criteria

In the event of a tie, the team that performs the extinguisher recharge in the fastest time will be declared the winner. Fastest time is derived using the slower of the two times per team.

Each placing within this event shall be reconciled using this method.

Fire Training Safety Plan

Conducting live fire training is an effective way to teach different techniques for using a hand portable fire extinguisher. However while the training fires are controlled, the evolution is still using live fire and there is always the possibility of injury. By following this plan the risk of injury should be greatly reduced.

Set up

The first area of risk is during the set-up of the props. There is the risk of strains and tripping hazards. At the time of set up consideration should also be given to fuel storage and proximity to flammable/combustible materials.
Where possible use forklifts to move props, these props can weigh in excess of 200 hundred pounds! Where this is not possible use an adequate number of people utilizing proper body mechanics.
When handling water lines for filling props, use proper body mechanics & adequate manpower for the job. Fill to the desired free board (4" – 6")
To minimize tripping hazards surface should be smooth & level, backup hose lines (when used) should be placed to minimize tripping hazards. All other materials that may be required should be placed so as not to pose a tripping hazard.
A minimum distance of between 30' to 75' from flammable/combustible materials is acceptable; however check for the amount of radiant heat at the safety perimeter. Distance between training props should be at least 15' – 20'. Fuel storage should be a minimum of 50' from the training area.

Fuelling

When fuelling the props our three main concerns are fire hazards, fuel spills and strains.
Limit the amount of fuel per prop (for standard props this is generally less than 5 gallons per prop). When handling the fuel use good body mechanics as the fuel can weigh in excess of 40 pounds. Keep the lighting torch a minimum of 10' away while refueling.

If refueling a metal prop for class "B" fires, great care must be exercised as the metal can be hot enough to ignite the fuel.

If you are using class "A" material for training & you are going to use class "B" material as an accelerant, extreme caution should be used. The Class A material should be overhauled after each evolution and replaced with new Class A material. Have back up fire protection and first aid kit on site. In all cases props should be cooled as much as possible in order to prevent re-flashes.
Fuel props carefully to avoid spills. If spills occur take care to stay out of the spill area. At a minimum the fueler should be wearing FR coveralls or clothing, hard hat, safety glasses, and leather gloves. The fueler should be wearing clothing under the coveralls as an extra thermal barrier. If the fueler has excessive fuel spilled on their coveralls, the fueler should be replaced with another person or change their coveralls to clean coveralls.

Lighting The Props

When lighting the props, great care must always be exercised. This is even more important when lighting a prop that has already been used.

The "lighter" will not ignite the prop until they are given the order by the person in charge of the evolution. **The order to ignite will not be given until the fueler is clear of the area.** The "lighter" should be wearing, FR coveralls or clothing (Coveralls are recommended with clothing under the coveralls as an extra thermal barrier), hard hat, safety glasses, and leather gloves.

When lighting carry the torch low as the hydrocarbons we use are heavier than air and the vapours will collect on the ground.

Limit the amount of fuel per prop (for standard props this is generally less than 5 gallons per prop). Keep the lighting torch a minimum of 10' away while refueling.
If refueling a metal prop for class "B" fires, great care must be exercised as **the metal can be hot enough to ignite the fuel**.

If you are using class "A" material for training & you are going to use class "B" material as an accelerant extreme caution should be used. **The Class A material should be overhauled after each evolution and replaced with new Class A material.** If it is deemed necessary to refuel & the props are still hot have a charged extinguisher & a firefighter provide backup protection for the fueler. Back up fire protection and first aid kit must be on site.

The lighter should NEVER be the same person that is fuelling the props.

Firefighting

The primary hazard in the actual firefighting is fire hazards, tripping hazards & strains.
The "firefighter" should be long-sleeved fire-retardant clothing hard hat, safety glasses, and leather gloves. The firefighter should avoid stepping into any fuel spills and use the range of the extinguisher.

To avoid tripping the surface should be smooth & level, backup hose lines should be place to minimize tripping hazards. Fire fighters should not run, but move in a smooth controlled manner to the fire.

People that are judging and/or observing the evolutions should be wearing the same minimum required protective clothing as the firefighters and cognizant of the goings on of the evolution. These persons should be available to perform assistance or rescue should an incident occur at the props. i.e. slipping, tripping, falling.

A fully charged fire extinguisher can weigh in excess of 40 pounds, use proper body mechanics when handling the extinguisher.

When the evolutions are done, burn off all class "B" props of remaining fuel & ensure props are cool before leaving the area. With class "A" props overhaul & check for hot spots before leaving.

Practical Skills

PRACTICAL SKILLS COMPETITION

All Judges and helpers are to be briefed on required actions prior to the competition.

Format for this event will change on a year-to-year basis.

For this event, a 6 member team will be required. Some of the possible types of scenarios could include:

- Team approach to an underground/surface emergency
- Various types of rescue procedures
- 1, 2 or 3-man teams completing demonstration of:
    - fire extinguishing methods
    - specialized first aid skills
    - gas testing techniques
    - breathing apparatus checks/demonstrations
    - oxygen usage
    - verbal questions

Team members must wear the following personal protective equipment:

- Hard hat
- Safety boots
- Long sleeved coveralls or shirt
- Gloves
- Eye protection
- Breathing apparatus (if specified before competition)
- Fall protection (if specified)

Specialized equipment will be supplied or teams will be notified of special equipment requirements.

The team with the highest total merits or highest merits will be declared the winner.

Tie-Breaking Criteria

In the event of a tie, the team that has the shortest completion time shall be declared winner.

Each placing within this event shall be reconciled using this method.

Mock Mine

MOCK MINE PROBLEM GUIDELINES

All Judges, Casualties and Attendants are to be briefed on required actions and guidelines prior to competition.

Under the direction of the Coordinator, the team will enter the mine and attempt to locate and rescue missing workers, extinguish and control fires, examine the mine for dangerous gases and restore the mine to its original condition.

Judging of the Mock Mine Problem takes place in four categories:

- Coordinator and Fresh Air Base
- Safety of Workers in the Mine
- Safety of the Team
- Control of Fire or Other Emergency

Total merits available for each mine problem will be 2,000 points. At the design stage of problem development, the judges will determine the weighting and points to be awarded in each category.

(See attached judge sheets for the above)

Merits will be determined using the following formula:

Total merits from the 4 above categories = Merits

Each mine problem is scored independently from the other. Once the aggregates are assigned the aggregates are totaled to determine the overall placing. Once this placing is determined the aggregate scores are doubled for the overall scoring.

- Example: There are 8 teams competing. The winner of the event (highest merits), will receive 16 points, the second place team will receive 14 points.

Overtime in the Mock Mine Problem will carry a severe demerit of 500 points and the team will be stopped from proceeding.

BRIEFING OF THE MINE PROBLEM

a) At the Briefing Center, the Coordinator will be given the mine problems and three copies of each mine plan. The Coordinator will have 30 minutes to digest the problems, prepare his/her and the Captain's plans and prepare strategy for the rescue operations. At this point he/she will assume the position of the mine manager and briefing officer and will be in charge of the entire operation.

b) When the team arrives at the briefing area, they may get out from under oxygen if desired.

c) The Coordinator will brief the team and answer any questions that the Captain or team members may have. He will instruct the team of its duties and the work that is to be performed in the mine.

d) Team briefing is part of the mine problem. Once briefing is complete the team will proceed directly to the Mine Entrance.

AT THE MINE ENTRANCE

a) The six-man team and Coordinator will report to the Coordinator Judge. The Captain will present his instruments to the team Coordinator for examination. The team may then examine mine entrances and report conditions to the Coordinator. The Coordinator should then issue final instructions and advise the Captain to proceed.

b) The #6 man may be advised to get out of oxygen and remain with the Coordinator. The five-man team will sign the board, tag in and synchronize watches. The Captain will make his final check of team members before proceeding into the mine.

c) The #6 man is not an active member of the team when the team enters the mine but may be used in the event of injury or medical illness to one of the regular team members. He will perform duties as assigned by the Coordinator or as assigned by the event coordinator. Duties may include assisting Coordinator with record keeping, attending to patients as they are brought out of the mine or taking the place of regular team members.

THE COORDINATOR'S CONTROL CENTRE

a) The Coordinator will operate from the control centre where all communications to the underground can be funneled. Based on the Captain's reports and the reports of other teams who may be underground or on surface, the Coordinator should be in a position to appraise the team Captain of all data received and perform duties that a mine manager would be responsible for in a case of an actual disaster.

b) The Coordinator Judge will be in this centre where he will be able to monitor the working relationship between the Coordinator and the Captain.

c) The Coordinator must record the important sequence of events and the times of their occurrence as well as the team's progress in the mine.

THE TEAM CAPTAIN

a) The team Captain will be solely responsible for the safety of his team and any trapped or injured workers he may find. He is responsible for actions taken between communication points.

b) The Captain will communicate with the Coordinator at every available opportunity when important and relevant information has to be relayed.

c) The Captain or one of the team members shall make a map of conditions existing in the mine. This map will be given to the Judges as soon as the Captain has been debriefed by the Coordinator. The Judges will examine the Captain and Coordinator's maps and deductions made for inaccuracies. The use of legends for marking mine maps is permitted provided that a key legend is submitted.

TEAM PROCEDURES IN THE MINE

While many teams have different ways of solving the problem, the following points have been created to give teams and judges a way to ensure consistency.

a) Staple guns or air-powered tools are not to be used to erect brattices. The accepted practice is to use nails.

b) To install a brattice for a fire or safety seal, there should be 3 nails across the top, and down both sides. Simulated shoveling the bottom is also to be done. Seals will be as straight, tight and secure as possible.

c) To use a line brattice to flush stubs, the teams can hold the brattice to the back and form a line into the area to be flushed. A judge will tell the captain when good air has been restored.

d) Banner guard / no road signs are used to indicate the route of travel and as such must be a physical barrier. They must be dated, initialed by the Captain. No-road signs do not need to have arrows.

e) To ensure consistency, erecting brattices to provide an air tight seal or to completely change ventilation can only be done where the total airflow is 30,000 CFM or less.

f) Should a fire, THP or fire seal be within chaining distance, the team will be endangering itself should they go by and not have a safe, explored egress out of the mine.

g) Upon reaching a THP area of the mine, if the team decides to erect a brattice to begin control of the fire, they can be assured that retreating to the closest set back from the THP area would be a safe distance.

h) Once the brattice in f) is erected, it is considered safe to proceed past the fire unless the erected brattice, as in e), is placed at the corner of an intersection.

i) To install a post a timber will need to be cut with enough room for a cap to be placed on top. Wedges are required between the post and cap to secure the post. A judge will stop the team when there is enough tension to begin lifting the sets. If the back is uneven above the cap, voids to be filled with additional wedges to ensure the assembly is secure.

j) To install a drift set, three timbers are needed. Two posts cut to leave enough room for a cap to be placed on top. Wedges are required between the post and cap to secure the post. A judge will stop the team when there is enough tension to begin lifting the sets. If the back is uneven above the cap, voids to be filled with additional wedges to ensure the assembly is secure

k) To install a crib set, team will have to ensure that at no time is any team member under the loose ground. All work to be performed from a safe distance, and the crib assembly installed until the last set is close to the back. Wedges to be installed between the cap and the timbers below it.

l) During the Captain's debrief, the remaining team members will be permitted to restock their stretcher before beginning the 2nd field problem. Teams will need to supply those items that they think they will need to replenish.

m) If tools and equipment are abandoned in the first problem, they will be re-issued to the team.

n) During a mission there may be a time that a Captain may need to split the team. Providing the Captain can maintain care and control of the entire team, this will be permissible. To ensure the care and control, there will need to be limitations. The team cannot perform any duties that would put any members at risk while separated. The split members of the team can travel no more than three intersections apart at any time, but must remain in sight of the Captain.

o) Other than the above, team procedures will be as per the Saskatchewan Mine Rescue manual.

DEBRIEFING

a) Debriefing will occur on completion of the problem or when the team runs out of time. Maximum time is 5 minutes.

b) The Captain will instruct team members to get out of oxygen after the completion of the second mine problem.

c) The Captain will update the Coordinator of his findings starting from his most recent phone call. At this point, the team may confer with the Coordinator and provide any additional details (work left to do in the mine, conditions existing in the mine or make recommendations for the next team to follow).

d) The Coordinator will have 5 minutes to prepare a written report indicating what the next team in the mine should attempt to do and how to accomplish the mission.

Tie-Breaking Criteria

In the event of a tie during individual mine problems, the team with the highest merits in the Safety of the team category will be declared the winner. Should a tie still exist, Discipline and Deportment will be used, then Care of Persons and lastly Coordinator score sheet.

In the event of a tie for overall mine problem, the team that has the highest combined total merits from both problems shall be declared winner. If a tie still exists, the method above will be used, combining both mine problems.

Each placing within this event shall be reconciled using this method.

Overall Competition

OVERALL COMPETITION RESULTS

The aggregate score from the five events (Fire Fighting, First Aid, Proficiency, Practical Skills and Mock Field Problem) are totaled. The team with the highest accumulated points will be declared the Overall Winner - one for Underground and one for Surface.

The Runner Up is the team with the second highest accumulated aggregate points.

The Marshal and Event Coordinator will meet with statisticians (who have independently scored the competition) and individual event judges to compare notes regarding results and agree on event winners and standings.

The SMA Competition Sub Committee will be responsible to ensure all rules for this competition are met.

Judges decisions will be final.

Any discrepancies encountered in these competitions or recommended changes for this competition must be brought to the attention of the SMA Safety Committee for final approval.

Tie-Breaking Criteria

In the event of a tie, the team that has the highest placing in the field problems shall be declared winner.

Each placing within this event shall be reconciled using this method.

Score Sheets

ANNUAL EMERGENCY RESPONSE COMPETITION

FIRST AID COMPETITION

SURFACE

TEAM	TOTAL MERITS	PLACING	AGGREGATE

UNDERGROUND

TEAM	TOTAL MERITS	PLACING	AGGREGATE

There will be a first aid winner for each category. The first and second place team will each receive a trophy. In each category, the team with the highest merits will receive the highest aggregate score.

ANNUAL EMERGENCY RESPONSE COMPETITION

FIRE FIGHTING COMPETITION

TEAM	TOTAL MERITS	PLACING

Transfer all scores to next sheet.

ANNUAL EMERGENCY RESPONSE COMPETITION

FIRE FIGHTING COMPETITION

SURFACE

TEAM	TOTAL MERITS	PLACING	AGGREGATE

UNDERGROUND

TEAM	TOTAL MERITS	PLACING	AGGREGATE

There will be a fire fighting winner for each category. The first and second place team will each receive a trophy. In each category, the team with the highest merits will receive the highest aggregate score.

ANNUAL EMERGENCY RESPONSE COMPETITION

PROFICIENCY COMPETITION

SURFACE

TEAM	EXAM	BENCH	GAS	TOTAL MERITS	PLACING	AGGREGATE

UNDERGROUND

TEAM	EXAM	BENCH	GAS	TOTAL MERITS	PLACING	AGGREGATE

Add total merits for Exam, Bench and Gas in each category to get total merits.
There will be a winner for each category. The first and second place team will each receive a trophy. In each category, the team with the highest merits will receive the highest aggregate score.

ANNUAL EMERGENCY RESPONSE COMPETITION

PRACTICAL SKILLS COMPETITION

SURFACE

TEAM	TOTAL MERITS	PLACING	AGGREGATE

UNDERGROUND

TEAM	TOTAL MERITS	PLACING	AGGREGATE

There will be a practical skills winner for each category. The first and second place team will each receive a trophy. In each category, the team with the highest merits will receive the highest aggregate score.

ANNUAL EMERGENCY RESPONSE COMPETITION

SURFACE PROBLEM

TEAM	PROBLEM MERITS	PLACING	*AGGREGATE

***Team with the highest merits finishes first.**

ANNUAL EMERGENCY RESPONSE COMPETITION

UNDERGROUND MINE PROBLEM 1

TEAM	COORDINATOR	SAFETY	CARE	DISCIPLINE	TOTAL MERITS	PLACING	AGGREGATE POINTS

UNDERGROUND MINE PROBLEM 2

TEAM	COORDINATOR	SAFETY	CARE	DISCIPLINE	TOTAL MERITS	PLACING	AGGREGATE POINTS

Team with highest merits finishes first in each problem.
Transfer aggregate points to next sheet.

ANNUAL EMERGENCY RESPONSE COMPETITION

OVERALL UNDERGROUND MINE PROBLEM

TEAM	AWARDED POINTS MINE PROBLEM 1	AWARDED POINTS MINE PROBLEM 2	TOTAL POINTS	PLACING	*OVERALL AGGREGATE Last place = 2 points Subsequent placing +2

***Team with the most overall aggregate points finishes first.**
In the case of a tie, merits from each mine problem to be added together - the team with the higher total finishes first.

ANNUAL EMERGENCY RESPONSE COMPETITION

OVERALL - SURFACE

TEAM	FIRST AID	FIRE	PROFICIENCY	PRACTICAL SKILLS	FIELD PROBLEM	TOTAL AGGREGATE	OVERALL PLACING

OVERALL - UNDERGROUND

TEAM	FIRST AID	FIRE	PROFICIENCY	PRACTICAL SKILLS	FIELD PROBLEM	TOTAL AGGREGATE	OVERALL PLACING

Total the aggregate scores for each event.
There will be an overall winner for each category. The first and second place team will each receive a trophy. In each category, the team with the highest total aggregate points will be the winner.

First Aid Score Sheet
Team _____

Casualty #			
SCENE SURVEY	**Available**	**Merits**	**Comments**
BSI - all rescuers' (gloves, mask)	10		
Hazards - POPPS	5		
Number of Casualties -	10		
Mechanism of Injury -	10		
Identify/Obtain consent	10		
Level of Consciousness (eye, verbal, motor)	30		
PRIMARY ASSESSMENT			
Blanket for shock management	15		
Airway: ask or open -	50		
Breathing: Rate, Rhythm, Depth -	50		
Circulation: Pulse - rhythm & strength -	15		
Skin condition -	15		
Rapid Body Survey - Medical Alert/meds -	5		
Head and neck -	5		
shoulders and arms -	5		
Chest -	5		
Abdomen -	5		
Hips -	5		
Legs -	5		
Verbalized injuries -	15		
Treatment decision	50		
Decide Load & Go or	50		
Update Captain on casualty status	20		
Send for extra resources (Ambulance, fire etc.)	40		
SECONDARY SURVEY (History)			
Symptoms -	3		
Allergies -	3		
Medication -	3		
Past pertinent Medical History -	3		
Last Meal -	3		
Events leading up to -	3		
Vitals			
Respirations:	16		
Pulse:	16		
Skin Condition -	16		
Level of Consciousness:	16		
Head to Toe:			
Head and neck	10		
Shoulders/Arms -	10		
Chest/Back	10		
Abdomen/Waist/ small of back	10		
Hips/Pelvis/legs	20		
TREATMENT			
Leg Stabilized and casualty secured to Scoop	75		
circulation check before and after splinting	20		
Shock(s) management	20		
Protect Personal belongings	5		
Monitor vitals	20		
ONGOING CARE	200		
must have done at least 2 sets of vitals			

First Aid Oxygen Judge

TEAM _____

Procedures for Use of Oxygen	Possible Merits	Actual Merits	Comments
Remove Seal	10		
Purge Tank	10		
Remove Full Label	10		
Check Regulator for Seal	10		
Apply Regulator and Record PSI	10		
Select Appropriate Delivery Device	10		
Select Appropriate Flow Rate	10		
Apply Mask and Record Time	10		
Remove O2	10		
Shut off Tank and Record PSI	10		
Bleed Down Tank	10		
Remove Regulator	10		
Calculate Time Left on Tank (PSI - Residual x .16 Divide by flow rate)	30		
TOTAL	**150**		

First Aid Scene Judge

TEAM:_____

	Start Time:	End Time:		
Team Approach:		Possible Merits	Actual Merits	Comments
Teamwork - Good / Fair / None		60		
Delegation - Good / Fair / None		60		
Communication - Good / Fair / None		60		
Scene Survey				
Ensure Scene Safety - remove tripping hazards		100		
Ensure all team members and bystanders appropriately gloved (10 points per person will be assessed)		80		
Identify # of casualties		20		
Communication with Dispatch		100		
Resources:				
Time additional supplies sent for:				
Patients	Time identified	Time Off Scene		
Cas. #1 -			35	
Cas. #2 -			35	
Notes: Summary of Demerits per Casualty				
Cas. #1 -		912		
Cas. #2 -		912		
Safety Judge		200		
Oxygen Judge		150		
Scene Judge		550		
	Total	2724		

First Aid Safety Judge

Team:_____

Teams will be assessed 10 demerits for each safety infraction. Multiple instances of the same infraction will result in multiple demerit assessments. A maximum of 200 demerits may be assessed by this judge.

Description of Infraction	**Number of infractions**	**Merits = 200 - (# of infractions X 10)**
Failure to remove all hazards		
Failure to change gloves between casualties		
Straps hanging from board or basket		
Failure to use packet mask		
Rescuer walking off scene backward without guide		
Oxygen bottle left standing		
Pocket mask re-used		
Rescuer steps over casualty		
Rescuer carries or passes equipment over casualty		
Other infractions:		
	TOTAL	

ANNUAL EMERGENCY RESPONSE COMPETITION

BENCH TESTING AND SUPPLIES

TEAM:_____ DATE:_____

Start time of bench test: _____

Finish time of bench test: _____

Total time of bench test: _____

Merit points (deduct 1 point per each minute over 20) _____

	Possible MERITS	TOTAL
1. Have necessary qualifications (Mine Rescue Certificate, valid First Aid Certificate where applicable, Medical).	14 (2 /man)	
2. Hand in stretcher checklist	5 (3 for stretcher list, 2 for accuracy)	
3. Examine auxiliary back-up breathing equipment.	6	
4. Examine gas-testing devices.	10 (5 for electronic, 5 for tube)	
5. Check supplies and equipment by the captain	5	
6. Required personal equipment– Hardhat, safety boots, long sleeves, identifying number, miner's belt, cap lamp. Captain and vice to have signal devices. Members carrying a lanyard or SRL to check this equipment.	18 (3 / man)	
7. Draeger BG4 or BioPak 240R Field Test	132 (See score sheet total)	
Total	190	

Judge 1.
Judge 2.
Judge 3.

ANNUAL EMERGENCY RESPONSE COMPETITION

CERTIFICATE OF QUALIFICATIONS

Mine:_____ **DATE:**_____

NO.	NAME	AGE	MINE RESCUE CERTIFICATE NUMBER	1ST AID CERTIFICATE NUMBER	1ST AID EXPIRY DATE	DATE OF LAST MEDICAL
1.						
2.						
3.						
4.						
5.						
6.						
7.						

I hereby certify to the best of my knowledge, the above information is accurate.

_____

Team coach or manager

ANNUAL EMERGENCY RESPONSE COMPETITION

STRETCHER CHECKLIST
(Must be presented to bench judge)

Minimum Requirements:

Stretcher
4 Blankets
8 Triangular Bandages
1 First Aid Kit - No. 3
Splints
Liner (optional)
12 Wedges
Bag of Tools (optional)
Scaling Bar
Tape measure
Measuring Stick (optional)
Knife
Axe (optional)
Channel Locks
Saw
Lock with key and Multi-clip
Auxiliary breathing Units (minimum 2)
Oxygen Cylinder (optional)
Oxygen therapy kit
Adequate route indicators
Shovel
Seals (minimum 6)
1 Line brattice
Gas testing portals (minimum 2)
Extinguisher (minimum 5 lb.)

ANNUAL EMERGENCY RESPONSE COMPETITION

ELECTRONIC GAS DETECTOR – FIELD TEST

TEAM_____DATE:_____

MERIT – 1 POINT PER ITEM – MAXIMUM MERIT IS 5 POINTS

	Possible Merits	MERITS
1. Examine apparatus for damage, deterioration, etc.	**1/2**	
2. Turn on detector, listen for alarms	**1**	
3. Observe successful startup and all sensors functioning	**1**	
4. Clear peaks	**1**	
5. Verify last calibration or bump test.	**1**	
6. Report results to the team captain.	**1/2**	
TOTAL FIELD TEST MERITS		

JUDGE _____

ANNUAL EMERGENCY RESPONSE COMPETITION

GASTEC GAS DETECTOR – FIELD TEST

TEAM_____ DATE:_____

MERIT – 1 POINT PER ITEM – MAXIMUM MERIT IS 5 POINTS

	Possible Merits	MERITS
1. Examine apparatus for damage, deterioration, etc.	**1/2**	
2. Insert a fresh sealed detector tube into the pump. Misalign guide marks on pump and handle. Pull several fairly rapid continuous full pump strokes.	**1/2**	
3. Pull handle out 6mm (1/4 inch) and hold in this position for one or two seconds – release handle. Pull several fairly rapid continuous full pump strokes.	**1**	
4. Align guide marks on pump and handle; pull handle firmly and at a moderate speed until handle locks in position (wait 1 minute).	**1**	
5. Unlock the handle by turning it and guide it back slowly. Pump handle should return to within 6 mm (1/4 inch) or less.	**1**	
6. Check the indicating tubes to ensure a sufficient supply.	**1/2**	
7. Report results to the team captain.	**1/2**	
TOTAL FIELD TEST MERITS	**5**	

JUDGE _____

ANNUAL EMERGENCY RESPONSE COMPETITION

DRAGER GAS DETECTOR – FIELD TEST

TEAM_____ DATE:_____

MERIT – 1 POINT PER ITEM – MAXIMUM MERIT IS 5 POINTS

		MERITS
1. Examine apparatus for damage, deterioration, etc.	**1/2**	
2. Squeeze the bellows once or twice to be sure that it is working.	**1**	
3. Insert an unbroken tube into the outlet and collapse the bellows.	**1**	
4. Observe the bellows for expansion indicating a leak.	**1**	
5. Check the indicating tubes to ensure a sufficient supply.	**1**	
6. Report the results to the team captain.	**1/2**	
TOTAL FIELD TEST MERITS	**5**	

JUDGE _____

ANNUAL EMERGENCY RESPONSE COMPETITION

DRAGER CMS GAS DETECTOR – FIELD TEST

TEAM_____DATE:_____

MAXIMUM MERIT IS 5 POINTS

		MERITS
1. Examine apparatus for damage, deterioration, etc.	**1/2**	
2 Conduct pre-use test	**1**	
3 Observe battery level	**1**	
4 Insert test chip, allow tester to register barcode and complete test	**1**	
5 Verify sufficient test chips are available	**1**	
6.Report the results to the team captain.	**1/2**	
TOTAL FIELD TEST MERITS	**5**	

JUDGE _____

ANNUAL EMERGENCY RESPONSE COMPETITION

AUXILIARY BACK UP BREATHING EQUIPMENT FIELD TEST

TEAM_____ DATE:_____

MERIT – 1 POINT PER ITEM – MAXIMUM MERIT IS 3 POINTS

	Possible Merits	MERITS
1. Examine harness and case for damage, deterioration, etc.	**1**	
2. Check seal.	**1**	
3. Report to captain.	**1**	
TOTAL FIELD TEST MERITS	3	

JUDGE _____

DRAGER BG4 FIELD TEST

	MERITS	Team Member 1	2	3	4	5	6	Total
Bench Preliminary 1. Remove equipment from case – place on bench. Apparatus cover - down. Face piece lens up. Close cover of apparatus case.	1							
2. Check turnaround maintenance tag. Report to Captain.	2							
3. Check harness, extend straps, check Sentinel. Turn apparatus over, back plate down. Disconnect waist strap and extend straps.	1							
4. Remove cover - place on case. Visual inspection.	1							
5. Check bayonet connections and hoses. Visually check components, ensure absorbent canister is full.	1							
6. Perform high pressure leak test. Note proper low pressure alarms.	2							
7. Remove coolant canister lid - insert ice. Replace coolant canister lid - report to Captain.	2							
8. Replace BG4 cover.	1							
Face piece Test 9. Inspect face piece, extend straps. Anti-fog if necessary. Function wiper and clean face piece.	2							
10. Remove center connector, place in ice bag. Clear the bench of items not required. Place in BG4	1							
Get Under Oxygen 11. Don BG4, adjust and tighten straps	1							
12. Check center connector O-ring, connect face piece to hoses.	2							
13. Don face piece and check seal. Check inhalation and exhalation valves.	2							
14. Open bottle valve. Operate bypass. Remove sentinel from holder.	1							
15. Captain to verbally confirm face piece seal adequate. Complete visual inspection of team members. Captain to note sentinel pressure.	1							
16. Vice-captain to check captain.	1							
							Total field test merits =	

Judge _____

BIO PAK 240 Revolution FIELD TEST

	MERIT	Team Member 1	2	3	4	5	6	Total
Bench Preliminary 1. Remove equipment from case – place on bench. Face piece lens up. Close cover of Bio Pak case.	1							
2. Check turnaround maintenance tag. Report to Captain.	2							
Face piece Test 3. Inspect face piece. Check and extend straps. Anti-fog if necessary.	2							
Apparatus check 4. Check harness. Turn Bio Pak over. Remove cover, place on closed Bio Pak case.	1							
5. Bio Pak visual inspection. Note pressure on Oxygen bottle. Report pressure to Captain.	2							
6. Replace cover. Install two frozen coolant canisters.	1							
7. Remove central cap and prepare apparatus for donning.	1							
8. Clear the bench of items not required. Place in Bio Pak case.	1							
Get Under Oxygen 9. Don BioPak Revolution, adjust and tighten straps.	1							
10. Attach face piece. Don face piece.	1							
11. Turn on oxygen bottle. Ensure alarm functions. Watch gauge until constant green flashing light. Verify operation of emergency by-pass.	2							
12. Check inhalation and exhalation valves by squeezing off each breathing hose individually.	2							
13. Report and hand in turnaround maintenance tag to Captain. Captain to note chest gauge pressure.	3							
14. Captain to verbally confirm face piece seal adequate. Complete visual inspection of team member. Vice-Captain to check Captain.	2							
							Total field test merits	

Judge _____

CO-ORDINATOR AND FRESH AIR BASE			
Team: Time:	Possible	Merits	Comments
PRIOR TO ENTERING MINE			
Captain to properly report to Coordinator			
Captain to check conditions at mine openings if unknown			
Fence off or guard mine openings			
Record team name and entry time			
All team members to tag in / tag out			
Set or synchronize watches/clocks			
Coordinator to brief Captain and Captain to confirm plan of operation			
Captain to check team before entering mine			Ensure team check & O2 pressures
Discipline at mine entrance			
DURING RECOVERY WORK			
Mapping and record keeping by Captain			
Coordinator to properly record information or keep log			
Coordinator to advise or assist Captain on corporate decisions			
Coordinator demonstrates control of the team			
Notify Coordinator of completion of an important task			
Notify Coordinator of important or changing conditions found in the mine			
Failure of Captain to get permission to change ventilation, seal large fire or perform other work that requires corporate decisions	**-100**		
Failure of Captain or Coordinator to perform task when directed	**-200**		
DEBRIEFING			
Captain to give an adequate final report			
Mine examined where required			See mine plan for specifics
Coordinator to make an accurate final assessment of the problem			
Coordinator to recommend procedures that would benefit the next team			
Other			
Overtime	**-500**		
	Total Possible	Total Awarded	

SAFETY OF WORKERS IN THE MINE			
Team: Time:	Possible	Merits	Comments
LOCATING WORKERS			
Captain to check workers found in the mine			
Examination of a worker			Complete ABCs minimum
Reassure worker			
Supply resuscitation where required			
FIRST AID TREATMENT			
Render treatment when required			
Treat for shock			
Secure patient in stretcher			
Captain to ensure patient's physical and emotional condition and apparatus at reasonable intervals			
Inform Coordinator of condition and treatment of patient			Phone call to coordinator
SAFETY OF WORKERS			
Ensuring worker safety from:			
a) Bad atmosphere			
b) Bad ground conditions			
c) Taking into unknown areas			
d) Removing from place of safety and exposing them to a hazard			
Perform work that would improve the safety of the worker			
Locate missing workers			
Bring out workers			
Other			
Killing men	**-100/man**		
	Total Possible	Total Awarded	

SAFETY OF THE TEAM			
Team: Time:	Possible	Merits	Comments
ROUTE OF TRAVEL			
Travel fresh air where practicable			
Properly indicate route of travel			Percentage of installed vs. missed
Initial, date and time at doors, stoppings			
Captain to check roof and sides where appropriate			Percentage of each set checked
Captain to knock on seals, doors, stoppings and caves			
CHECK AND REST TEAM			
a) On entering			
b) At regular intervals			
c) After doing arduous work			
d) Before entering and leaving dangerous atmosphere			
Adequate check by Captain of each person and their apparatus			
TEAM SAFETY			
Endangering team by excessive rushing	**-40**		
Team members not linked together in smoke	**-40**		
PROCEDURES			
Distribute work among team			
Fence off hazardous areas			
Erecting proper fence(s)			
Change stretcher bearers at reasonable intervals			
Misuse or abuse of equipment	**-20**		
Captain and vice use proper signals			
Check and scale in poor ground areas			
Captain to check completed work			
DISCIPLINE			
Team members to follow Captains signals promptly			
Team discipline			
Indecision by Captain or team members	**-10**		
Unnecessary talking	**-10**		
Captain maintains care and control of team			
Other			
	Total Possible	Total Awarded	

CONTROL OF FIRE OR OTHER EMERGENCY

Team: Time:	Possible	Merits	Comments
CONTROL OF EMERGENCY			
Extinguish small fire			
Captain to check if fire is out			
Seal or totally control large fire			
Seal or extinguish fire without unnecessary delay			
Erecting seal too near or far from fire	**-50**		
ENDANGERING TEAM MEMBERS			
Endangering team members due to:			
a) Poor ground control procedures	**-50 per/man**		
b) Poor fire control procedures	**-50 per/man**		
KILLING TEAM MEMBERS DUE TO			
a) Poor ground control procedures	**-100 per man**		
b) Poor fire control procedures	**-100 per man**		
BARRICADES/SEALS/GROUND SUPPORT			
Make seals airtight			
Install facilities for testing atmosphere on opposite side of seal			
Check and scale area (before install)			
Support bad ground			
Installing proper supports			
VENTILATION			
Test for gas conditions			Percentage of complete vs. missed
Inspect fan when necessary			
Check air flows			Percentage of complete vs. missed
Correct gas evaluation			
Correct air flow evaluation			
Proper use of testing devices			
Erect airlock or safety seal			
Changing ventilation before knowing the effect of the change	**-50**		
Ventilate in front of seal			
Restore ventilation where required			
Other			

ANNUAL EMERGENCY RESPONSE COMPETITION
TEAM:
TIME:
TOTAL MERITS:

ANSUL RECHARGE SEQUENCE

1. _____ Invert the extinguisher and open nozzle to clear dry chemical from hose and relieve all pressure remaining in the shell.

2. _____ Put extinguisher in upright position and place hose back into normal position.

3. _____ Remove cartridge guard and spent cartridge.

4. _____ Remove the fill cap slowly and bleed off any residual pressure.

5. _____ Place funnel into fill opening and fill extinguisher to rated capacity with dry chemical.

6. _____ Clean the fill opening threads and gasket seating surface of the shell. Clean threads and gaskets on the fill cap.

7. _____ If fill cap has red indicator stem, pull down to reset before installing cap.

8. _____ Operate puncture lever to make sure the lever works freely. Insert hose under lever.

9. _____ Remove safety shipping cap from replacement cartridge and weigh the cartridge. Weight must be within ½ ounce of weight stamped on cartridge. Judge must be informed of cartridge weight and scale weight of the cartridge.

10. _*____ Ensure puncture pin is fully retracted and screw the full cartridge onto the receiver until tight.

11. _*_____ Replace cartridge guard making sure you don't cut the hose, also making sure the guide fork inside the guards fits over the cartridge.

12. _____ Attach visual inspection seal through puncture lever and over hose and under hose confiner.

13. _____ Clean extinguisher.

14. _____ Record date of recharge on the tag attached to the extinguisher.

Note: * are safety items. Failure to complete these steps will result the team being stopped and corrected before continuing. Points available from that point forward shall not be counted.

JUDGE: _____

ANNUAL EMERGENCY RESPONSE COMPETITION	
TEAM:	

	Fire #1	Fire #2	Fire #3	Recharge	
Fire				Rescuer #1	Rescuer #2
Preparation & Approach	40	40	40	14	14
Method of Application	50	50	50	Inspection	
Extinguishment	20	20	20	Rescuer #1	Rescuer #2
Retreat	20	20	20	6	6
Subtotal	130	130	130	20	20
Total Merits	430				

JUDGE

_____

JUDGE

_____

JUDGE

_____

SASKATCHEWAN MINING ASSOCIATION

45 YEARS

Judging Sheet

Team	0

Preparation and Approach Loss of merits /per offence			
Wearing improper PPE	1 point		40
Poor handling of nozzel (grip)	1 point		
Testing into the ground	1 point		
Having the nozel pointed towards people while charging	2 points		
Leaning over fire extinguisher when charging	2 points		
Failure to pressurize extinguisher before entering fire	2 points		
Failure to test extinguisher before entering fire	2 points		
Approach from improper direction	4 point		
Equipment not available (for every 5 minutes)	5 points		
Running	1 point		50
Poor team work	1 point		
Reaching	1 point		
Improper sweeping	1 point		
Improper technique	1 point		
Discharging chemical 8'-10'	1 point		
Improper position to provide protection to partner (covering)	1 point		
Any unsafe practices	1 point		
Standing too close to the fire prop	2 point		
Imroper handling of extinguisher	2 points		
Communication	2 points		
Shutting off extinguisher before fire is out	2 points		
Standing guard with an extinguisher that is empty	2 points		
Coaching	3 points		
Splashing	3 points		
Firefighters directly across from each other	5 points		
Failure to shut off gas or electrical	7 points		
One rescuer fighting a two person fire with dry chemical	20 points		
Extinguishing the fire	20 points		20
Retreat **Loss of merits /per offence**			
Failure to retreat if out of chemical	2 point		20
Failure to watch for flashback	2 point		
Failure to retreat after fire is out (minimum 3 steps backing out)	2 point		
Failure to blow down extinguisher after use	2 point		
Misc. to be used at judges discretion	2 point		
		TOTAL	130

Comments:

JUDGE _____

JUDGE _____

JUDGE _____

	ANNUAL EMERGENCY RESPONSE COMPETITION	
TEAM:	0	
TIME:		

		Recharge Sequence	Comments
1	yes	Invert extinguisher and open nozzle to clear dry chemical from hose and relieve all pressure remaining in the shell.	
2	yes	Put extinguisher in upright position and place hose back into normal position. Place nozzle back into the holder and insert safety pin.	
3	yes	remove cartridge guard and spent cartridge.	
4	yes	Remove the fill cap slowly and bleed off any residual pressure.	
5	yes	Place funnel into fill opening and fill extinguisher to rated capacity with dry chemical.	
6	yes	Clean the fill opening threads and gasket sealing surface of the shell. Clean threads and gasket on the fill cap	
7	yes	If fill cap has red indicator stem, pull down to reset before installing cap	
8	yes	Operate the puncture lever to make sure the lever works freely, insert safety pin.	
9	yes	Remove the safety shipping cap from the replacement cartridge and weigh the cartridge. Weight must be within 1/2 ounce of the weight stamped on the cartridge. Judge must be informed of the cartridge weight and scale weight of the cartridge.	
10	yes	**Ensure puncture pin is fully retracted and screw the full cartridge onto the receiver until tight.**	
11	yes	Replace the cartridge guard making sure you don't cut the hose, also making sure the guide forks inside the guard fits over the cartridge.	
12	yes	Attach visual inspection seal through puncture lever and over hose and under hose confiner or through the safety pin and around cartridge receiver.	
13	yes	Clean extinguisher	
14	yes	Record date of recharge on the tag attached to the extinguisher.	
Total	**14**		

JUDGE _____

ANNUAL EMERGENCY RESPONSE COMPETITION	
TEAM:	

Inspection Criteria			**Applicable bug to be identified**
Possible	**Merits**		
1		**The equipment is in its designated place, and its operating instructions face outward.**	
1		**Access to the fire extinguisher is not restricted**	
1		**Operating instructions are legible**	
1		**Any seals of tamper indicators are not broken, missing or in need of replacement**	
1		**Pressure gauge or indicating devices, if provided are in the operable range of position**	
1		**There is no evidence of corrosion or physical damage.**	
Total /6			

JUDGE_____

U/G Bench Technician

BENCHMAN COMPETITION

For 2015 this event does not count towards the team overall scoring, but a winner will be determined and announced at the awards ceremony.

Each team will designate the member to participate in this event. It can be any member from 1 – 7, but the Captain will need to identify who the participant is to the judge of the Practical Skill judges when arriving to that event.

The Benchman Competition is made up of the following components:

- Written Test
- Practical test

Determination of the overall winner of this event shall be done by adding merits from each portion of the event shown above. The competitor with the highest total merits will be awarded first place.

All judges and casualties are to be briefed on required actions and guidelines prior to competition.

Resource materials for this event will be obtained from the “Biomarine user manual” or the “Draeger BG4 user manual”.

Teams will be divided in 2015 as follows:

BioMarine 240R	Draeger BG4
Cameco, Cigar Lake	Agrium
Cameco McArthur River	PotashCorp Allan
Cameco Rabbit Lake	PotashCorp Cory
Mosaic Colonsay	
Mosaic Esterhazy K1	
Mosaic Esterhazy K2	
PotashCorp Lanigan	
PotashCorp Rocanville	

WRITTEN TEST

A written exam will be given as part of the competition. Each member will write a 20 question examination pertaining to Mine Rescue Breathing Apparatus specific to the apparatus used at the site.

Teams will write this exam during the first portion of the event. The member will be stopped after 20 minutes time has elapsed and directed to begin the practical portion of the event.

All exam questions will be in the form of multiple choice with only one correct answer.

Merits will be given for each correct answer totaling 20 possible merits.

Two judges will be responsible for this event.

PRACTICAL TEST

Teams will be provided with an assembled breathing apparatus and the appropriate testing kits.

Only the equipment supplied can be used to service, diagnose and test the apparatus.

No manuals are allowed, nor will they be provided.

The alterations to the machines will be consistent in numbers and nature between the two styles of apparatus.

If any parts are discovered to be missing the participant will ask the judge for the part by name and will receive the part.

Team member will have 20 minutes to examine the breathing apparatus for any deficiencies (bugs) and ensure that it can pass a pre-use test to be deemed fit for use.

Team members are judged on identifying the alterations (bugs), corrections made, and ability to test and deem the apparatus fit for use. Total available merits for this portion will be 30, divided equally in value over the number of bugs in the machine.

Total merits in the event will be 50. Team with highest merits will be the winner. In the event of a tie the team completing the event in the shortest time will be the winner. If none of the tied teams complete the task in the allotted time the tie breaker will the team that correct the most bugs will be the winner. If a tie still exists revert to the exam score. If a tie still exists the team to complete the exam in the shortest time will be the winner.

Tie-Breaking Criteria

In the event of a tie, the team member that has the highest merits in the practical test shall be declared winner. If a tie still exists the member with the highest exam score will be the winner. If a tie still exists then the fastst time to complete will be the winner.

Each placing within this event shall be reconciled using this method.

ANNUAL EMERGENCY RESPONSE COMPETITION

Benchman Practical test

TEAM_____DATE:_____

MAXIMUM MERIT IS 30 POINTS

Bugs to be identified		Possible Merits	MERITS
Pass test			
Fit for use			
	Subtotal	**30**	
	Exam Score	**20**	
	TOTAL MERITS	50	

JUDGE _____

ANNUAL EMERGENCY RESPONSE COMPETITION

U/G BENCHMAN

TEAM	EXAM	PRACTICAL	TOTAL MERITS	PLACING

All ties will be broken.

ORGANIZING THE COMPETITION

BACKGROUND

The SMA annual emergency response competition is typically held the first Saturday in June. All member mines in the province are entitled to send one team to represent their property. The usual breakdown of teams is 10-12 underground teams and 5-7 surface teams. The competition is held two consecutive years in Saskatoon then moves to Regina for one year before returning back to Saskatoon.

All teams participate in firefighting, first aid, practical skills, proficiency (written exam, gas testing and donning bench) and a field problem.

The Competition Guidelines manual outlines rules, team requirements and the scoring system used for the competition.

The following portion of the guidelines is to be used as a planning tool and reference guide for the competition subcommittee.

Getting Started

Selecting a Committee

During a regular SMA Safety Committee meeting (September or October), the chairman will ask for volunteers to make up a subcommittee to organize the following year's competition. Typically, members from the host location (North or South) make up the majority of the sub-committee. Size of the committee should be between 5-7 members for best effectiveness. Members who volunteer should be prepared to spend a minimum of 3 days in preparation meetings as well as evening meetings that are usually held the night before a regular SMA meeting.

Letters of Intent

Use the developed form to send in the next SMA minutes. The earlier that responses can be gathered, the more advance work the committee can do. All responses must be sent in by the beginning of February in order that a draw for position can be made at the February AGM.

Setting a First Meeting Date

From the volunteers who make up the sub-committee, a chairman should be selected. Usually, the most experienced volunteer is selected. One of his duties will be to set up a date and location for the first meeting. Due to travel of committee members, the night before the next month's regular meeting is usually chosen. The SMA office can help if a meeting room needs to be booked or if special equipment is needed.

Using the Check Sheet - Assigning Duties

The first duty of the sub-committee is to review the contents of the Competition Guideline Manual to ensure that it remains current. Changes to the manual must be developed and distributed to all SMA sites by the Annual General Meeting in February.

The chair of the committee should arrange to have blank copies of the developed form for each member. The check sheet should be utilized to assign duties to each member.

Identifying Time Line Issues

Once all duties have been assigned, time limits should be identified. The check sheet has been set up in a time line fashion but all categories should be checked to verify that nothing has been missed. Event coordinators and judges should be contacted shortly after the first meeting so that they can be confirmed and start their job duties as soon as possible. This will also allow time to look for alternates should one of the chosen coordinators not be able to help at the competition.

Contacting possible Event Coordinators

Event coordinators have been relatively unchanged over the past few years. Although the subcommittee may approach anyone they feel is qualified, past coordinators have been chosen based on ability to do the job, experience and overall knowledge of how the competition works. Below is a list of frequently asked coordinators and their usual roles.

Donovan Hebig	Marshal
Graham Linton	Marshal / Fire Fighting
Sean Linton	Fire Fighting
Steve Wallace	Fire Fighting
Belinda Mitchell	First Aid
Travis Ferstl	Surface problem
Kevin Huber	Underground problem
Chris Kelly	Underground problem
Jacobs Construction	Building Coordinator
Len Bergen	Practical Skills
Kelvan Clarke	Practical Skills
Harvey Callin	Practical Skills
Cam Parker	Gas test
Rueben Unger	Written exam
Dean Hoffman	Bench test

Booking Facilities

Saskatoon

The actual competition is held at the Prairieland Park. In past years we have used Hall "D", Hall “E” and the Plaza entrance (lock-up). Previous committees have probably booked the facilities but each year the committee should try to advance our booking as far into the future as possible.

The Centennial Auditorium has hosted the banquet for years. As with the competition facilities, try to advance the booking further into the future when making arrangements for next year's competition.

Regina

The Regina Exhibition facilities provide the best options for holding our competition while the Queensbury Downs have traditionally been the choice for banquet facilities.

Dates and facilities booked to date:

May 31, 2014 Saskatoon
Prairieland Exhibition D & E
TCU Place Grand Salon upstairs

May 30th – 2015 - Regina
Evraz Place (Queensbury ABC)

June 4th - 2016 – Saskatoon
Saskatoon Prairieland Park & TCU Place (Grand Salon)

June 3rd – 2017 – Saskatoon –
Saskatoon Prairieland Park & TCU Place (Grand Salon)

The Banquet

Tracking Numbers for Banquet

One month prior to the competition, a final count of banquet tickets is required. Each team is responsible to submit the number of people that will attend the banquet. Each individual SMA event coordinator is responsible to account for the number of volunteers that will be attending the banquet.

Banquet Room Requirements

The facility must be capable of hosting 550-650 people.

Banquet Room Layout

The lay out will depend on the banquet room size and shape. The following outline the requirements for the banquet and award presentations.

1. Four round tables of eight are reserved adjacent to the podium. These are reserved for the following people:
   - Master of Ceremonies and Escort.
   - SMA President and Escort
   - SMA Vice-President and Escort
   - Government Minister and Escort
   - Safety Committee Chairperson and Escort
   - Surface Event Coordinator and Escort
   - Underground Event Coordinator and Escort
   - First Aid Event Coordinator and Escort
   - Fire Event Coordinator and Escort
   - Practical Skills Coordinators (surface and U/G) and Escorts
   - Competition Marshall and Escort
2. Skirted awards tables (32' long) are set up at the front adjacent to the podium.
3. VIP special guests reserved seating are determined prior to the banquet. This will include :
   - Retired SMA Safety Committee members
   - Casualties
4. Competition judges will have assigned tables.
5. Event volunteers will have assigned tables.
6. 8'x24' stage riser is required for the band. The location is determined for each facility. If appropriate, black drape the front of the stage area.
7. A coat check area will be supplied by the facility.

Table Nameplates

All tables will be marked with the mining company names. Assigned tables will be marked with the names of the guests or volunteers. i.e. Department of Labour, Member of Parliament, Company name, judges, volunteers etc.

Facility Setup Requirements

1. Table cloths; Forest Green
2. Napkins; Gold
3. Glasses; Water and Wine
4. Table decorations; Yes
5. Tables to be set prior to; 18:00hrs
6. SMA to set up the table nameplates
7. Sound system
8. There will be no smoking within the auditorium.

Menu

The buffet selection will be determined from the menu list that is available for each banquet facility. The buffet should consist of salads, vegetables, two entrees, potatoes, deserts, and tea and coffee. One red and one white wine will be placed at each table of eight people.

Banquet and Refreshment Tickets

Each competing team will receive 24 banquet tickets and 48 refreshment tickets. Two complementary refreshment tickets will be given to guests. If a team requires additional banquet ticket, the cost is approx. $55.00 each. Additional team tickets will be invoiced to the appropriate mining company.

Bar /Concessions

Refreshment tickets will be on sale from 6:00 PM to 11:30 PM. The cost of the alcohol and soft drink tickets will be negotiated with the facility. The facility will supply two ticket sellers at SMA expense.

Four bar locations are required from 6:00 PM to10:30 PM and two bar locations until 12:00 AM

The bar will be closed during the awards presentations.

The color of the complementary drink tickets will be prearranged with the facility. The number of complementary tickets used will be counted at the end of the evening.

Master of Ceremonies

The Master of Ceremonies will be a person selected by the SMA Safety Committee. The Master of Ceremonies if possible should be from one of the SMA Mining companies. The template for the master of ceremonies speech is kept at the SMA office.

Winner Announcements

The SMA Safety Committee chairperson will assist in the award presentations.

The SMA President will announce and present an award to the Emergency Response Person of the Year.
The SMA President will announce and present the John T. Ryan Award.
The Master of Ceremonies will announce the winners of each category.
Each Event Coordinator will present the trophies for their event.

Picture Taking

A photo opportunity area will be set up away from the awards presentation area.

Photographs can be taken following the completion of the award presentations.

Trophy suppliers can have their photographs taken with the team in this area.

Time Table

3:00 PM - Tables are set up ready for nameplates.
5:45 PM - Tables are completely set for the banquet.
6:00 PM - Auditorium doors are open
6:00 PM - Bar tickets and bar is open
6:55 PM - Master of Ceremony comments
7:00 PM - Bless the Food
7:00 PM - Banquet begins
8:00 PM - Banquet cleanup
8:15 PM – Award Presentations
9:30 PM - Dance

Awards Ceremony

8:15 PM - Awards Introduction -- Master of Ceremony. The Master of Ceremony will announce that no photographs are allowed during the presentations but there is a photograph area. If a company representative wants a photograph with the teams, they must be at the photo area following the completion of the awards presentation. The Master of Ceremony will announce each award, the trophy supplier, and the event coordinator's name. The event coordinator will come forward and present the award.

8:20 PM - Welcome - SMA President comments and presentations for the:
- Recognition of retired ERT team members from sites
- Emergency Response Person of the Year award
- John T Ryan Award.

8:30 PM – Comments from a Government Representative.

8:35 PM –Introduce the **First Aid** Coordinator and presentations
- Surface
- Underground

8:45 PM - Introduction of the **Fire** Coordinator and presentations
- Surface
- Underground

8:55 PM - Introduction of the **Proficiency** Coordinator and presentations
- Surface
- Underground

9:05 PM - Introduction of the **Practical Skills** Coordinator and presentations.
- Surface
- Underground

9:15 PM - Introduction of the **Surface** Coordinator and presentations
- Surface

9:20 PM - Introduction of the **Underground** Coordinator and presentations
- Underground

9:25 PM – Introduction of SMA Safety Committee Chairperson and Competition Marshall to present the runner up and **Overall** winner
- Surface
- Underground

9:30 PM – Team photo opportunity

10:00 PM - Dance to start

Jobs Before the Competition

Schedule

Generic schedules have been developed for different numbers of competing teams (located in the "Forms" section of this manual) but it may be necessary to develop a new schedule. This duty should be assigned as soon as all competing teams have been confirmed that they will be participating in the competition.

Fuel for Fires

A 50-50 gasoline/diesel mixture is required. Each team requires a maximum of 15 gallons of this mixture (3 props/at 5 gallons per prop). When in Saskatoon, the Exhibition Grounds will supply the necessary fuel. When in Regina, the SMA sub-committee will arrange fuel delivery in SMA owned tanks.

Fire Permit

The Fire Fighting coordinator has arranged for this in past years. Typically, the permit is obtained by calling the Fire Department in the city where the competition is taking place at least three weeks before competition date. The Department Chief will direct the Fire Fighting Coordinator to the contact person at that department. This will also allow any potential problems to be recognized by the Department Chief.

Trophies

A current list of trophy sponsors is located in the "Forms" section of this guide.

Radios

Radios are essential for communication between the marshal, event coordinators and the SMA sub-committee. The sub-committee must determine how many radios are needed and then approach a supplier to either donate or rent the radios.

The Competition sub-committee has purchased Talk-about style radios to be stored for use year to year. Recommend storing at the SMA office with stop watches. Radios will be stored with no batteries; new batteries are required each year.

Selection of Building Coordinator

Building of the mock mines is a large task and there are a number of very experienced personnel. The subcommittee should select a suitable candidate. A building coordinator's responsibility list has been developed. The building coordinator's main function is to provide direction and expertise to the designated mock mine builders and to ensure that both mines are built to the event coordinator's specifications. Currently, Jacob's Construction on contract with Mosaic Belle Plaine, has been the contractor of choice.

Identification of Judges, Guides, SMA Committee

The SMA sub committee must decide on the type of identification for the different groups who need to be identified (judges, SMA committee, guides and event coordinators). Past years have seen hats and t-shirts as the most popular choices. Most mines can offer suggestions on where to purchase these types of items as all have suppliers who they regularly deal with. Cost should be kept in the 10-15 dollar range. Teams can be given the option of buying additional items if the SMA sub-committee is willing to track all the extras that would need to be ordered.

Gifts for Team Members

The sub-committee will choose a gift for each competing team member. Historically this has been the SMA Emergency Response pin and glass mugs with the SMA competition logo.

Brochures

Allied Printers has been making the competition brochures for the past several years. Mines must have the names of team members and a team photo in by May 14. A copy must then be supplied to the printer at least two weeks prior to the competition for proofing and printing. The number of brochures printed in the past has been 750.

Team photos must be submitted in jpg. format to the SMA Competition Committee with the team member names and company logo no later than two weeks prior to the date of the Competition.

Allied Printers
1775 Park Street
Regina, Saskatchewan
Toll-free; 1-877-772-1370
www.alliedprinters.com

Delivery of Mock Mine Sets

Mock mine sets are stored at Agrium. One month prior to competition day, the trucking company should be notified of the need for delivery. Arrangements must be made to have the props delivered to the competition grounds on the Wednesday before the competition. Edge Transport has been the choice of Agrium personnel the past few years. It will take two trips with a Super-B trailer to deliver all mock mine sets.

Sets must be unloaded from the transport truck by noon Wednesday so that building personnel can begin the setting up of the mock mines. Arrange to have the exhibition grounds supply a large forklift and operator to both unload the pallets from the truck and to move the pallets inside the building to designated spots.

Upon completion of the competition the sets must be reloaded and delivered back to Agrium. Again, a forklift from the Exhibition will be required. If the delivery back to Agrium is on a weekend, the site should be notified, prior to delivery, to ensure that there is an operator available to unload the truck. All charges incurred are to be charged to the SMA.

Delivery of Fire Props

The Fire Fighting Coordinator will decide which type of props that are needed. All fire props should be delivered to the competition grounds by early Friday afternoon. Props have typically been selected from PCS Patience Lake and PCS Allan due to both sets being most similar in size, building construction, etc. PCS Allan has used Allan Transport to get the props to the competition grounds. PCS Patience Lake has delivered the props using a company vehicle or has used Thompson Transport. All charges incurred are to be charged to the SMA.

Arrangements should be made for on-site (competition grounds) clean-up of remaining fuel and contaminated water. Past years have seen Envirotec and McGill's contracted to do this clean up.

Draw for Position

At the AGM in February, team names are placed in a hat and randomly drawn to fill positions as laid out on the competition schedule.

Event Coordinator Duties

As an event Coordinator you will have a few general duties plus the specific ones listed below by event.

- Provide a large scale print of your event, and post in the spectator area the day of the competition
- Conduct a hazard analysis for your event to determine the level of PPE your casualties and judges will need.
- Ensure all signage is in place for your event, and at the end of the day return all signage to the statisticians
- Provide the competition chairperson information such as prop or equipment requirements at least 30 days prior to the competition
- Supply all required score sheets for the event; ensure the event is scored in a merit system.
- Attend the judges / helper / casualty meeting on the Friday prior to the competition at 2:00. This is where you will review the needs of the helpers and casualties assigned to your event.
- Be at the competition grounds to receive your props / equipment and to supervise the construction of your event prop.
- Ensure that each team is aware of what is to be brought to your individual events. Guides typically get the questions, and they quite often are unsure of the requirements. This will only assist in keeping the day flowing smoothly.

Mine Problem

- design of mock mine layout
- layout map (if pre-supplied) to SMA by February AGM
- design of problem
- identify mock mine props needed (down board, clocks, fans, tubing, etc.) to SMA
- number of judges/spouses attending banquet - pass info to SMA banquet coordinator
- provide maps for mock mine building (dimensions)
- supervise mock mine building
- attend Friday morning judges training meeting
- ensure sufficient casualties (names needed from SMA)
- supervise "final touches" to mock mine
- prepare briefing information for team
- prepare briefing maps for teams
- prepare casualty responses
- coordinator judge duties
- "walk through" problem with judges and casualties
- prepare large map, briefing info and possible solution for spectators
- ensure stopwatches for judges
- sufficient number of score sheets
- sufficient number solution maps for judges
- clipboards, pens, markers for judges
- air flows and gas readings on flip up file folders
- intersection signs, location signs, equipment ID in mock mine
- chaining ribbons
- supervise or participate in judging
- with judges, verify event winner

Fire Fighting

- from SMA list, choose possible judges
- set up/design of 2 firefighting scenarios
- identify props needed
- select sites to get props
- arrange with SMA committee member to get props delivered
- number of judges/spouses attending banquet - pass info to SMA banquet coordinator
- supervise unloading and placement of fire props
- attend Friday judges meeting
- supervise "final touches" to fire grounds and props
- "walk through" problem with judges
- ensure stopwatches for judges
- sufficient number of score sheets
- clipboards, pens, markers for judges
- supervise or participate in judging
- with judges, verify event winner

Surface Problem

- from SMA list, choose possible field judges, coordinator judge and briefing officer
- design of layout
- layout map (if pre-supplied) to SMA by February AGM
- design of problem
- identify props needed to SMA
- number of judges/spouses attending banquet - pass info to SMA banquet coordinator
- provide maps for scenario building (dimensions)
- supervise scenario building
- attend Friday judges meeting
- ensure sufficient casualties (names needed from SMA)
- supervise "final touches" to scenario
- prepare briefing information for team
- prepare briefing maps for teams
- prepare casualty responses
- special judge duties
- "walk through" problem with judges and casualties
- prepare large map, briefing info and possible solution for spectators
- ensure stopwatches for judges
- design score sheets, enough to judge all teams
- sufficient number solution scenarios for judges
- clipboards, pens, markers for judges
- supervise or participate in judging
- with judges, verify event winner

First Aid

- supply judges
- with selected first aid agency, ensure make up coordinators are selected
- design of 2 separate scenarios
- identify props needed to SMA
- number of judges/spouses attending banquet - pass info to SMA banquet coordinator
- supervise scenario set ups on Friday
- attend Friday judges meeting
- ensure sufficient casualties (names needed from SMA?)
- supervise "final touches" to scenarios
- prepare briefing information for team
- prepare casualty responses
- coordinator judge duties
- "walk through" problem with judges and casualties
- prepare scenario description and possible solution for spectators
- ensure stopwatches for judges
- design of score sheets
- sufficient number of score sheets for each scenario
- clipboards, pens, markers for judges
- supervise or participate in judging
- with judges, verify event winner

Practical Skills

- from SMA list, choose possible field judges
- design of possible layout
- design of problem for underground and surface
- identify props needed to SMA
- number of judges/spouses attending banquet - pass info to SMA banquet coordinator
- supervise scenario set up
- attend Friday judges meeting
- ensure sufficient casualties (if needed)
- supervise "final touches" to scenario
- prepare briefing information for teams
- "walk through" scenario with judges and/or casualties
- ensure stopwatches for judges
- design of score sheets
- sufficient number of score sheets
- clipboards, pens, markers for judges
- supervise or participate in judging
- with judges, verify event winner

Friday Before Competition

Equipment Drop Off

Equipment must not be dropped off prior to 12:00 p.m. Equipment drop off areas should be designated on a building map. There is to be two long tables available at the drop off location to allow teams to bench the machines. Include a site map in regular SMA meeting minutes at least one month before competition. Teams must be out of the building by 2:00 pm, this will allow a guides meeting to be held, a judges meeting to be held and also allow enough time to make final changes to the field event layouts. Event coordinators can then walk judges and casualties through the problem so that they are prepared for the next day.

Guides Meeting

The role of a guide is a very important to the competition. Anyone volunteering for this role has to be aware that they will be required for the entire day. This includes guides for teams that have a late start. To ensure the schedule remains on time for the entire day, there can be no delays. Taking this role is agreement to be at the meeting on Friday, and be at the grounds first thing in the morning on competition day. Only when the team being guided has completed their last event, can the guide be dismissed.

Once all teams have left the competition grounds, the SMA sub committee will meet with all guides. Pass out copies of the guide duties from the "form" section of this manual. Explain guide's responsibilities (taking team from event to event, security for team, holding of personal team gear while team is competing, ensuring team members do not talk to bystanders, etc.). Once the meeting is done, a tour of the facilities should be done with emphasis on the route of travel to be taken for the teams to ensure that they do not travel past an event they have not competed in.

Ensure that sufficient copies of the schedule are available. Pass out to each guide so they are aware of the team's schedule. The schedule also shows each guide which team they will be guiding the next day.

Allow one half hour for the above.

Judges Meeting

The judges meeting should be held the day prior to the competition. Explain the judge’s responsibilities and what is to be expected on competition day. Explain in detail the methods expected to be used in scoring. It is recommended that the entire day can be devoted to learning the judging so that all judges are able to be consistent throughout the day. Explain the role of the Marshal and that the schedule must be followed as closely as possible. Explain/review pertinent information from the SMA Competition Guidelines manual.

Final Run Through

Once guides and judges meetings are complete, the event coordinator should arrange to get all casualties and judges together at the event location. A quick review of the scenario should be done to ensure that all involved know their roles and what to expect. Possible problems should be identified so solutions can be formulated before getting into a situation on competition day.

By trying to anticipate what teams may do, possible reactions can be adopted so that the competition/scenario will remain the same for each team.
Event coordinators should enlist the help of judges, casualties and other helpers to put the final touches on the scenario layout.

Competition Day

Marshal Duties

The Marshal's main duty is to ensure that the competition runs smoothly and on time. All judges event coordinators and guides will be made aware that the Marshal will be checking on their event frequently and will advise/inform them if they are keeping their event on time. The Marshal shall have a radio to communicate with all three groups.

Keeping on Time

By checking with event coordinators as frequently as possible, the Marshal will know how the overall competition is doing as far as time-lines go. It is the duty of each Event Coordinator to inform the Marshal via radio on the progress of each team. The coordinator should let the Marshal know when a team is beginning its event and when the team has completed the event and is ready to proceed to the next scheduled task.

Score Sheets

Upon completion of an event, score sheets shall be copied by the Liaisons. Two copies will be made and supplied to the auditors as frequently as possible. The originals will then be returned to the event judges. The SMA office administrator has helped out in the past, gathering score sheets from each Event Coordinator.

Verifying Event Winners

Event Coordinators will keep a running tally of how their event is progressing. At the end of the competition, event judges and the coordinator will meet to determine event standings. Once verified, the event coordinator will be asked to write down the event winner and runner up and then sign the Winners form, found in the "Forms" section of this manual

Judge Duties

Building Coordinator

- coordinate the building of both mock mines
- assign builders to any other job requiring carpentry type work
- ensure that the required number of builders show up
- pass out SMA purchased gift to each builder
- check with event coordinators as to special building considerations
- ensure that mines are built to size and are consistent with coordinators map
- provide advice and expertise to builders (who may not be familiar with building of the mines)

Donning Bench

- judges must attend the Friday Judge's meeting
- guides will deliver the team to the bench at the appropriate time
- allow teams a few minutes to get personal gear together
- identify who captain is and explain any final instructions to him
- team coordinator will be taken to briefing area
- ensure that schedule is followed
- mark score sheets
- total all demerits and pass completed score sheets to statisticians

Exams

- select questions from SMA bank to make up underground and surface exam as outlined in SMA Competition Guidelines manual
- ensure that sufficient number of photocopied exams are available for competition day
- make up answer key to mark exams
- on Friday at 2:00 all teams will write the exam in lock up.
- arrange tables and chairs in a manner that will seat team members away from each other as much as possible. Label all tables by numbers 1 – 7 to ensure that all teams are mixed throughout the table arrangements.
- explain time limits for the exam and any other relevant information
- instruct teams when they can begin writing exam
- at end of time limit, call time and ensure team members stop writing
- gather exams
- mark exams as per the answer template
- add scores and place on appropriate marking sheet

Gas Testing

- attend the Friday Judge's meeting
- design of a practical gas test
- ensure, with SMA subcommittee that sufficient gas testing devices and supplies are available for use during the competition
- design score sheet , communication with committee to ensure appropriate possible merits are available
- While in lock up identify u/g team coordinator or surface team captain
- explain relevant details
- roll of die will determine which member will complete the practical gas test with the underground coordinator / surface captain.
- total merits for each team
- send score sheets to statisticians

SMA Office

- Bring all supplies stored at SMA office to competition grounds. Radios, stop watches, clip boards, calculators, pens etc.
- attend the Friday Judge's meeting
- act as statistician
- with event coordinators, verify winners
- bring winners form to banquet
- after competition, ensure copies of each event and overall winner aggregate points are put together in a package for each team. Each participating mine will receive a copy of their individual event results
- Coordinate list of banquet attendees
- Table nameplates for judges, volunteers and company names
- Arrangements for photo copier for the event

Statisticians

- Set up 2 teams to work together yet independent (**manual version and electronic scoring**) as a check against formula errors.
- Ensure during scoring that all ties at all levels are broken according to tie breaking criteria listed in the manual for each event.
- Posting of results on competition night
- Preparation of team results for wrap-up

Sample score sheets

CO-ORDINATOR AND FRESH AIR BASE	
PRIOR TO ENTERING MINE	
Set or synchronize watches/clocks	Captain, team and coordinator all synchronize watches. To include the spare.
Record team name and entry time	Prior to entering mine, team name and entry time to be logged at clock
All team members to tag in / tag out	Accurately tag in for the members having entered mine. If spare goes in, tags to be updated. If fresh air base is in mine, Coordinator to be tagged in as well.
Captain to properly report to Coordinator	Confirm with coordinator that all gas testing equipment has been checked. Assure coordinator that all breathing apparatus were checked by the team members and are ready for use.
Coordinator to brief Captain and Captain to confirm plan of operation	Captain to receive directive from coordinator, ensure that mission is understood
Captain to check conditions at mine openings if unknown	Team should check entrance, all vent and gas testing that may be required. If team needs to enter smoke to do testing, to be linked.
Fence off or guard mine openings	Rope off mine entrances. Use site procedures. To be repeated if team needs to enter other portal
Captain to check team before entering mine	Team to be checked to ensure they are ready and fit for duty. This is considered leaving FAB, and must include oxygen levels.
Discipline at mine entrance	No undue delay with entry procedure. Confusion about briefing or directives
DURING RECOVERY WORK	
Mapping and record keeping by Captain	Map accurately displays information gathered by the captain. To include route of travel, locations of workers, fires, and any work that was done.
Coordinator to properly record information or keep log	Coordinator map accurately matches Captain's maps. Call log is complete and accurate. Written material and maps must be legible.
Coordinator to advise and assist Captain on corporate decisions	Coordinator will assist captain with solving problem. Direction must be given by the coordinator.
Coordinator demonstrates control of team	Provides direction on team tasks – captain can advise or suggest as required but coordinator must demonstrate that they are in control.
Failure of Captain to get permission to change ventilation, seal large fire or perform other work that requires corporate decisions	Coordinator must give permission prior to changes in ventilation. Vent changes that may affect any worker safety will also require permission.
Failure of Captain to perform task when directed by Coordinator	Captain refuses to follow the directive given,
Notify coordinator of important conditions/findings in the mine	Major issues such as THP locations, gas levels, casualty locations, changes in ventilation, bad ground conditions, etc.
Notify Coordinator of completion of an important task	Captain to ensure that following all important tasks are complete, coordinator is informed asap
DEBRIEFING	
Captain to give an adequate final report	Captain to ensure the coordinator has accurate information since the last communication from within the mine
Mine examined where required	Mine area divided into sections that are most relevant to solving the problem. More merits allotted for the critical areas
Coordinator to make an accurate final assessment of the problem	Coordinator to be able to describe the scenario that the team had just completed
Coordinator to recommend procedures that would benefit the next team	Following the problem, the coordinator will advise the mission for the next team
Overtime	Full loss of 500 merits for any amount of overtime, stop team and escort out of mine

Safety of Workers in the Mine	
LOCATING WORKERS	
Captain to check a worker found in the mine	Captain to ensure that the conditions of all people in the mine are checked. Can be a verbal check.
Examination of a worker	Captain can direct a team member to do a thorough check of a worker. Does not count for the captain's check. At a minimum, ABCs must be completed on all casualties.
Reassure worker	All workers are to be reassured, specifically if being left behind in the mine. Care should be taken not to forget to reassure again when in area.
Supply resuscitation where required	Any worker with any breathing issues will need to have resuscitation supplied. Must be appropriate to the needs and the situation.
FIRST AID TREATMENT	
Render treatment when required	First aid treatment as required, based on diagnosis of injuries and quality of care
Treat for shock	Treatment for each worker in the mine, some form of shock control
Secure patient in stretcher	Ensure all patients are fully secured when in transport
Captain to ensure patient's physical and emotional condition and apparatus at reasonable intervals	Captain is to double-check prior to movement and at reasonable intervals during transport. At the very least should be each time team rest is done. Can be delegated to other team member but reported to Captain.
Inform Coordinator of condition and treatment of patient	Coordinator must be informed of the conditions of all workers, and what treatment was given. Should be asap
SAFETY OF WORKERS	
Ensuring worker safety from:	
a) Bad atmosphere	All steps taken to ensure that no worker is exposed to bad air
b) Bad ground conditions	All ground support is in place prior to taking a worker past bad ground
c) Taking into unknown areas	Teams must explore all areas prior to taking a worker into them.
d) Removing from place of safety and exposing them to a hazard	Teams must not take a worker from safe refuge if there are possibilities of encountering a hazard after doing so
Perform work that would improve the safety of the worker	Any work that will undoubtedly improve the safety of the worker. This is not awarded for removing from the mine
Locate missing workers	Proportionate merits awarded per worker located
Bring out workers	Proportionate merits awarded per worker removed from mine
Killing men	Full loss of merits for workers killed

Safety of the Team	
ROUTE OF TRAVEL	
Travel fresh air where practicable	Where reasonable, travel in fresh air. There will be times that dictate the need to enter smoke.
Properly indicate route of travel	Some form of route indicator is to be used, site procedures may be different. Banner guard, rope, etc. Must be a physical barrier.
Initial and date at doors, stoppings	Captain to indicate the team has been here by signing and dating each door or stub end.
Captain to check roof and sides where appropriate	Captain to check back and sides for bad ground conditions. Methods can be various, including visual but at no time can a team travel under loose.
Captain to knock on seals, doors, stoppings and caves	Award merits when a team captain attempts to communicate with workers that may be behind a seal, door, stopping or cave in.
Check and rest team	
a) On entering	Team check prior to entering the mine, this should be each time the team enters
b) At regular intervals	During long travels that the team has not stopped for other work.
c) After doing arduous work	After each seal, post, scaling, casualty rescue etc.
d) Before entering and leaving dangerous atmosphere	Each time a team enters or leaves an atmosphere that is either smoke or gas filled a team check to be done.
adequate check by Captain of each man and his apparatus	During team checks, captain to ensure individually that each member and the apparatus are ready to continue
TEAM SAFETY	
Endangering team by excessive rushing	Any time a team appears to be rushing to the point of a hazard. Ideally the team should be corrected and merits lost, so that no team member is hurt during competition.
Team members not linked together in smoke	While traveling in smoke, a team is to be “linked” This can be holding hands, linked by the stretcher, or lanyards. Lanyards can be fixed length, SRL type, or ropes.
PROCEDURES	
Distribute work among team	All heavy workloads to be split up. Timbering, stretcher carries, sandbagging etc.
Fence off hazardous areas	Teams to use site procedures for fencing off areas. Any time an area is a possible hazard to another team or worker, must be fenced. After hazard controlled, normal fence can be used.
Erecting improper fence	Normal fence where Hazardous should have been used.
Change stretcher bearers at reasonable intervals	Periodically need to change stretcher bearers
Captain to examine completed work	Captain to double check all work done by team/ post, seal, first aid etc.
Misuse or abuse of equipment	Dropping, breaking, damaging tools or equipment, Screwdriver as chisel etc.
Captain or Vice to give proper and distinct signals by horn, hands, etc.	Captain/vice giving improper signals
Check and scale in poor ground areas	Prior to any work such as timbers or seals, sounding and scaling is required. Sounding only in heavy smoke.
DISCIPLINE	
Team members to follow Captains signals promptly	Straightforward
Team discipline	Teams following captain commands without undue discussions
Indecision by Captain or team members	Captain has clear understanding of task to be completed; changing plan half way through would lose merits.
Unnecessary talking	Team members discussing issues not related to problem. Distraction to team
Captain maintains care and control of team	The split members of the team can travel no more than three intersections apart at any time, but must remain in sight of the Captain.

Control of Fire or other Emergency	
CONTROL OF FIRES	
Extinguish small fire	Full merits if small fire extinguished
Captain to check if fire is out	Captain to check and ensure fire is out, cool
Seal or totally control large fire	Full merits if large fire completely controlled. All sides sealed etc.
Seal or extinguish fire without unnecessary delay	Captain handles the fire to his / her ability immediately. If permission required for work to be done, this is not avoiding fire, but part of handling without delay.
Erecting seal too near or far from fire	Follow guidelines for distances
Endangering team members	
Endangering team members due to:	
a) Poor ground control procedures	Taking team under un-supported ground
b) Poor fire control procedures	Taking team past fire (see guidelines for distances)
KILLING TEAM MEMBERS DUE TO	
a) Poor ground control procedures	Scaling loose onto team member, having timbers fall onto team etc.
b) Poor fire control procedures	Travel past fire and have fire advance onto team, sealing wrong side first etc.
BARRICADES/SEALS/GROUND SUPPORT	
Make seals airtight	Captain to check and ensure seals are air tight. At least 3 nails across top, and down both sides. Simulated muck on bottom
Install facilities for testing atmosphere on opposite side of seal	Fire probes to be installed on fire seals only.
Check and scale area	Before doing ground control or seals, sound and scale area with scaling bar.
Support bad ground	Merits issued for doing ground control, as well as quality of work.
Installing proper supports	Merits issued for understanding and installing supports asked for.
VENTILATION	
Test for gas conditions	Gas testing at each intersection to enable accurate assessment of gas conditions in mine.
Inspect fan when necessary	Check to ensure fan is running, power on, not damaged, etc.
Check air flows	Airflow testing at each intersection to enable accurate assessment of airflow conditions in mine.
Correct gas evaluation	Understanding the conditions based on the gas readings
Correct air flow evaluation	Understanding the conditions based on the vent readings
Proper use of testing devices	Testing flows with velometer pointing proper direction, gas tubes in properly etc.
Erect airlock or safety seal	Ensuring there is no vent change due to opening doors without airlocks. Temporary changes to ventilation can be made as long as team knows the effects. Example: travel through regulators can be done as long as doors are returned to original condition.
Changing ventilation before knowing the effect of the change	Full understanding of the effects of changing vent is in place before making the changes. Consultation with coordinator to be done as well
Ventilate in front of seal	Ensure all pockets of smoke cleared before opening a seal to bring workers out
Restore ventilation where required	To get full merits, all pockets of smoke to be flushed, doors restored and fans running. Vent to be as indicated on vent map.

Forms

Saskatchewan Mining Association

Please indicate whether your Company will be participating in the 2014 Mine Rescue/Emergency Response Competition.

COMPANY: _____
CONTACT PERSON _____
Phone _____ E-Mail _____
Please indicate (X) your choice
Surface _____
Underground _____

Fax Response to _____ @ _____ , or e-mail to _____ before _____

COMPETITION TROPHY SPONSORS

EVENT	COMPANY	NAME	ADDRESS	CITY	Email	P.C.
Practical Skills U/G Winner	Venables	Garnet Dunham	502-50th St. E.	Saskatoon	garnetd@ venables.sk.ca	S7K 6L9
Practical Skills U/G Runner-Up	Century Vallen	Terry Wruck	2631 Faithful Ave.	Saskatoon		S7K 5W2
Practical Skills Surface Winner	EECOL Electric	Lance Park	2906 Miller Ave.	Saskatoon	parklc@ eecol.com	S7K 5X7
Practical Skills Surface Runner-Up	Hilti Canada	Guy Mercier	925 King Edward	Winnipeg	mercGuy@ cA.Hilti.com	R3H 0P8
First Aid U/G Winner	St. John Ambulance	Belinda Mitchell	2625-3rd Ave.	Regina	b.mitchell @sk.sja.ca	S7J 2B7
First Aid U/G Runner-Up	Sask. Assoc. of Optometrists	Janann Striach	125 - 3rd Ave. S.	Saskatoon		S7K 1L6
First Aid Surface Winner	Ens Toyota Ltd. Industrial Division	Brian Downie	285 Venture Cres.	Saskatoon	bdowney@ ensindustrial.com	S7K 6N8
First Aid Surface Runner-Up	Norcan Fluid Power	Jim Campbell	3053 Faithful Ave	Saskatoon		S7K 7L1
Fire Fighting U/G Winner	Levitt Safety	Richard Box	644 Henderson Drive	Regina	rickbox@ levittsafety.com	S4N 5X3
Fire Fighting U/G Runner-Up	National Mine Supply	Jack Brower	7 - 401 Pakwa Place	Saskatoon		S7L 6A3
Fire Fighting Surface Winner	Century Vallen	Graham Linton	563 McDonald St.	Regina	linton@ centuryvallen.com	S4N 4X1
Fire Fighting Surface Runner-Up	Goodman Industrial	Chris Miller	Box 970	Esterhazy	goodmanchris@ sasktel.net	S0A 0X0
Proficiency U/G Winner	Thyssen Mining Construction	Dave Speerbrecker	2409 Albert St. N. Box 1997	Regina	dspeerbrecker@ thyssenmining.com	S4P 3E1
Proficiency U/G Runner-Up	Prairie Machine	Slade Morrow	3335 Miller Ave.	Saskatoon		S7V 5S6
Proficiency Surface Winner	Wesco Distributions	Cec Failler	2911 Faithful Ave.	Saskatoon	mlesanko@ wescodist.com	S7K 8E8
Proficiency Surface Runner-Up	Motion Canada	Brian Garnet	8 - 3342 Millar Ave.	Saskatoon	mike.richard@ motioncanada.com	S7K 7G9
Mine Problem U/G Winner	MSA Canada	Cam Parker	#6 Verbeke Place	Saskatoon	cam.parker@ msanet.ca	S7K 6J5
Mine Problem U/G Runner-Up.	Mid North Safety Regina	Martin Arndt	210 - 103rd St. E.	Saskatoon	marndt@ shaw.ca	S7N 1Y8
Field Problem Surface Winner	Bearing & Transmission	Todd Loessl	Box 1964	Saskatoon		S7K 3S6
Field Problem Surface Runner-Up	Commercial Solutions	Rick Gurney	365-36 St.. W.	Prince Albert	rgurney@ csinet.ca	S7K 4L3
Overall Runner Up Underground	Mid North Safety	Martin Arndt	210 - 103rd St. E.	Saskatoon	marndt@ Shaw.ca	S7N 1Y8
Overall Runner Up Surface	Kramer Tractor	Todd Gaspers	2360 Pasqua N. Box 707	Regina		S7P 3A8
Overall Winner Underground	Acklands Grainger	Rob Oleynick	518 51st St. East	Saskatoon	oleynickr@ agi.ca	S7K 7L1
Overall Winner Surface	Terratech	Denny Ogle	3062 Millar Ave. Box 840	Saskatoon	dogle@ Terratech.ca	S7K 3L7

Names for _____ Emergency Response Banquet

Event Coordinators, Team Trainers

Please fill out the attached list, indicating names and numbers of individuals who will be attending this year's banquet. Spaces are allotted for coordinators, judges, casualties and helpers. If more are needed please write in the role next to the names. Personnel from mine sites should have their expenses paid by their mine. By listing all individuals, names can be cross-referenced to ensure that they do not appear on two lists (some judges are also presenters). Please email your form back to (saskmining@sasktel.net) by May 20th so that catering numbers can be verified.

Team:

Position	Name	Number Attending Banquet	Paid by SMA (yes/no)	Paid by Mine (yes/no)
Captain				
#2				
#3				
#4				
#5				
#6				
#7				
Coach				
Guide				
Liaison				
Helper/Casualty				
Judge				
Event Coordinator				
ERT Retiree				
Total				

- All personnel that are involved with the competition shall be invited to the Banquet as guests of the SMA.
- SMA recommends that all volunteers are made aware of their own company's payment policy before accepting this role.

Nomination of Retired Mine Rescue Member

An opportunity exists with our annual SMA Emergency Skills Competition to recognize members of our provincial Emergency Response program who have resigned from active service.

To recognize a retiree a site can nominate a long-serving team member to be recognized by his peers in this industry at our annual showcase event.

The MC will call all identified members to the front, say a few words of thanks and the Safety chair can give each member a plaque of recognition from the SMA.

To meet the minimum criteria the retiree should:

- Have served as an active team member for a minimum of 10 consecutive years
- Have been active to within the past year

The companies are to identify potential personnel from their property, submit a brief letter of accomplishments, include a photo and package everything in time for the SMA AGM. At the AGM safety meeting, the committee wil review and endorse the candidates.

The committee would then have approximately 3 months to order plaques and update the MC speaker notes.

Each company will pay the fees for the plaque and be responsible to book a seat at the banquet for this person.

Template for Nomination of Retired Mine Rescue Member

Criteria met:

Minimum 10 years active in mine rescue	
Resigned from mine rescue within past year	
Nominated by	

Submit application to Brad Sigurdson (bsigurdson@saskmining.ca)

NAME: Biography here.

Emergency Response person of the year criteria

Each year the SMA Safety committee accepts nominations for the Emergency Response Person of the year. Nominations are to be submitted prior to the AGM, where the Safety committee will review all nominations and select the successful recipient.

With the incorporation of recognizing retired team members at the banquet this would be an appropriate time to develop criteria for the nomination of an applicant.

While developing a clear list of requirements would be almost impossible, some sample criteria to qualify for nominations are:

- Longstanding Emergency Response team member
- Actively involved in emergency preparedness in the community
- Active in developing and training new emergency response members
- Continued involvement in the emergency response program at site as a team member, trainer, command center member etc.
- Any other involvement that is considered “over and above” the regular duties of an emergency response member.

This would require some work at the time of application that would have the nominating company gather as much detail as possible and complete the following form. The successful applicant would then be invited to the banquet and the award received prior to announcing the event winners at the banquet awards ceremony.

Emergency Response person of the year Nomination

Photo Here

(Name)
(years active as emergency response member)
(any involvement in emergency response in communities)
(any involvement in training and developing new members)
(Involvement with site's emergency response at higher levels i.e. command center, training, etc.)
(Any notable "over and above" regular emergency response duties)

(General Biography)

BANQUET NUMBERS	
COMPANY	**REQUESTED**
AGRIUM	
CAMECO KEY LAKE	
CAMECO MCARTHUR RIVER	
CAMECO CIGAR LAKE	
CAMECO RABBIT LAKE	
CLAUDE RESOURCES	
AREVA MCLEAN LAKE	
MOSAIC POTASH BELLE PLAINE	
MOSAIC POTASH COLONSAY	
MOSAIC POTASH ESTERHAZY K1	
MOSAIC POTASH ESTERHAZY K2	
INVITED GUESTS	
JUDGES - FIRE FIGHTING	
JUDGES - FIRST AID	
JUDGES - SURFACE	
JUDGES - MINE PROBLEM	
JUDGES - U/G PRACTICAL SKILLS	
JUDGES - SURFACE PRACTICAL SKILLS	
JUDGES - OTHER	
PRAIRIE MINES AND ROYALTY LTD BOUNDARY DAM	
PRAIRIE MINES AND ROYALTY LTD POPLAR RIVER	
POTASHCORP ALLAN	
POTASHCORP CORY	
POTASHCORP LANIGAN	
POTASHCORP PATIENCE LAKE	
POTASHCORP ROCANVILLE	
TROPHY PRESENTERS	
TOTAL	0

Competition Committee Meeting Agenda

Date:
Time:
Location:

-
-
-
-
-
-
-
-
-
-
-
-

Work Activity:			**Date:**
Area:			**Reviewed By:**
Written By:			**Reviewed/Revised Date:**
Step #	**Describe Job Steps**	**Hazards/Potential Incidents for each Step**	**Control Methods used to Mitigate Risks**

Crew Member:

Signature:

Event Coordinator
Props/Equipment Needed

Event: _____

List examples: casualties, props, tools, heavy equipment, special?

1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
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18			
19			

Guide Coordinator Duties

Firstly, many thanks for volunteering your time to be the guide coordinator for this year's event.

Please be at the competition grounds Friday before the competition by at 2:00 at the latest. This is when the guides / judges meeting will be occurring. At this meeting you will be in charge of ensuring all guides are aware of their respective duties, as well as the teams they will be with.

You will ensure that all guides are assigned radios on the morning of the Competition. These will be signed out from the Auditor's office. Upon receiving their radio each guide will check in with you and ensure they are working.

You will be reviewing the guide's duties with the group, and ensuring all guides have a copy of the schedule, and are aware of the route that needs to be travelled to each event. This is important as taking a team past an event that they have not yet completed may cause issues.

Remember there are two underground mines (identical in looks) and there are two separate First Aid problems (Underground and Surface)

Make sure all guides are aware that the spare member of the team will need to be with the guide the entire time the team is competing and that if someone not on the team talks to the spare severe point penalties are issued to that team.

Upon completion of the First Aid scenario, teams will go to the Fire Fighting event. If this is the team's final event, that guide's duties are now complete. However, if that team has not yet completed the Field Problem, take them back to lock-up and pick them up again at the prescribed time.

Once a team has been escorted to their final event their guide's duties may be complete. They should check in with you to ensure they are no longer required. Have them return their radio to the Auditor's office and sign the return sheet.

There will be Security personnel at each entrance to Lock-up. Guides will not be allowed into the Lock-up area. Have the guides report to Lock-up, identify themselves and ask for their team.

Let the guides know that it is a good idea to check in with judges of their team's next event (15 minutes prior to start) and ask if they will be ready for the next team or if they are running late. This way we won't have teams out of Lock-up and standing around, waiting to compete or judges waiting for teams to arrive.

The single, most important thing to remember is that there must be no dialogue between the team members and anyone else.

Once again, thanks for all your help in making this competition a success.

Guide Duties

Firstly, many thanks for volunteering your time to guide one of the competing teams, it is very much appreciated.

Please check the schedule carefully in order to determine what times the team you are guiding will participate in each event. Some teams will start the competition at the First Aid problem, while others will begin at the Bench test, prior to the Field Problem.

All guides will be assigned radios on the morning of the Competition. These will be signed out from the Auditor's office. Upon receiving your radio please check in with the guide coordinator / competition Marshall.

Remember there are two underground mines (identical in looks) and there are two separate First Aid problems (Underground and Surface)

You will see from the attached plan that there are two separate departure points from Lock-Up - one to First Aid and one to the Field Problem.

When you take your team to the First Aid problem, remember to have the extra team member beside you at all times. Do not allow **anyone** to talk to the team members - who will also have been advised not to talk to anyone.

Upon completion of the First Aid scenario, escort you team to Fire Fighting. If this is the team's final event, your duties are now complete. However, if you team has not yet completed the Field Problem, take them back to lock-up and pick them up again at the prescribed time.

Once you have escorted your team to their final event your duties may be complete. Check with the Guide Coordinator / Marshall to ensure you are no longer required. Return your radio to the Auditor's office and sign the return sheet.

There will be Security personnel at each entrance to Lock-up. Guides will not be allowed into the Lock-up area. Please report to Lock-up, identify yourself and ask for your team. Lead them to the scheduled event.

It is a good idea to check in with judges of your team's next event (15 minutes prior to start) and ask if they will be ready for you or if they are running late. This way we won't have teams out of Lock-up and standing around, waiting to compete or judges waiting for teams to arrive.

The single, most important thing to remember is that there must be no dialogue between the team members and anyone else.

You will be provided with an SMA cap, which will identify you as an official to the Lock-up Security personnel. This will also enable you to receive complimentary food and drinks from the concession booth.

There will be a Guides meeting scheduled on the Friday afternoon before the competition and any questions that have not been answered can be asked at this time. A physical walk through of the facility will be done and routes to each event will be reviewed.

Once again, thanks for all your help in making this competition a success.

Helper / Casualty Duties

Firstly, many thanks for volunteering your time to be a helper or casualty, it is very much appreciated.

On the day prior to the competition there will be a meeting held that you need to attend. Typically this is held at 2:00 while the teams are writing the exam. The location will be communicated to you or your team coach prior to the meeting date.

At this meeting all event coordinators are present, and will choose casualties needed for their particular events. Once you are designated as a casualty for an event, you will need to meet with the coordinator for your event to be briefed on your role.

If there are more volunteers than there are casualties needed, the remaining people from the group will be assigned as a helper for an event. This role will also be discussed during the meeting. For the most part the helper is assigned the role of clearing out and resetting the props between teams. This is also a very important role.

The event coordinators typically take the helpers and casualties through the event to ensure the roles are clear.

On the day of the competition, you will need to be present prior to the first team in the draw, until the end of the day. Confirm these times with the event coordinator during the meeting the day prior.

There is an expectation to have the same casualty for all teams to ensure consistency in the role.

All helpers and casualties are expected to wear PPE during the event while conducting the assigned tasks. The minimum PPE required is a hard hat, safety glasses and CSA approved footwear. Event coordinators will advise all involved if there is anything else that may be required. They will also advise if a risk assessment was performed and the outcome showed no need for PPE.

Once again, thanks for all your help in making this competition a success.

Event Winners & Trophy Presentations

Updated: Dec/07

F I R S T A I D

EVENT	Trophies	WINNER	COORDINATOR VERIFICATION
Surface First Aid Runner Up	Norcan Fluid Power		Belinda Mitchell
Surface First Aid Winner	Ens Toyota		Belinda Mitchell
Underground First Aid Runner Up	Sask.Assoc. of Optometrists		Belinda Mitchell
Underground First Aid Winner	St. John Ambulance		Belinda Mitchell

F I R E F I G H T I N G

Surface Fire Fighting Runner Up	Goodman Industries		James Ferstl
Surface Fire Fighting Winner	Century Vallen-Regina		James Ferstl
Underground Fire Fighting Runner Up	National Mine Service		James Ferstl
Underground Fire Fighting Winner	Levitt Safety		James Ferstl

P R O F I C I E N C Y

Surface Proficiency Runner up	Motion Canada		
Surface Proficiency Winner	Wesco Distributors		
Underground Proficiency Runner Up	Prairie Machine		
Underground Proficiency Winner	Thyssen Mining		

Event Winners & Trophy Presentations

P R A C T I C A L S K I L L S

Surface Practical Skills Runner Up	Hilti Canada		Len Bergen
Surface Practical Skills Winner	EECOL Electric		Len Bergen
Underground Practical Skills Runner up	Century Vallen - Saskatoon		Harvey Callin
Underground Practical Skills Winner	Venables		Harvey Callin

P R O B L E M

Surface Field Problem Runner up	Commercial Solutions		
Surface Field Problem Winner	Bearing and Transmission		
Underground Mine Problem Runner Up	Mid North Safety-Regina		
Underground Mine Problem Winner	MSA Canada		Cam Parker

O V E R A L L W I N N E R

Surface Overall Runner Up	Kramer Tractor		
Surface Overall Winner	Terratech		
Underground Overall Runner Up	Mid North Safety- Saskatoon		
Underground Overall Winner	Acklands- Grainger		

Appendix 1
Master of Ceremonies speaking notes
(contact SMA Office for electronic document)

Appendix 2

Historical event schedules

2011 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Team	COORD. BRIEFING	BENCH	FIELD PROBLEM 1	FIELD PROBLEM 2	PRACTICAL SKILLS	TO LOCK UP	GAS TEST	U/G FIRST AID	U/G FIRE	SURF FIRST AID	SURF FIRE	FINISH TIME	GUIDES
	5:45 am	5:55 am	6:15 am	7:10 am	11:30 am	8:20 am	9:00 am	10:00 am	10:30 am			12:00 pm	
	5:45 am	5:55 am	7:10 am	6:15 am	9:15 am	8:20 am	12:00 pm	10:45 am	11:15 am			12:15 pm	
	7:40 am	7:50 am	8:10 am	9:05 am	12:25 pm	10:15 am	10:30 am	11:30 am	12:00 pm			12:20 pm	
	7:40 am	7:50 am	9:05 am	8:10 am	1:45 pm	9:15 am	10:00 am	12:15 pm	12:45 pm			2:10 pm	
	9:30 am	9:40 am	10:00 am	10:55 am	8:30 am	12:00 pm	2:00 pm	1:00 pm	1:30 pm			2:30 pm	
	9:30 am	9:40 am	10:55 am	10:00 am	7:45 am	8:15 am	1:00 pm	1:45 pm	2:15 pm			2:45 pm	
	11:20 am	11:30 am	11:50 am	12:45 pm	7:00 am	7:35 am	1:30 pm	2:30 pm	3:00 pm			3:25 pm	
	11:20 am	11:30 am	12:45 pm	11:50 am	2:25 pm	1:35 pm	9:30 am	3:15 pm	3:45 pm			4:10 pm	
	1:10 pm	1:20 pm	1:40 pm	2:35 pm	10:10 am	10:35 am	8:30 am	9:15 am	9:45 am			3:30 pm	
	1:10 pm	1:20 pm	2:35 pm	1:40 pm	3:35 pm	9:30 am	7:30 am	4:10 pm	4:30 pm			4:50 pm	
	3:00 pm	3:10 pm	3:30 pm	4:25 pm	1:05 pm	8:40 am	7:00 am	7:45 am	8:15 am			5:10 pm	
	3:00 pm	3:10 pm	4:25 pm	3:30 pm	10:45 am		8:00 am	8:30 am	9:00 am			5:10 pm	
			7:00 am		10:15 am	8:00 am	11:30 am			8:50 am	9:30 am	12:00 pm	
			8:15 am		12:15 pm	9:15 am	11:00 am			9:35 am	10:15 am	12:55 pm	
			9:30 am		11:15 am	10:45 am	12:30 pm			8:05 am	8:45 am	1:00 pm	
			10:45 am		7:00 am	11:45 am	8:00 am			11:50 am	12:30 pm	1:00 pm	
			12:00 pm		8:15 am	9:00 am	6:30 am			1:15 pm	1:55 pm	2:15 pm	

12 Underground teams - 2 mock mines, 5 Surface teams, Start time 5:50 AM
Surface Problem - 45 minutes
Underground Problem - 2 - 40 minute problems, 15 minutes between

Underground Problem - 2 - 40 minute problems, 15 minutes between

Practical Skills scheduled anytime throughout day - 25 minute duration

2011 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Team	COORD. BRIEFING	BENCH	FIELD PROBLEM 1	FIELD PROBLEM 2	PRACTICAL SKILLS	TO LOCK UP	GAS TEST	U/G FIRST AID	U/G FIRE	SURF FIRST AID	SURF FIRE	FINISH TIME	GUIDES
	5:45 am	5:55 am	6:15 am	7:10 am	11:30 am	8:20 am	9:00 am	10:00 am	10:30 am			12:00 pm	
	5:45 am	5:55 am	7:10 am	6:15 am	9:15 am	8:20 am	12:00 pm	10:45 am	11:15 am			12:15 pm	
	7:40 am	7:50 am	8:10 am	9:05 am	12:25 pm	10:15 am	10:30 am	11:30 am	12:00 pm			12:20 pm	
	7:40 am	7:50 am	9:05 am	8:10 am	1:45 pm	9:15 am	10:00 am	12:15 pm	12:45 pm			2:10 pm	
	9:30 am	9:40 am	10:00 am	10:55 am	8:30 am	12:00 pm	2:00 pm	1:00 pm	1:30 pm			2:30 pm	
	9:30 am	9:40 am	10:55 am	10:00 am	7:45 am	8:15 am	1:00 pm	1:45 pm	2:15 pm			2:45 pm	
	11:20 am	11:30 am	11:50 am	12:45 pm	7:00 am	7:35 am	1:30 pm	2:30 pm	3:00 pm			3:25 pm	
	11:20 am	11:30 am	12:45 pm	11:50 am	2:25 pm	1:35 pm	9:30 am	3:15 pm	3:45 pm			4:10 pm	
	1:10 pm	1:20 pm	1:40 pm	2:35 pm	10:10 am	10:35 am	8:30 am	9:15 am	9:45 am			3:30 pm	
	1:10 pm	1:20 pm	2:35 pm	1:40 pm	3:35 pm	9:30 am	7:30 am	4:10 pm	4:30 pm			4:50 pm	
	3:00 pm	3:10 pm	3:30 pm	4:25 pm	1:05 pm	8:40 am	7:00 am	7:45 am	8:15 am			5:10 pm	
	3:00 pm	3:10 pm	4:25 pm	3:30 pm	10:45 am		8:00 am	8:30 am	9:00 am			5:10 pm	
			7:00 am		10:15 am	8:00 am	11:30 am			8:50 am	9:30 am	12:00 pm	
			8:15 am		12:15 pm	9:15 am	11:00 am			9:35 am	10:15 am	12:55 pm	
			9:30 am		11:15 am	10:45 am	12:30 pm			8:05 am	8:45 am	1:00 pm	
			10:45 am		7:00 am	11:45 am	8:00 am			11:50 am	12:30 pm	1:00 pm	
			12:00 pm		8:15 am	9:00 am	6:30 am			1:15 pm	1:55 pm	2:15 pm	

12 Underground teams - 2 mock mines, 5 Surface teams, Start time 5:50 AM
Surface Problem - 45 minutes
Underground Problem - 2 - 40 minute problems, 15 minutes between

Underground Problem - 2 - 40 minute problems, 15 minutes between

Practical Skills scheduled anytime throughout day - 25 minute duration

2013 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Team	COORD. BRIEFING	BENCH	FIELD PROBLEM 1	FIELD PROBLEM 2	PRACTICAL SKILLS	TO LOCK UP	GAS TEST	U/G FIRST AID	U/G FIRE	SURF FIRST AID	SURF FIRE	FINISH TIME	GUIDES
Agrium	5:45 am	5:55 am	6:15 am	7:10 am	11:30 am	8:20 am	9:00 am	10:00 am	10:30 am			12:00 pm	Mosaic Colonsay
PotashCorp Allan	5:45 am	5:55 am	7:10 am	6:15 am	9:15 am	8:20 am	12:00 pm	10:45 am	11:15 am			12:15 pm	Agrium
Cameco McArthur River	7:40 am	7:50 am	8:10 am	9:05 am	12:25 pm	10:15 am	10:30 am	11:30 am	12:00 pm			12:20 pm	PotashCorp Allan
PotashCorp Rocanville	7:40 am	7:50 am	9:05 am	8:10 am	1:45 pm	9:15 am	10:00 am	12:15 pm	12:45 pm			2:10 pm	Mosaic Esterhazy K2
Mosaic Esterhazy K2	9:30 am	9:40 am	10:00 am	10:55 am	8:30 am	12:00 pm	2:00 pm	1:00 pm	1:30 pm			2:30 pm	PotashCorp Rocanville
Mosaic Esterhazy K1	9:30 am	9:40 am	10:55 am	10:00 am	7:45 am	8:15 am	1:00 pm	1:45 pm	2:15 pm			2:45 pm	Cameco McArthur River
PotashCorp Cory	11:20 am	11:30 am	11:50 am	12:45 pm	7:00 am	7:35 am	1:30 pm	2:30 pm	3:00 pm			3:25 pm	Mosaic Esterhazy K1
PotashCorp Lanigan	11:20 am	11:30 am	12:45 pm	11:50 am	2:25 pm	12:55 pm	9:30 am	3:15 pm	3:45 pm			4:10 pm	PotashCorp Cory
Mosaic Colonsay	1:10 pm	1:20 pm	1:40 pm	2:35 pm	10:10 am	10:35 am	8:30 am	9:15 am	9:45 am			3:30 pm	PotashCorp Lanigan
PotashCorp Patience Lake			7:00 am		10:15 am	8:00 am	11:30 am			8:50 am	9:30 am	12:00 pm	Mosaic Belle Plaine
Sherritt Coal Poplar River			8:15 am		12:15 pm	9:15 am	11:00 am			9:35 am	10:15 am	12:55 pm	PotashCorp Patience Lake
Cameco Key Lake			9:30 am		11:15 am	10:45 am	12:30 pm			8:05 am	8:45 am	1:00 pm	Sherritt Coal Poplar River
Sherritt Coal Boundary Dam			10:45 am		9:15 am	9:45 am	6:30 am			11:50 am	12:30 pm	1:00 pm	Cameco Key Lake
Mosaic Belle Plaine			12:00 pm		8:15 am	8:45 am	6:00 am			10:20 am	11:00 am	1:00 pm	Sherritt Coal Boundary Dam

9 Underground teams - 2 mock mines, 5 Surface teams, Start time 5:45 AM
Underground Problem - 2 - 40 minute problems, 15 minutes between
Surface Problem – 45 minutes
Practical Skills – 25 minutes

2014 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Underground Teams	COORD. BRIEFING	BENCH	AITCHISON PROBLEM	WORONIUK PROBLEM	PRACTICAL SKILLS	TO LOCK UP	GAS TEST	U/G FIRST AID	U/G FIRE			FINISH TIME	GUIDES
Mosaic Esterhazy K2	5:45 am	5:55 am	6:15 am	7:10 am	11:30 am	8:20 am	9:00 am	10:00 am	10:30 am			12:00 pm	PotashCorp Lanigan
PotashCorp Rocanville	5:45 am	5:55 am	7:10 am	6:15 am	9:15 am	8:20 am	12:00 pm	10:45 am	11:15 am			12:30 pm	Mosaic Esterhazy K2
Mosaic Colonsay	7:40 am	7:50 am	8:10 am	9:05 am	12:25 pm	10:15 am	10:30 am	11:30 am	12:00 pm			12:50 pm	PotashCorp Rocanville
Cameco McArthur River	7:40 am	7:50 am	9:05 am	8:10 am	1:15 pm	9:15 am	10:00 am	12:15 pm	12:45 pm			1:45 pm	Mosaic Colonsay
PotashCorp Cory	9:30 am	9:40 am	10:00 am	10:55 am	8:30 am	12:00 pm	2:00 pm	1:00 pm	1:30 pm			2:30 pm	Cameco McArthur River
Agrium	9:30 am	9:40 am	10:55 am	10:00 am	7:45 am	8:15 am	1:00 pm	1:45 pm	2:15 pm			2:45 pm	PotashCorp Cory
Cameco Rabbit Lake	11:20 am	11:30 am	11:50 am	12:45 pm	7:00 am	7:35 am	8:30 am	2:30 pm	3:00 pm			3:25 pm	Agrium
Cameco Cigar Lake	11:20 am	11:30 am	12:45 pm	11:50 am	2:25 pm	12:55 pm	1:30 pm	3:15 pm	3:45 pm			4:10 pm	PotashCorp Allan
Mosaic Esterhazy K1	1:10 pm	1:20 pm	1:40 pm	2:35 pm	10:10 am	10:35 am	8:00 am	9:15 am	9:45 am			3:30 pm	Cameco Cigar Lake
PotashCorp Allan	1:10 pm	1:20 pm	2:35 pm	1:40 pm	3:35 pm	9:30 am	7:30 am	8:30 am	9:00 am			4:05 pm	Mosaic Esterhazy K1
PotashCorp Lanigan	3:00 pm	3:10 pm	3:30 pm	4:25 pm	10:45 am	8:40 am	7:00 am	7:45 am	8:15 am			5:10 pm	Cameco Rabbit Lake
Surface Teams			**Surface Problem**		**Practical Skills**	**To Lock Up**	**Gas Test**			**Surface First Aid**	**Surface Fire**	**Finish Time**	**Guides**
Sherritt Coal Boundary Dam / Bienfait			7:00 am		10:15 am	8:00 am	11:30 am			8:50 am	9:30 am	12:00 pm	PotachCorp Patience Lake
Mosaic Belle Plaine			8:15 am		12:15 pm	9:15 am	11:00 am			9:35 am	10:15 am	12:55 pm	**Sherritt Coal Boundary Dam / Bienfait**
Cameco Key Lake			9:30 am		11:15 am	10:45 am	12:30pm			8:05 am	8:45 am	1:00 pm	Mosaic Belle Plaine
Areva McCLean lake			10:45 am		9:15 am	9:45 am	6:30 am			11:50 am	12:30 pm	1:00 pm	Cameco Key Lake
Sherritt Coal Poplar River			12:00 pm		8:15 am	8:45 am	6:00 am			10:20 am	11:00 am	12:45 pm	Areva McCLean lake
PotachCorp Patience Lake			1:15 pm		6:15 am	8:35 am	9:30 am			7:20 am	8:05 am	2:00 pm	Sherritt Coal Poplar River

11 Underground teams - 2 mock mines, 6 Surface teams, Start time 5:45 AM
Underground Problem - 2 - 40 minute problems, 15 minutes between - Surface Problem – 45 minutes – Practical Skills – 25 minutes

2015 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Underground Teams	COORD. BRIEFING	BENCH	AITCHISON PROBLEM	WORONIUK PROBLEM	PRACTICAL SKILLS	TO LOCK UP	GAS TEST	U/G FIRST AID	U/G FIRE			FINISH TIME	GUIDES
Cameco McArthur River	5:45 am	5:55 am	6:15 am	7:10 am	11:30 am	7:50 am 10:35 am	9:00 am	9:45 am	10:15 am			11:50 am	PotashCorp Allan
Cameco, Cigar Lake	5:45 am	5:55 am	7:10 am	6:15 am	9:15 am	7:50 am 9:40 am	12:00 pm	10:45 am	11:20 am			12:30 pm	PotashCorp Rocanville
PotashCorp Rocanville	7:40 am	7:50 am	8:10 am	9:05 am	12:25 pm	9:45 am	10:30 am	11:25 am	11:55 am			12:50 pm	Cameco, Cigar Lake
PotashCorp Cory	7:40 am	7:50 am	9:05 am	8:10 am	1:15 pm	9:45 am	10:00 am	12:15 pm	12:45 pm			1:40 pm	Cameco McArthur River
PotashCorp Lanigan	9:30 am	9:40 am	10:00 am	10:55 am	8:30 am	8:55 am 11:35 am	2:15 pm	1:00 pm	1:30 pm			2:45 pm	Mosaic Colonsay
Mosaic Colonsay	9:30 am	9:40 am	10:55 am	10:00 am	7:45 am	8:10 am 11:35 am	1:00 pm	1:45 pm	2:15 pm			2:35 pm	Mosaic Esterhazy K1
Mosaic Esterhazy K1	11:20 am	11:30 am	11:50 am	12:45 pm	7:00 am	7:25 am 1:25 pm	8:30 am	2:30 pm	3:00 pm			3:20 pm	PotashCorp Cory
Mosaic Esterhazy K2	11:20 am	11:30 am	12:45 pm	11:50 am	2:25 pm	2:50 pm 1:25 pm	1:45 pm	3:15 pm	3:45 pm			4:05 pm	PotashCorp Lanigan
Agrium	1:10 pm	1:20 pm	1:40 pm	2:35 pm	10:10 am	9:40 am 10:35 am	8:00 am	8:50 am	9:20 am			3:15 pm	Mosaic Esterhazy K2
Cameco Rabbit Lake	1:10 pm	1:20 pm	2:35 pm	1:40 pm	3:35 pm	9:10 am 3:15 pm	7:30 am	8:20 am	8:50 am			4:00 pm	Agrium
PotashCorp Allan	3:00 pm	3:10 pm	3:30 pm	4:25 pm	10:45 am	8:45 am 11:10 am	7:00 am	7:45 am	8:25 am			5:05 pm	Cameco Rabbit Lake
Surface Teams			**Surface Problem**		**Practical Skills**	**To Lock Up**	**Gas Test**			**Surface First Aid**	**Surface Fire**	**Finish Time**	**Guides**
Westmoreland Coal Estevan			7:15 am		10:15 am	8:00 am 9:10 am 10:40 am	11:30 am			8:50 am	6:45 am	12:00 pm	Areva McClean Lake
Areva McClean Lake			8:15 am		12:15 pm	9:00 am 10:10 am	11:00 am			9:20 am	9:50 am	12:40 pm	Cameco Key Lake
Westmoreland Coal Poplar River			9:30 am		11:15 am	7:30 am 8:25 am 10:15 am 11:40 am	12:30 pm			8:05 am	7:10 am	1:00 pm	Mosaic Belle Plaine
PotashCorp Patience Lake			10:45 am		9:15 am	7:55 am 9:40 am 11:30 am	6:30 am			11:50 am	7:35 am	12:10 pm	PotashCorp Patience Lake
Cameco Key Lake			12:00 pm		8:15 am	8:40 am 11:05 am	6:00 am			10:15 am	10:45 am	12:45 pm	Westmoreland Coal Estevan
Mosaic Belle Plaine			1:15 pm		6:15 am	6:40 am 7:20 am 8:20 am	9:30 am			7:00 am	8:00 am	2:00 pm	Westmoreland Coal Poplar River

11 Underground teams - 2 mock mines, 6 Surface teams, Start time 5:45 AM

Underground Problem - 2 - 40 minute problems, 15 minutes between - Surface Problem – 45 minutes – Practical Skills – 25 minutes