Competition Guidelines

Apr. 9, 2024

This manual has been organized into 6 sections:

- General Information for all teams
- Surface competition
- Underground competition
- Organizing of the annual competition
- Forms
- Historical schedules and checklists

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

SMA Saskatchewan Mining Association	**Changes made for 2024 Competition Guidelines & Organization Manual**

	Comments & Changes
1.	Updated liaison schedule show me
2.	2024 competition schedule show me
3.	Added Conflict of Interest section show me
4.	Added Competition committee members responsibilities show me
5.	Edited Judges Expenses Report Form. Show Me
6.	Added scoring of captains delegation Show me
7.	Edited fire fighting sections show me
8.	Added cut off date to coordinators letter of agreement. Show me
9.	Changed all references to AGM as a cut off date to March meeting
10.	Added ProAir as an underground SCBA
11.	Changes to mine problem; single 70 minute problem, briefing 20 minutes. Show me
12.	Added ProAir score sheet
13.	Added Reference material for the exam portion of the gas test will be tables 1.2 & 1.3 (pages 37 & 38) of the Saskatchewan Mine Rescue manual.
14.	Added “All team members to wear tool belts, lanyards, cap lamps for the event.” To UG Practical skills
15.	Edits to Rope Rescue equipment list Show Me
16.	First aid will be a 25 minute scenario
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GENERAL INFORMATION FOR ALL TEAMS

Apr. 9, 2024

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 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

Security/Integrity

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, or in possession of any electronic devices such as cell phones, smart watch or tablets while in lock up, there will be a loss of 500 merits issued to the field event. For the underground teams, these demerits will be applied to the mine problem where the team had the most merits.

Only team members are to be in lock up. Lock up security will not allow anyone in that is not wearing team coveralls. Anyone other than a team member that requests to enter the lock up must do so in the company of the event Marshall.

As this event is sponsored by all member companies, and while the competition event takes place, all members are considered to be under the employ of their company. All team members will be held to all company policies and procedures. This includes injury reporting, harassment and drug and alcohol policies. Any activity or behavior that represents an infraction of company policies will be identified to the Competition Chair and/or SMA President. The SMA President will report this activity to the senior representative from the said member company and the activity will be dealt with directly by the company. It is expected that the follow up report be shared with the SMA Office if consequences affect the Awards distribution.

> For example – if it is reported that team members are drinking alcohol or using cannabis on the Competition Grounds, the SMA President will inform a senior Member Company representative (e.g. General Manager) of this observation at the earliest opportunity.

All 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 a loss of 100 merits will be applied to the overall score

Conflict of Interests

There are a number of roles requiring involvement by personnel affiliated with specific sites. Any involvement by a committee member, event coordinator, casualty or helper must remain diligent in ensuring the confidentiality between the specifics of any event and the site teams during all phases of the planning to the event day inclusive.
Any concerns with respect to any individual breaching the expectations of confidentiality are to be immediately directed to the competition chairperson so that it can be addressed immediately.
Any confirmed confidentiality breaches will result in the disqualification of the affected team from the event in question.

Trophies

ERMR Trophy Sponsorship includes:

· Fee for Trophy Sponsorship (various levels as outlined in the Trophy Sponsorship Opportunities document)

· Previous trophy sponsors will be given first right of refusal on sponsorship of the category they previously sponsored

· SMA to handle logistics of purchasing of all keeper plaques in addition to delivering them to the banquet

Sponsors have spent considerable money to ensure that trophies and recognition keeper plaques are available each year. Winning teams deserve to be recognized in front of their peers. As such, it is up to the preceding year's winners to return the award trophy so it can be presented for the current year. When placing new nameplates on the trophies, please ensure that they are shaped the same and the engraving format stays consistent with the previous years. Each team is required to bring the trophy to the competition grounds during the equipment drop off. Failure to return trophies will result in a loss of 100 merits will be applied to the overall score

Exam Question Submissions

On an as-needed basis, the SMA sub-committee may request participating sites to submit exam questions to add to the existing databank. These requests will be in writing and sent to each site by way of email and documenting the request in SMA Competition Committee meeting minutes. The request will outline the number of questions to be submitted and the correct reference material to use in question development. Further, specific timelines for submission will be outlined. Teams that fail to meet the submission deadline will be assessed a loss of 25 merit points in the proficiency event.

Judges

- The Emergency Response Sub Committee shall appoint a Marshal. The Sub Committee will also select Event Coordinators (field events, first aid, firefighting, practical skills, proficiency and surface rope).
- 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 Sub Committee for approval.
- Judges, guides, liaisons and casualties will attend judges' meetings 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. A representative from the statistician team will be present to explain expectations for score sheet submissions. Casualties shall be designated to their areas at this time. A guides meeting will follow the judges' meeting.
- Judges should ensure that sufficient number of casualties are available as the problem is designed. Judges are not to take the place of designated casualties.
- 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.
- 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.
- All event coordinators must complete a Task Safety Analysis (TSA) and submit to the Competition Chair. The TSA should be available for the Safety Walk-through during the set up portion prior to the competition.
- 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.
- 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. Score sheets will be made available to all participating teams at the first SMA meeting following the Competition.

Event Attendants

- 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.
- 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.

Event Liaisons

- Each event will have someone delegated to act as liaison. This role is primarily a runner for the specific needs of the event.
- The liaison will ensure all sealed score sheets are delivered to the statisticians on the direction of the event coordinator.
- The liaison will be responsible to ensure any requests for refreshments or supplies are fulfilled to ensure the event stays on schedule.
- There is a letter to provide to the liaison from your site in the forms section of this manual that lays out the expectations.

Draw

- At the March meeting each year, the SMA Sub Committee will meet and conduct the draw for position.

Decision of Judges

- The decision of the judges is final.
- Disputes can only be lodged based on statistical errors.
- Video, pictures or other “evidence” will not be considered in making a ruling.
- Disputes can only be filed after the captains meeting. Process - written submission to the SMA office within 1 week of the Captain's meeting; President will call a meeting of the competition committee to review the request.
- A written reply outlining the competition committee’s decision shall be sent to the originator by the President.

Train the trainer

To encourage consistency in training there are a number of events that offer a train the trainer opportunity. Dates and venues are determined by the event coordinators to ensure all sites have the chance to participate.

Events that offer the train the trainer are:

- First Aid
- Fire fighting
- Surface Rope event

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SURFACE COMPETITION

Apr. 9, 2024

Surface Team Composition

a) For the 2024 event each team is to consist of at least 6 competent rescue members, a 7th may be brought as a spare. In the event a team is unable to provide a full team of 7, they may submit a formal request to the committee no later than February 15 to add a member from a different surface team of the same company. The organizing committee maintains the right to deny the application. Applicants must use the Application to Recruit form in the forms section of this manual.
b) Only 6 members will write the exam but the spare will also need to be in lock up between events. The spare team member will not be able to write the exam.
c) A team of 6 members (#'s 1 - 6) is required for the Field Problem, Rope Problem, Fire Fighting, Practical Skills and First Aid events. Unless specified by an event coordinator the spare may be rotated into the team, but this can only be done prior to the beginning of the event.
d) 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, at a minimum, 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.

Surface Field Event

Apr. 9, 2024

SURFACE FIELD EVENT

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

The surface field 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 with chin strap
• Safety boots with appropriate ankle support
• Fire resistant, long sleeve clothing with numbers clearly identified
• Gloves – palms must be leather or synthetic leather
• Eye protection
• Fall Protection if working at height
• Hearing protection must be available, must be worn when noise levels determine

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 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 briefing on the problem where they may ask questions and view the scene. The captain will then receive any specific instructions related to the event and parameters specific to the event.

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, Medium and/or Low angle rescue
• First aid skills
• Fire extinguishment
• Victim Entrapment
• Breathing Apparatus use
• Search and Rescue
• Vehicle Extrication

Teams should also be familiar with techniques in the following:

- Proper PPE including selection, inspection, donning and doffing of applicable gear
- Establishment and use of hand lines including measures to eliminate water hammer, extending hand lines, replacing ruptured hoses
- Identification of hazards and implementation of the appropriate basic mitigations
- Utilization of a personnel accountability system
- SCBA familiarity and usage
- Know how to interpret and implement pre-incident response plans

- Be able to operate within a basic incident management system including the establishment of unified command.
- Demonstrate an understanding of Standard Operating Procedures and Guidelines

The event coordinator will assume that all equipment has been maintained as per manufacturer specification and applicable regulations or standards, **though the inspection and maintenance of rescue equipment may be part of the event**. 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 loss of merits 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.
It must be understood by all teams that the safety of the team and the people involved in the emergency scene will be weighed far heavier than the time taken to complete the problem.

There is always going to be a number of different ways to solve the problem. Teams will be judged on safety, proficiency, method and overall effectiveness of the rescue. Live casualties shall wear appropriate PPE. Any casualties or mannequin(s) shall be handled as though they are alive. Mishandling of casualties will result in penalties.
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 Supplied by Teams

6 – full sets of bunker gear
4 – Breathing Apparatus
2 – Gas Detectors with a minimum of 20 feet of hose (3 or 4 gas) Lock-out Scissors and minimum of a single team lock
1 – Basket Stretcher
1 - Spine board
1 – Litter Bridle for stretcher
5 – 150-foot ropes – 12.5mm or 11mm, must be G rated
6 - Edge Softeners
6 – Rescue harnesses (front and back D rings)
1 - Rope rescue kit, giving the team the capability to perform the following functions:
    a. Rappell
    b. Ascend
    c. Haul a 2kN load with all components of the system adhering to applicable rescue safety factors
    d. Load deflection and redirect
    e. Secure objects for team safety

(Kit assembled for Rope Rescue Event will meet all requirements for the Surface Field Event)
2 – Spinal collars
1-Set of B Splints or Equivalent splints

***Teams are permitted to deploy dual capable, twin tension rope systems**
****There are many new hardware devices on the market; teams may use any G rated devices so long as they are used as per manufacturer design**

RULES

- Hard hat/Rescue Helmets must have a chin strap attached; team members must have the hat/helmet secured with the chin strap at all times, and adequate headlamp when at the event
- Eye protection must be worn at all times. Enhanced Eye Protection may be available if required (Full Face Shield, Goggles)
- Team members will be required to use hearing protection to reduce noise levels received into the workers ears to not more than 85 dBA
- Gloves must be worn when using tools and operating rope systems.
- All SCBAs must be equipped with a working PASS alarm
- SCBA field testing will be conducted without the use of check sheet.
- SCBA field testing will be judged to ensure that the rescuer has checked their apparatus for safe operation.
- ERG Guide Book will be used as a reference for responders. SDS will be made available to the rescuers
- All equipment MUST be approved by either CSA, NFPA or ANSI
- All fall protection anchors must be capable of supporting 5000Lbs (22.2KN) per worker.
- Any time a fall arrest system is in use the only acceptable attachment for the lanyard/SRL is the dorsal D ring. Connection points to anchors are to be appropriate to the style of lanyard.
- At no time will rescuers work under a load supported by jacks or lifting bags
- Cribbing becomes more unstable the higher you stack it, regardless of which technique you choose to use. A good rule of thumb to use when cribbing up to an object is to never stack your cribbing more than twice the length of the cribbing you are using.
- Any time a load is being manipulated by lifting tools blocking must be kept up to within one block to protect the injured workers and rescuers from load shift.
- Rescue and extrication techniques and tools will be based on Chapter 17 of IFSTA 7th Edition; tools will be provided if required.
- Approved knots as referenced in Chapter 7 of IFSTA 7th will be the minimum standard used.
- System must pass whistle test; that is, if all hands were removed from system there would be no free fall on load
- All systems must be safe tied prior to lift; this includes loaded inspection
- Direction for lifting activity must be clear and from a single person
- Pre-built haul systems are not allowed. Prebuilt systems will be allowed for litter/attendant attachments only.
- Dual capable twin tension rope systems are permitted but must have progress capture on both lines; at no time should either line have excessive slack
- All lines with load must be secured when system is parked
- Any Enclosed or Partially enclosed spaces to be considered hazardous until proven otherwise.
- All gas contamination limits will be based on the Saskatchewan Mine Rescue manual table 1.2.
- Rescuers entering a confined space must wear a lifeline.
- A team member will verbalize to the judge the result of an air quality test, judges will inform the gas tester of a simulated reading
- As soon as teams take action that changes air quality, judges will inform the gas tester of the changes, either good or bad
- Any items on the scene will be available for use in the scenario, considerations must be given to its suitability for the task it is chosen for
- Any first aid treatment will be judged according to the St John Ambulance Standard level of care
- Hazmat response gear will be provided if required
- Any resources required for response that is not part of the minimum equipment list can be requested during the event and will be provided where applicable at the discretion of the Event Coordinator.

At the discretion of the event coordinator, these items may be supplied at the event.

- SKED, Reeves Sleeve, Spec Pak
- Rescue Litter with straps and bridle harness

- Arizona Vortex
- Exhaust Fan and Ducting
- Assorted hand tools (eg Saws all, hand saws, wrenches, axes, pike poles, halligan bar, hack saw)
- Extrication equipment
- Overpack drums
- ERG guidebooks
- Assorted Rope Rescue Equipment
- Dunnage, step chocks, blocking
- Additional First Aid equipment
- Hazmat response gear
- Tools
- Radios/communication gear

Bench Test

Four team members will be chosen by the judges to perform the bench test. Team members will systematically test the operational readiness of the equipment. 5 minutes will be allotted for testing. Event Coordinator may alter the parameters of this event based on conditions related to the Surface Field Event.

Teams will be judged on the following:

- Proper team qualifications
- Correct PPE being worn
- Examination and pre use testing of breathing apparatus

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

Total Merit for bench test = ~200 possible Merits

Surface Field Event

Scoring Guideline

Context
The scoring criteria for this event is derived from a series of expected actions that teams would be required to complete to resolve the situation. This allows teams to respond in a variety of ways, based off site practices, protocols and procedures without limiting the teams ability to earn full merits.

Captain	
The Captain plays a key role to in the safe and effective execution of response activities. This individuals is to ensure strong oversight of actions and establishing clear definition of objectives for the team. The Captain must make rapid decisions with team safety front of mind. Other items the Captain will be expected scored on include personnel accountability, resource control, scene control, objective setting and triage. Captains will also be scored on a briefing to the Judge at the end of the allotted time or conclusion of the event.	
Total Weight	**20%**
Operations	
The team overall will be scored against the response actions for the set of conditions presented at the event. The items in this category are based on expected actions and effectiveness of response objectives and corresponding actions. Teams are expected to execute all actions with the safety of team members and casualties as the top priorities. Teams will also be scored on the technical aspect of the actions undertaken as part of the rescue.	
Total Weight	**35%**
First Aid	
Teams will be evaluated against the minimum first aid requirements for this event, which is Standard First Aid with CPR and AED, and the associated processes within this scope as discussed in the First Aid Train the Trainer event. Additionally, there will be merits awarded related specifically to the conditions of the event and overall safety and handling of the casualty. There may be multiple casualties in the scenario.	
Total Weight	**30%**
Team Procedures	
Teams will also be awarded merits based on criteria that related to the overall team functionality during the response. The items in this category are specific to the event scenario, and teams that demonstrate a high level of proficiency in rescue practices, command structure, and scene management will gain these merits. This includes specific timed benchmarks within the scenario.	
Total Weight	**15%**
Overall	**100%**

Tie-Breaking Criteria

In the event of a tie for first or second place the determining factor will be based on Operations score sheet, and if a tie still exists the team with the highest number of merits within the Captains section of the score sheets will be declared winner. If a tie still exists the overall time will dermine the winner.

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Rope Rescue Event

Apr. 9, 2024

SURFACE ROPE EVENT

Overview

The surface rope event requires a six-member team. This event will be a forty-minute, problem focusing on technical rescue that involves ropes. The problem may involve small elements of other skills a rescue team requires.

Judging

There is always going to be several different ways to solve the problem. Teams will be judged on safety, proficiency, method and overall effectiveness of the rescue.
The scoring will be based on the merit system. The team with the highest total merits will be declared the winner.
All judges, assistants, and live casualties will be briefed on all required duties and actions prior to the competition.
Any casualties or mannequin(s) shall be handled as though they are alive. Mishandling of casualties will result in penalties.

Personnel Protective Equipment

All members of the team must wear the following personal protective equipment:

- Hard hat or rescue helmet with chin strap
- Safety boots with appropriate ankle support
- Fire retardant, long sleeve clothing
- Members must have an identifying number on sleeve (1-6, 7 if spare team member is used in place of another team member)
- Appropriate gloves for the equipment being used and/or hazard
- Eye protection
- Fall Protection if working at height
- Hearing protection must be available, must be worn when noise levels determine

All judges, live casualties and event volunteers shall wear appropriate PPE

Equipment

Required Equipment List for 2024 Competition:

- 6 x Rescue Harnesses (Front and Back D Rings)
- 6 x Lanyards or Self Retracting Lifelines
- 1 x Litter Bridle Capable of Transitioning a Litter from Horizontal to Vertical
- 3 x Descent control devices
    - Devices should be suitable for rappelling
    - Devices should be capable of acting as a progress capture in a haul system
    - Devices should be capable of lowering a load
    - Devices should be able to pass the whistle test
- 4 x 150’ ropes
- 4 x Single pulleys
- 3 x Double pulleys

- 2 x Rigging Plates
- 18 x Locking Carabiners
- 4 x Prusik Loops or Rope Grab Devices
- 2 x Handle Ascenders & Footloops
- 2 x Petzl ASAP Back Devices (Can be provided at the event for teams that do not have these)
- Assorted Edge Protection
- Assorted Anchoring Material (straps, slings, strops, webbing, etc)
- Ascending Gear for 2 Rescuers (Handle ascenders and foot loops can be provided at the event for teams that do not have these)

This list will be a minimum required to complete the problem and teams may bring extra gear, with the approval of the event coordinator prior to the competition. All teams will be responsible for supplying all equipment for the competition. Any specialized equipment needed to complete the problem will be supplied, or teams will be notified of special equipment requirements.

Rules/Procedures

- 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
- All equipment MUST be approved by either CSA, NFPA or ANSI for the use it is used for
- All fall protection anchors must be capable of supporting 5000Lbs (22.2KN) per worker
- Any time a fall arrest system is in use the only acceptable attachment for the lanyard/SRL is the dorsal D ring.
- Connection points to anchors are to be appropriate to the style of lanyard
- At no time will rescuers work under a load supported by jacks or lifting bags
- Any time a load is being manipulated by lifting tools blocking must be kept up to within one block to protect the injured workers and rescuers from load shift
- Rescue and extrication techniques and tools will be based on IFSTA Essentials of Firefighting 7th edition
- Approved knots as referenced in IFSTA Essentials of Firefighting 7th edition will be the minimum standard used
- A belay/backup line must be attached to the rescuer/casualties any time while in a raise/lower operation
- All belay/backup systems must be whistle proof (Operator is hands free the load will not fall)
- Pre-built haul systems are not allowed. Prebuilt systems will be allowed for litter/attendant attachments only. (e.g. Aztek Omni, Petzl JAG or similar system)
- All raise/haul systems must have a progression capture system (e.g. Ratchet Prusik, MPD, Id) to prevent the load from falling and to enable resets of systems.
- Any Enclosed or Partially enclosed spaces to be considered hazardous until proven otherwise.
- All gas contamination limits will be based on the Saskatchewan Mine Rescue Manual table 1.2
- Rescuers entering a confined space must wear a lifeline.
- A team member will verbalize to the judge the result of an air quality test, judges will inform the gas tester of a simulated reading
- As soon as teams take action that changes air quality, judges will inform the gas tester of the changes, either good or bad
- Any items on the scene will be available for use in the scenario, considerations must be given to its suitability for the task it is chosen for
- Any first aid treatment will be judged according to the St John Ambulance Intermediate (MFR) level of care
- The event coordinator will assume that all equipment has been maintained as per manufacturer specification and applicable regulations or standard

Tie-Breaking Criteria

In the event of a tie for first or second place, the primary tie breaker will come to time to complete. In the unlikely event that we have two teams finish at the exact same time, the second level will be how close the team can lower the patient to the designated landing spot

Proficiency Event

Apr. 9, 2024

PROFICIENCY EVENT

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

The Proficiency Competition is made up of the following components:

- Written Test - (45%)
- Bench Test - (35%)
- Practical Gas Test - (20%)

Determination of the overall winner of this event shall be done by entering merits from each portion of the Proficiency Competition shown above into the overall spreadsheet. The team with the highest adjusted 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 Emergency Response Procedures, Equipment, Gas Testing, Firefighting and First Aid. A minimum of 5 questions from each category will be asked.

The exam will be completed on tablets provided by the SMA. To reduce the number of tablets there will be a schedule of specific times that teams will be completing the exam. Teams that fail to be at the exam at the scheduled time will not be allowed to complete the exam.

Resource materials for this examination will be obtained from the St. John Ambulance First Aid Manual and the Ansul (Saskatchewan Mining Association Fire Training Manual).

For Surface teams, the IFSTA manual 7th edition will be used and will include:

IFSTA 7th Edition chapters 1, 4, 6, 7, 10, 11 & 17

Chapter 1 – Introduction to the Fire Service and Firefighter Safety
Chapter 4 – Fire Dynamics
Chapter 6– Portable Fire Extinguishers
Chapter 7 – Ropes and Knots
Chapter 10 – Structural Search & rescue
Chapter 11– Tactical Ventilation
Chapter 17 – Technical rescue Support and vehicle extrication Operations

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

Each question on the exam is worth one merit point.

Total Merits = 6 members X 30 questions = ~180 possible Merits

Two judges will be responsible for this event.

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

Bench Test

Four team members will be chosen by the judges to perform the bench test. Team members will systematically test the operational readiness of the equipment. 5 minutes will be allotted for testing. Teams will be judged on the following:

- Proper team qualifications
- Correct PPE being worn
- Examination and pre use testing of breathing apparatus

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

Total Merit for bench test = ~200 possible Merits

Practical Gas Test

The captain 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.

Total Merits Possible for Practical Gas Test = ~100 Merits

Maximum time allowed for the gas test is 30 minutes.

Reference material for the exam portion of the gas test will be tables 1.2 & 1.3 (pages 37 & 38) of the Saskatchewan Mine Rescue manual.

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

- Exam = ~210
- Bench Test = ~200
- Gas Test = ~100

Tie-Breaking Criteria

In the event of a tie for first or second place, the team that has the most merits on the written exam shall be declared winner.
If this still results in a tie then the team with the most merits in the Bench Test and then Gas Test shall be used to determine the winner.

First Aid Event

Apr. 9, 2024

FIRST AID EVENT

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.

The last few years have seen many changes to the way in which first aid and CPR is performed. Team members are constantly training to add to their existing first aid skills and to act as members of the Emergency Response Team.

We will continue to focus on the overall management of an emergency scene including communication, safety, triage and patient management.

When coaching your team this year, you will need to be aware of the following changes/clarifications:

- At the 2019 wrap up meeting it was suggested that although first aid will have communication available during competition. Teams have asked if going forward would they be allowed to bring their own communication devices. The answer is yes. Bearing in mind the team assumes the responsibility should their device fail.
- As in the past, Supplementary oxygen should not be administered without the measurement of SPO2 via pulse oximetry, indicating oxygen saturation of less than 94%. (Canadian Consensus Guidelines). Although one SP02 monitor will be in the oxygen kit as well one will be in the first aid kit, teams will be allowed to carry their own SP02 monitor on their person. When using the SP02 monitors team members should be reminded during their training that the information found on their device should be verbalized with the patient judge to ensure they are getting the reading we want them to find.

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 TEAM Response and 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. During a 20-minute problem, teams will be evaluated based on the time allotted. The 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 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 designate Incident Commander in an effective and easily understood manner. The Captain will have a full understanding of the skills and knowledge required for first aid.
It is recommended that all members of the team practice in the 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 is 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 for practicing a sling or a bandage but does not cover 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 first aid training 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 "Advanced First Aid for Firefighters" (Medical First Responder) guide or Intermediate First Aid. A clear understanding of these manuals will be critical to your success during the competition. These manuals will help to upgrade basic skills. We will be covering things such as making a "load and go" decision. Criteria for load and go will appear later in these guidelines.

Regular practice will weld 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 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.
Teams should be prepared to deal with multiple casualty incidents.

Team Briefing

Each team will receive a briefing before they enter the scenario. The team will be provided with any information that is deemed necessary. This may include a description of the scene including any information that is not self-evident. This information could include:

- 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.
The 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 lose merits 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 or if they choose can bring their own and will be communicating with a dispatcher/Incident Command.
- 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, SP02, 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 lose merits.
- 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.
- There will be an Oxygen Judge, Communication 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. Loss of merits 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 immediately. This term is used to separate the real discomfort from the acting. “No Duff” means it is real.
- Time will begin when upon entering the curtained area.
- The staging area will be indicated during the scene briefing.
- 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 if the team meets 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, or Lesson 2 of the First Aid Reference Guide, 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. i.e. patient gloves

- Find out the history of the scene. How many patients there are and what the mechanism of injury is. All Primary Rescuers must ask/obtain this information from their patients.
- 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 Incident Command 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 merits)

- 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). Expected to be performed on all patients conscious/unconscious.
- 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. Should be verbalized.
- 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 (30 seconds) and quality of respirations and report the actual findings to your judge. The judge will then confirm the breathing rate the patient will have for the scenario. Do not anticipate the judges’ response.
- 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 the injured leg or delaying his transportation to medical care.

Basic criteria for a load and go:

- 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 (unless an MCI and patient is determined to be a low priority)

- 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 found.

*Note: Because a baseline history (SAMPLE) and vital signs are necessary to evaluate on going patient care, you must complete before loading for transport. (Must be done on all patients before the scene is called or merits will be lost). Therefore the SAMPLE and vitals can be done in the staging area. An unresponsive patient will not be able to give you a history, (make sure to look for medical alert information or ask bystanders at the scene) but 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 in route 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 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. After completing the secondary exam, non-life-threatening injuries (i.e. splinting) can be treated.

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
   - Safety on the scene

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 Incident Commander. Requesting additional must be specific i.e. 02, backboard, personnel, etc. This area will also evaluate team communication.

Team Approach

Teams will be evaluated on their ability to mitigate risks while managing the scene. Hazards must be neutralized (i.e. chemical or biohazard) or moved clearly out of the way. Material moved will 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. They will ultimately make the 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 Treatment

A patient assessment is the main area where teams can gain points. 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.

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 knowledge 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 miss merits.

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 chocks, 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
- 4 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, SP02 monitor and Oropharyngeal airways
- Communication

Tie-Breaking Criteria

In the event of a tie for first or second place, the First Aid Coordinator and the scene judge will evaluate the judges marking sheet. They will extract the critical criteria:

1. Time off scene for critical casualty. This means only if the priority one casualty was brought off scene first, the time will break the tie. If the order was incorrect, do not use the time.

2. In the event there is still a tie, the scene safety score will be used to break the tie

3. In the event there is still a tie, the scores for repacking the stretcher will break the tie.

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Fire Fighting Event

Apr. 9, 2024

FIRE FIGHTING EVENT

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

A six-person team is required to extinguish a selection of fires and demonstrate recharging 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 (CO_2 or Nitrogen)
- All tools and equipment used in the recharge. 1 kit per recharged extinguisher the kit will consist of:
  - 1 Funnel
  - 1 Cartridge Scale in Oz. (1/2 oz. increments)
  - Inspection Tags
  - Tamper Seals
  - Nylon Brush
  - Sharpie Marker
  - 1 toothbrush
  - Rags will be available in the recharge area
  - NOTE: Teams will be required to use the tools provided, no additional tools will be allowed in the recharge area.

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.
- 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

If in the opinion of the judges there is a significant safety risk to a responder based on the method of application the responder will be stopped, and not allowed to continue with that particular fire.
The team will be allowed to continue with the remainder of the event, but will not be awarded any points for the fire that had to be stopped. All other merit points will be awarded.

Captains scoresheet
New for 2024 will be a score sheet for assessing captains direction and control of the team. This score sheet will be counted in the teams event score.

Merits Distribution (see score sheets)

Captain Score sheet	25 merits
Preparation and approach	40 merits
Method of application	50 merits
Extinguishment & Retreat	40 merits
Subtotal	130 merits per prop

Recharge extinguishers 14 merits/recharge

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. The two team members being judged are the only people who can verbalize steps in the recharge process.

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

Tie-Breaking Criteria

In the event of a tie for first or second place, the team that scores the highest in the **EXTINGUISHMENT** section of the event score sheet will be declared the winner. In the event there is still a tie, the highest score in the **PREPERATION AND APPROACH** section will be declared the winner. If there is still a tie, the fastest combined time in the recharge will determine the winner.

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Practical Skills Event

Apr. 9, 2024

PRACTICAL SKILLS EVENT

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 a surface emergency
- Various types of rescue procedures
- 1, 2 or 3-person 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 will be declared the winner.

Tie-Breaking Criteria

In the event of a tie for first or second place, the team that has the shortest completion time shall be declared winner.

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Surface Score Sheets

Apr. 9, 2024

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Surface Field Event

Captain Control / Team Safety

Team : _____

Judge : _____

Task Completion Captain Control & Safety	Possible Score	Awarded Score	COMMENTS
Captain checks team PPE/equipment prior to start			
Captain reviews briefing info with team			
Captain delegation			
Captain Observes Permits/Pre Plans			
Team Communication			
Hazard ID/Control			
Captain calls for ambulance			
Personal Accountability			
Rest/Rehab Team Members			
Clear Communications			
Systems Safety Checks			
Overall Scene Safety			
ANY Notable Infractions			
SUB TOTAL			
Team Safety			
Area barricaded			
Working at Heights			
Energy isolated and locked out			
Fire Suppression			
Hazards isolated/mitigated			
Gas Detection			
Tools used safely/correctly			
Stair /ladder safety			
Clean up			
ANY Notable Infractions			
TOTAL			

Surface Field Event

Team Procedures

Team : _____

Judge : _____

Task Completion	Possible Score	Awarded Score	COMMENTS
Team Procedures			
Team communicates initial findings to captain			
Scene Stability			
Tools/Equipment			
LOTO			
Gas Tester Operation			
Ventilation work			
Extrication			
Rope Rescue			
Members follow Captain directives immediately			
Rest/Rehab			
Time of entry		**Time Of Exit**	
Other noteworthy infractions			
TOTAL			

Comments:

Surface Field Event

Patient Access & Handling

Team : _____

Judge : _____

Casualty Number **1** **2** **3** **4** **5** **6**

Task Completion	Possible Score	Awarded Score	COMMENTS
Patient Access & Handling			
Patient is accessed by most direct, safe method			
First aid equipment is delivered safely or passed to attendants			
Patient is packaged properly and minimum of 2 people lift to remove worker			
Patient is removed in a smooth manner			
Captain checks casualty or delegates check			
Patient completely removed from scene			
Clean up of scene			
any unsafe act that may cause injury to worker or team			
TOTAL			

Comments:

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Surface Field Event
First Aid

Team : _____

Judge: _____

Casualty Number 1 2 3 4 5 6

Task Completion	Possible Score	Awarded Score	COMMENTS
Rescuers wear medical gloves			
Identifies self			
Asses airway			
Asses breathing			
Rapid body survey to include:			
head / neck			
shoulders / arms			
chest / abdomen			
back			
hips			
legs			
Expose			
SAMPLE conducted			
Vital Signs:			
LOC			
Breathing			
Pulse			
Temp			
Complete head to toe:			
Head / pupils / ears / mouth			
Neck			
Collarbones			
Shoulders /arms / squeeze hands			
chest and under			
abdomen and under			
Pelvis			
Legs / ankles / feet			
Treat injury : (injury specific):			
Injury specific			
Injury specific			
Injury specific			
Load onto spine board or stretcher			
Treat for shock			
On-going care			
TOTAL			

ANNUAL EMERGENCY RESPONSE COMPETITION

SURFACE BENCH TEST AND EQUIPMENT

TEAM:_____ DATE:_____

Start time of bench test: _____

Finish time of bench test: _____

Total time of bench test: _____

	Possible MERITS	TOTAL
1. Have necessary qualifications – valid First Aid and CPR Certificate and up to date Medical Certification).	30 (5 /person)	
2. Required personal equipment– Hardhat or rescue helmet, safety boots, safety glasses, FR clothing w/long sleeves and identifying number. All members to have rescue harness with lanyard.	30 (5 / person)	
3. Open circuit SCBA	140 (See score sheets)	
Total	**200**	
Judge 1.		
Judge 2.		
Judge 3.		

SURFACE SCBA FIELD TEST

	MERITS	Team Member 1	2	3	4	Total
Pre-Use Checks 1. Check harness and extend all straps	2					
2. Check bottle pressure	2					
3. Check condition of bottle and back plate	2					
4. Open main bottle valve. Ensure alarm sounds.	2					
5. Compare bottle gauge pressure with regulator gauge pressure	3					
6. Close bottle valve, watch shoulder gauge for pressure drop.	2					
7. Open main bottle valve	2					
Donning Apparatus 8. Put on apparatus, tighten all straps	2					
9. Check mask and breathing tubes for defects	2					
10. Put on face piece, tighten straps	2					
11. Exhale to check outlet valve.	2					
12. Perform negative leak check	3					
13. Connect regulator to face piece – inhale to test regulator	2					
14. Connect regulator to face piece – exhale to test regulator	2					
15. Test bypass valve by opening and closing partially	2					
16. Team members check each other's apparatus	2					
17. Member completes all steps within 5 minute allotment	1					
Sub Total	35					
					Total field test merits =	

Judge _____

SURFACE SCBA FIELD TEST (Draeger)

	MERITS	Team Member 1	2	3	4	Total
Pre-Use Checks 1. Check harness and extend all straps.	2					
2. Check bottle pressure.	2					
3. Check condition of bottle and back plate.	2					
4. Open main bottle valve, 1 full turn only. Wait for system to complete pre-test.	3					
5. Compare bottle gauge pressure with regulator gauge pressure.	2					
6. Close bottle valve, watch shoulder gauge for pressure drop. (No more than 300psi in 20 seconds).	2					
Donning Apparatus 7. Put on apparatus and tighten all straps.	2					
8. Open main bottle valve fully.	2					
9. Check mask and breathing tubes for defects.	2					
10. Put on face piece and tighten straps.	2					
11. Connect regulator to face piece – inhale to test regulator.	2					
12. Close main valve and perform negative pressure test (breath down until face piece collapses to face), observe gauge for correct whistle activation.	3					
13. Open valve perform positive pressure check (break seal of face piece).	2					
14. Test bypass valve by opening and closing.	2					
15. Breathe normal and don all PPE.	2					
16. Team members check each other's apparatus and PPE.	2					
17. Member completes all steps within the 5 minute allotment.	1					
Sub Total	35					
					Total field test merits =	

Judge _____

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Practical Skills Event

Captain Control / Team Safety

Team : _____

Judge : _____

Task Completion **Captain Control & Safety**	Possible Score	Awarded Score	COMMENTS
Captain checks team prior to start	5		
Captain checks team PPE/equipment prior to start	5		
Captain reviews briefing info with team	5		
Captain and members synchronize watches	5		
Captain delegation	5		
	5		
	5		
	5		
Captain to ask/confirm structural integrity	5		
Captain requests fire pre-plan	10		
	5		
Team communication	5		
	5		
	5		
	5		
	5		
Captain calls for ambulance	2		
	2		
	2		
	2		
	2		
Team Safety			
Team members tied off when required	20		
Power isolated and locked out	10		
Gas line isolated and locked out	10		
Asked if gas tester bump tested	5		
Gas testing completed	5		
Tools used safely/correctly	10		
Stair safety	10		
Clean up	5		
Overall care and control by captain	25		
TOTAL	**200**		

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Practical Skills Event

Team Procedures

Team : _____

Judge : _____

Task Completion	Possible Score	Awarded Score	COMMENTS
Team Procedures			
Immediate area secured and barricaded	5		
Team communicates initial findings to captain	10		
Tools and equipment needed are checked prior to use	15		
Ladders positioned and used correctly	20		
Isolation(s) performed safely	15		
Gas testing completed properly	10		
Ventilation work	20		
Communication between team members	10		
Members follow Captain directives immediately	10		
Adequate rest breaks are taken	20		
Work is evenly distributed	10		
Time of entry	20		
Other noteworthy infractions	-20/per		
TOTAL	**165**		

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Practical Skills Event

Patient Access & Handling

Team : _____

Judge : _____

Task Completion	Possible Score	Awarded Score	COMMENTS
Patient Access & Handling			
Patient is accessed by most direct, safe method	15		
	5		
	10		
	5		
First aid equipment is delivered safely or passed to attendants	15		
Patient is packaged properly and minimum of 2 people lift to remove worker	15		
Patient is removed in a smooth manner	10		
	15		
Captain checks casualty or delegates check	15		
Patient completely removed from scene	30		
Clean up of scene	10		
any unsafe act that may cause injury to worker or team	*-20/per		
TOTAL	**145**		

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Practical Skills Event

First Aid

Team : _____ Judge : _____

Task Completion	Possible Score	Awarded Score	COMMENTS
Rescuers wear medical gloves	4		
Identifies self	3		
Asses airway	4		
Asses breathing	4		
Rapid body survey to include:			
head / neck	1		
shoulders / arms	1		
chest / abdomen	1		
back	1		
hips	1		
legs	1		
Expose	4		
Assume spinal - control of head	5		
SAMPLE conducted	2		
SAMPLE conducted	2		
SAMPLE conducted	2		
SAMPLE conducted	2		
SAMPLE conducted	2		
SAMPLE conducted	2		
Vital Signs:			
LOC	3		
Breathing	3		
Pulse	3		
Temp	3		
Complete head to toe:			
Head / pupils / ears / mouth	2		
Neck	2		
Collarbones	2		
Shoulders /arms / squeeze hands	2		
chest and under	2		
abdomen and under	2		
Pelvis	2		
Legs / ankles / feet	2		
Treat injury : (injury specific):			
Injury specific	3		
Injury specific	3		
Injury specific	3		
Load onto spine board or stretcher	4		
Treat for shock	2		
On-going care	2		
TOTAL	**90**		

ANNUAL EMERGENCY RESPONSE COMPETITION

CERTIFICATE OF QUALIFICATIONS

Mine:_____ **DATE:**_____

NO.	NAME	AGE	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
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: _____

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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		
Extinguishment		/20	/20	/20		
Retreat		/20	/20	/20		
Captains score	/25					
Subtotal	/25	/130	/130	/130	/14	/14
Total Merits		/443				

Sample Captains score sheet

ANNUAL EMERGENCY RESPONSE COMPETITION	
TEAM	

Captain criteria			Expectations	MERITS
1	5 MAX	Captains assessment of scenario	Following briefing captain understands scenario and resources needed	
2	5 MAX	Captains decisions	Captains decision to leave fire burn, allocate additional resources etc.	
3	5 MAX	Captains control of scene	Captain ensures no one enters scene	
4	5 MAX	Captains delegation of resources	Captain assigns the appropriate number of rescuers and resources to proper fires	
5	5 MAX	Captain maintains care and control of team	Captain is in control of the team and its activities	
Total available	25			

Judge: _____

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Judging Sheet

Team **0**

Preparation and Approach **Loss of merits /per offence**			
Wearing improper PPE	1 point		40
Poor handling of nozzle (grip)	1 point		
Testing into the ground	1 point		
Having the nozzle 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		
Loss of merits /per offence			
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		
Extinguishment			
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	1 point		
Failure to attack the fire	130 points		0
		TOTAL	130

Comments:

JUDGE _____

JUDGE _____

JUDGE _____

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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 _____

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UNDERGROUND COMPETITION

Apr. 9, 2024

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) All members are required for Practical Skills and First Aid events.
d) Firefighting event requires 6 members.
e) Team members 1-6 will be involved in the Bench Test.
f) 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, at a minimum, 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, they 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.

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Mock Mine Event

Apr. 9, 2024

MOCK MINE EVENT

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

New in 2024 there will be one mine problem only, the duration will be extended to 70 minutes. There will be no requirement to bring the reload equipment to replenish supplies as was the past practice between problems.

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 safe condition.

At the discretion of the event coordinators, technological advancements may be used in the mine problems. This can be in the form of specific tools, electronic tablets and software. If any new items are being used it is to be announced by the March meeting.
If teams wish they will be able to bring their own tablets, but assume all risks associated with compatibility and functionality (e.g. charged battery) if they choose to.

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 adjusted merits available for the 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

Once the total merits from the mine problem have been determined, the total merits are then “adjusted” for a final score in the mock mine event.

Overtime in the Mock Mine Problem will carry a severe demerit of 500 merits and the team will be stopped from proceeding. This is to reflect the importance of timely exit from the mine. Merit points will not be accumulated after time has expired and the team has been stopped.

Briefing of the Mine Problem

a) When the team proceeds to the bench test, the Coordinator will be escorted to the briefing area and will be given information for the mine problem and three copies the mine plan. The Coordinator will have 20 minutes to digest the problem, prepare all maps 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) Once the team has synchronized their watches, the clock shall be turned on by the captain and briefing may begin.
d) The Coordinator will brief the team and answer any questions that the Captain or team members may have. They will instruct the team of its duties and the work that is to be performed in the mine.

e) Once the team is at the mine entrance and the clock has been started, the coordinator may hand over necessary information for the problem.
f) 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-person team and Coordinator will report to the Coordinator Judge. The Captain will present the 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 team member may be advised to get out of oxygen and remain with the Coordinator. The five-person team will sign the board, tag in and synchronize watches. The Captain will make the final check of team members before proceeding into the mine.
c) The #6 team member 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. They 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 apprise 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 they 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 the team and any missing or injured workers the team may find. They are 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 g) is erected, it is considered safe to proceed past the fire unless the erected brattice, as in f), 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 back 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 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.
m) 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 mine problem.
c) The Captain will update the Coordinator of the teams findings starting from the 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).

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 for first or second place, the team with the highest merits in the Safety of the Team category will be declared the winner. Should a tie still exist, Control of Emergency will be used, then Care of Persons and lastly Coordinator score sheet.

Underground Proficiency Event

Apr. 9, 2024

PROFICIENCY EVENT

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 - (50%)
- Bench Test - (30%)
- Practical Gas Test - (20%)

Determination of the overall winner of this event shall be done by entering merits from each portion of the Proficiency Competition shown above into the overall spreadsheet. The team with the highest adjusted 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.

The exam will be completed on tablets provided by the SMA. To reduce the number of tablets there will be a schedule of specific times that teams will be completing the exam. Teams that fail to be at the exam at the scheduled time will not be allowed to complete the exam.

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).

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

Each question on the exam is worth one merit point.

Total Merits = 7 members X 30 questions = ~210 possible Merits

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
- Draeger ProAir / BG4 or BioPak 240R Field Test
- Examination of gas testing equipment

Should any issues arise with breathing apparatus during the bench test and the team cannot fix the problem, they may call for time to stop and ask the bench judges for outside assistance from a coach or technician. Once the bench judge has given approval, the team captain can motion someone from the audience to assist in fixing the problem.
See judge sheets for each of the above along with details of merits

Total Merits for bench test = ~190 possible Merits

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

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 person selected cannot be the person designated for the underground bench technician portion.

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.

Total Merits Possible for Practical Gas Test = ~100 Merits

Reference material for the exam portion of the gas test will be tables 1.2 & 1.3 (pages 37 & 38) of the Saskatchewan Mine Rescue manual.

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 for first or second place, the team that has the most merits on the written exam shall be declared winner.
If this still results in a tie then the team with the most merits in the Bench Test and finally Gas Test shall be used to determine the winner.

Bench Technician Competition

Each team will designate the member to participate in this event. It can be any member from 1 – 7, or any site representative. The event will be scheduled to take place when the technician is in lockup. If the designated bench technician is not a team member, they will be required to be in lock up with the team until they have completed the event.

The Bench technician Competition is made up of the following components:

- Written Test – ~20 possible merits
- Practical test – ~30 possible merits

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 ProAir or BG4 user manual”.

Teams will be divided as follows:

BioMarine 240R	Draeger ProAir	Draeger BG4
Cameco Cigar Lake	Nutrien Vanscoy	SSR Mining Seabee
Cameco McArthur River	Nutrien Allan	
Mosaic Colonsay	Nutrien Cory	
Mosaic Esterhazy K3		
Nutrien Rocanville		
Nutrien Lanigan		

Bench Technician Written Test

A written exam will be given as part of the competition. Each Technician will write a 20 question examination pertaining to Mine Rescue Breathing Apparatus specific to the apparatus used at the site. The bench technician exam will be written immediately following the regular exam. Time for this written portion shall be 20 minutes.

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.

Tie-Breaking Criteria

In the event of a tie for first or second place, the team that has the most merits on the written exam shall be declared winner.
If this still results in a tie then the team with the fastest completion time will be the winner. If a tie still exists, the team with the most merits in the written exam portion of the proficiency event will be determined the winner.

SMA
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First Aid Event

Apr. 9, 2024

FIRST AID EVENT

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.

The last few years have seen many changes to the way in which first aid and CPR is performed. Team members are constantly training to add to their existing first aid skills and to act as members of the Emergency Response Team.

We will continue to focus on the overall management of an emergency scene including communication, safety, triage and patient management.

When coaching your team this year, you will need to be aware of the following changes/clarifications:

- At the 2019 wrap up meeting it was suggested that although first aid will have communication available during competition. Teams have asked if going forward would they be allowed to bring their own communication devices. The answer is yes. Bearing in mind the team assumes the responsibility should their device fail.
- As in the past, Supplementary oxygen should not be administered without the measurement of SPO2 via pulse oximetry, indicating oxygen saturation of less than 94%. (Canadian Consensus Guidelines). Although one SP02 monitor will be in the oxygen kit as well one will be in the first aid kit, teams will be allowed to carry their own SP02 monitor on their person. When using the SP02 monitors team members should be reminded during their training that the information found on their device should be verbalized with the patient judge to ensure they are getting the reading we want them to find.

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 TEAM Response and 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. During a 20-minute problem, teams will be evaluated based on the time allotted. The 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 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 designate Incident Commander in an effective and easily understood manner. The Captain will have a full understanding of the skills and knowledge required for first aid.
It is recommended that all members of the team practice in the 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 is 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 for practicing a sling or a bandage but does not cover 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 first aid training 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 "Advanced First Aid for Firefighters" (Medical First Responder) guide or Intermediate First Aid. A clear understanding of these manuals will be critical to your success during the competition. These manuals will help to upgrade basic skills. We will be covering things such as making a "load and go" decision. Criteria for load and go will appear later in these guidelines.

Regular practice will weld 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 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.
Teams should be prepared to deal with multiple casualty incidents.

Team Briefing

Each team will receive a briefing before they enter the scenario. The team will be provided with any information that is deemed necessary. This may include a description of the scene including any information that is not self-evident. This information could include:

- 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.

The 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 lose merits 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 or if they choose can bring their own and will be communicating with a dispatcher/Incident Command.
- 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, SP02, 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 lose merits.
- 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.
- There will be an Oxygen Judge, Communication 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. Loss of merits 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 immediately. This term is used to separate the real discomfort from the acting. "No Duff" means it is real.
- Time will begin when upon entering the curtained area.
- The staging area will be indicated during the scene briefing.
- 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 if the team meets 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, or Lesson 2 of the First Aid Reference Guide, 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. i.e. patient gloves
- Find out the history of the scene. How many patients there are and what the mechanism of injury is. All Primary Rescuers must ask/obtain this information from their patients.
- 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 Incident Command 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 merits)

- 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). Expected to be performed on all patients conscious/unconscious.
- 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. Should be verbalized.
- 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 (30 seconds) and quality of respirations and report the actual findings to your judge. The judge will then confirm the breathing rate the patient will have for the scenario. Do not anticipate the judges’ response.
- 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 the injured leg or delaying his transportation to medical care.

Basic criteria for a load and go:

- 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 (unless an MCI and patient is determined to be a low priority)
- 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 found.

*Note: Because a baseline history (SAMPLE) and vital signs are necessary to evaluate on going patient care, you must complete before loading for transport. (Must be done on all patients before the scene is called or merits will be lost). Therefore the SAMPLE and vitals can be done in the staging area. An unresponsive patient will not be able to give you a history, (make sure to look for medical alert information or ask bystanders at the scene) but 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 in route 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 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. After completing the secondary exam, non-life-threatening injuries (i.e. splinting) can be treated.

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:

4. Team Approach

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

5. 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

6. Communication

The Captain will be required to request any additional assistance necessary through the Incident Commander. Requesting additional must be specific i.e. 02, backboard, personnel, etc. This area will also evaluate team communication.

Team Approach

Teams will be evaluated on their ability to mitigate risks while managing the scene. Hazards must be neutralized (i.e. chemical or biohazard) or moved clearly out of the way. Material moved will 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. They will ultimately make the 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 Treatment

A patient assessment is the main area where teams can gain points. 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.

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 knowledge 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 miss merits.

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 chocks, 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
- 4 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, SP02 monitor and Oropharyngeal airways
- Communication

Tie-Breaking Criteria

In the event of a tie for first or second place, the First Aid Coordinator and the scene judge will evaluate the judges marking sheet. They will extract the critical criteria:

1. Time off scene for critical casualty. This means only if the priority one casualty was brought off scene first, the time will break the tie. If the order was incorrect, do not use the time.

2. In the event there is still a tie, the scene safety score will be used to break the tie

3. In the event there is still a tie, the scores for repacking the stretcher will break the tie.

SMA
Saskatchewan
Mining Association

Fire Fighting Event

Apr. 9, 2024

FIRE FIGHTING EVENT

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

A six-person team is required to extinguish a selection of fires and demonstrate recharging 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 (CO_2 or Nitrogen)
- All tools and equipment used in the recharge. 1 kit per recharged extinguisher the kit will consist of:
  - 1 Funnel
  - 1 Cartridge Scale in Oz. (1/2 oz. increments)
  - Inspection Tags
  - Tamper Seals
  - Nylon Brush
  - Sharpie Marker
  - 1 toothbrush
  - Rags will be available in the recharge area
  - NOTE: Teams will be required to use the tools provided, no additional tools will be allowed in the recharge area.

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.
- 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

If in the opinion of the judges there is a significant safety risk to a responder based on the method of application the responder will be stopped, and not allowed to continue with that particular fire. The team will be allowed to continue with the remainder of the event, but will not be awarded any points for the fire that had to be stopped. All other merit points will be awarded.

Captains scoresheet
New for 2024 will be a score sheet for assessing captains direction and control of the team. This score sheet will be counted in the teams event score.

Merits Distribution (see score sheets)

Captain Score sheet	25 Merits
Preparation and approach	40 merits
Method of application	50 merits
Extinguishment & Retreat	40 merits
Subtotal	130 merits per prop

Recharge extinguishers 14 merits/recharge

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. The two team members being judged are the only people who can verbalize steps in the recharge process.

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

Tie-Breaking Criteria

In the event of a tie for first or second place, the team that scores the highest in the **EXTINGUISHMENT** section of the event scoresheet will be declared the winner. In the event there is still a tie, the highest score in the **PREPERATION AND APPROACH** section will be declared the winner. If there is still a tie, the fastest combined time in the recharge will determine the winner.

SMA
Saskatchewan
Mining Association

Underground Practical Skills Event

Apr. 9, 2024

UNDERGROUND PRACTICAL SKILLS EVENT

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 7 member team will be required. Some of the possible types of scenarios could include:

- Team approach to an underground/surface emergency:
  - Rescue of workers trapped by falls of ground or equipment
  - Fall arrest rescue situations
  - Irrespirable atmospheres
  - Ventilation, water inflow or search & rescue situations
  - Use of specialized rescue equipment
- Various types of rescue procedures
- 1, 2 or 3-person 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)

All team members to wear tool belts, lanyards, cap lamps for the event

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

Note: Merits will NOT be awarded for team debriefs. Debriefs will be done after the allotted time for the event.

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

Tie-Breaking Criteria

In the event of a tie for first or second place, the team that has the shortest completion time shall be declared winner.

Underground Score Sheets

Apr. 9, 2024

Mock Patient Judge Sheet for Mining Competition

Casualty #1 SCENE SURVEY (page 35 Fire Advanced)	Possible Merits	Actual Merits	Comments
BSI - all rescuers (gloves, mask)	6		Lose 2 merits per offence on this patient
Hazards - popps	5		1 merit for each step in POPPS
Mechanism of Injury	2		
Identify/Obtain consent	2		
Number of injured person	5		Rescuer asks if patient was working with anyone else
PRIMARY ASSESSMENT (page 35 Fire Advanced)			
Blanket for shock management	5		Full 5 if on before primary, 3 if before secondary, 0 if after treatment.
Level of Consciousness (eye, verbal, motor)	9		3 merit points for each, eye, verbal, motor
Airway: ask or open	10		All or nothing
Breathing: Rate, Rhythm, Depth	9		3 merit points for each, Rate, Rhythm, Depth
Circulation: Pulse - rhythm & strength -	9		3 merit points each, rate, rhythm & strength
Skin condition	9		3 merit points each, color, temp & condition
Rapid Body Survey			
Medical Alert/meds	6		Neck, wrist, ankles, hard hat, boots & tattoo
Head and neck	4		
Shoulders and arms	8		
Chest and upper back	6		2 each- chest, back & paradoxical movement
Abdomen	2		
Hips and lower back	4		
Legs and circulation	6		
Verbalized injuries	5		
Treatment decision			decision on how to treat injuries found
Decide Load & Go or Sit and Fix	5		
Update Captain on casualty status			
Send for extra resources (Ambulance, fire etc)	5		
SECONDARY SURVEY (History) (page 38 Fire Advanced)			
Symptoms	2		
Allergies	2		
Medication	2		
Past pertinent Medical History	2		
Last Meal	2		
Events leading up to	2		
Vitals			

Respirations:	9		3 merit points for each, Rate, Rhythm, Depth
Pulse:	9		3 merit points each, rate, rhythm & strength
Skin Condition	9		3 merit points each, color, temp & condition
Level of Consciousness:	9		3 merit points for each, eye, verbal, motor
Head to Toe:			
Head and neck	5		
Shoulders/Arms	5		
Chest/Back	5		
Abdomen/Waist/ small of back	5		
Hips/Pelvis/legs	5		
TREATMENT			
OPA/has suction ready/confirms placement	10		page 109 Fire Advanced
O2	10		page 99 Fire Advanced
Uses appropriate method of opening the airway	10		page 32 FARG
Shaves & dries chest before pad placement	10		page 119 FARG
Checks for patches & implanted device before pads	10		page 120 FARG
Correctly position for CPR	10		page 110 FARG
30 compressions done in 17 seconds	10		page 110 FARG
Identifies possible stroke and assesses FAST	10		page 108 FARG
Casualty placed paralyzed side up for stroke	10		page 108 FARG
Correctly measures collar	10		page 140 Fire Advanced
Performs a 2nd survey of neck/ears before collaring	10		page 141 Fire Advanced
applies collar/checks placement	10		page 141 Fire Advanced
Safe removal of a helmet	10		page 141 Fire Advanced
Pads flail chest	10		page 196 FARG
selects appropriate transport device	10		page 144 Fire Advanced
circulation check before and after packaging	10		page 162 Fire Advanced
at least 3 (4 pelvic) straps before securing head	10		page 148 Fire Advanced
Pads right side pelvic fracture	10		page 153 Fire Advanced
Exposes injuries and assesses before treating	10		page 33 FARG
Assists patient with medications	10		Page 107 FARG
Confirms five rights of medications	10		as per ppt slide 6 of lesson 4
Documents time of medication	10		Page 45 Fire Advanced
Proper use of splinting device for extremity injury	10		page 156 Fire Advanced
Removes jewelry prior to splinting	10		page 156 Fire Advanced
Applies cold to injury and records time	10		page 186 FARG
Uses appropriate dressings for soft tissue injury	10		Page 139 FARG

Cares for amputated limb	10		page 141FARG
Identifies type of poison, how much taken & route	10		page 236 FARG
Contacts poison information control	10		page 238 FARG
Manages burns appropriately	10		page 161 FARG
Manages avulsed tooth	10		Page 155 FARG
Bandages injured eye only	10		page 160 FARG
Heat emergency - Cools casualty quickly	10		page 234 FARG
Cold Emergency - Warms patient & ensures no risk of refreezing	10		page 227 FARG
Ensure no rough handling of patient	10		page 3 Fire Advanced
Reassesses ABC's before moving	10		page 45 Fire Advanced
Casualty reassurance	10		page 45 Fire Advanced
Protect Personal belongings	10		page 45 Fire Advanced
Monitors circulation	10		page 45 Fire Advanced
ONGOING CARE			
Maintain airway	10		
Breathing: Rate, Rhythm, Depth	9		
Pulse	9		
Temperature	9		
L.O.C	9		
complete secondary survey off scene (I & g)	10		use above checklist, value 2 for each step
Shock management	2		
Protect Personal belongings	2		
document findings	2		
Continued CPR	25		
Totals	672	0	

Mock Safety Judge Sheet for Mining Competition

Teams will be awarded 10 merits for each safety category. Multiple instances of the same infraction will result in multiple incremental loss of merits. A maximum of 100 merits may be awarded by this judge.

Description of Infraction	**Possible merits**	**Merits Assessed**
Team secured or removed all hazards	20	
All trip hazards secured when transporting with board or basket	15	
Guide used if any Rescuer walking off scene backward while transporting	15	
Team members use pocket mask	10	
Team members sharing mask use individual valves	10	
Oxygen bottle kept safe and secure	10	
Respect to casualty safety, i.e. step around instead of over.	10	
Respect to patient safety i.e. passes equipment around instead of over patient	10	
Other Infractions: Serious safety infractions that would impact the safety of a team member or the patient. Deduct 10 each offense for maximum of 50 merits lost.	(-50)	
1		
2		
3		
4		
5		
Total	100	0

Mock Oxygen Judge Sheet for Mining Competition

Procedures for Use of Oxygen	Possible Merits	Merits Assessed
Remove Seal	5	
Purge Tank	5	
Remove Full Label	5	
Check Regulator for Seal	5	
Apply Regulator and Record PSI	5	
Select Appropriate Delivery Device	5	
Select Appropriate Flow Rate	5	
Apply Mask and Record Time	5	
Remove Oxygen	5	
Shut off Tank and Record PSI	5	
Bleed Down Tank	5	
Remove Regulator	5	
Calculate Time Left on Tank (PSI - Residual x .16 Divide by Flow Rate	10	
Must give formula in Base Mass		
Totals	70	0

Mock Communication Judge Sheet for Mining Competition

Task	Done or Not Done/Comments	Possible Merits	Merits Assessed
Radio Check		5	
Nature of Call		5	
Location Given		5	
Reports number of Injured		1	
Additional Resources Requested		2	
Information Update i.e. changes in patient status		12	
Totals		30	0

Mock Captain/Scene Judge Sheet for Mining Competition

		Start Time:			
		End Time:			
				Possible Merits	Actual Merits
Team Approach:					
	Teamwork-Good/Fair/None			15	
	Delegation-Good/Fair/None			15	
	Communication-Good/Fair/None			15	
Time Team Resets Gear			accuracy	50	
Scene Survey					
	Captain ensures patient safety by changing gloves.	These merit points are for the Captain. If the Captain assists with multiple patients, gloves must be changed		5	
	Captain Identifies number of patients	These merit points are for the Captain. Any information relative to the number of patients must be considered, ie. Briefing, information from each patient etc.		12	
Resources	Time additional supplies sent for:				
		Time Identified	**Time out of scene**		
Casualties	Patient 1			10	
	Patient 2			10	
	Patient 3			10	
		Total for Scene		**142**	

Summary of Merits	**Possible**	**Actual**
Patient 1	672	0
Patient 2	0	
Patient 3	0	
Safety Judge	100	0
Oxygen Judge	70	0
Captain/Scene Judge	142	0
Communication Coordinator	30	0
Totals	**#REF!**	**#REF!**

Total Team Merits:

ANNUAL EMERGENCY RESPONSE COMPETITION

UNDERGROUND BENCH TEST AND EQUIPMENT

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

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	5	

JUDGE _____

ANNUAL EMERGENCY RESPONSE COMPETITION

GASTEC GAS DETECTOR – FIELD TEST

TEAM_____ DATE:_____

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 one continuous full pump stroke.	**1/2**	
3. Pull handle out 6mm (1/4 inch) and hold in this position for one or two seconds – release handle. Pull one continuous full pump stroke.	**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:_____

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

	POSSIBLE MERITS	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	Team Member #		Total
Bench Preliminary 1. Remove equipment from case – place on bench. Apparatus cover – down. Face piece lens up. Close cover of apparatus case.	1	1	2
2. Check turnaround maintenance tag. Report to Captain.	2	2	4
Face piece Test 3. Inspect face piece, extend straps. Anti-fog if necessary. Function wiper and clean face piece.	2	2	4
Apparatus check 4. Check harness, extend straps, disconnect waist strap and extend straps, check Sentinel. Turn apparatus over, back plate down.	1	1	2
5. Check bayonet connections, inspect breathing hoses.	1	1	2
6. Remove apparatus cover – place on case. Visual inspection of internal components. Check regenerative canister condition and absorbent expiry.	1	1	2
7. Perform high-pressure leak test. Verify low-pressure alarms.	2	2	4
8. Remove coolant canister lid – insert ice. Replace coolant canister lid.	1	1	2
9. Replace BG4 cover.	1	1	2
10. Remove breathing hose center cap. Clear the bench of items not required. Place in BG4 case – close cover.	1	1	2
Get Under Oxygen 11. Don BG4, adjust and tighten straps.	1	1	2
12. Check center connector O-ring. Connect face piece to breathing hoses.	1	1	2
13. Don face piece. Open O^2 cylinder valve fully then ¼ turn back. Check operation of manual bypass valve.	2	2	4
14. Check face piece seal – squeezing both hoses. Check inhalation and exhalation valves – squeeze off each breathing hose individually.	2	2	4
15. Check team – Captain verbally confirm face piece seal adequate, visual inspection of team members. Vice-captain to check Captain O^2 pressures from sentinel to be recorded.	3	3	6
TOTALS:	22	22	44
		Total field test merits	

Q #	Explanation for demerits

Judge _____

DRAGER BG ProAir FIELD TEST	Team Member #		Total
Bench Preliminary 1. Remove equipment from case – place on bench. Apparatus cover – down. Face piece lens up. Close cover of apparatus case.	1	1	2
2. Check turnaround maintenance tag. Report to Captain.	2	2	4
Face piece Test 3. Inspect face piece, extend straps. Anti-fog if necessary. Function wiper and clean face piece.	2	2	4
Apparatus check 4. Check harness, extend straps, disconnect waist strap, and extend straps, check ECU. Turn apparatus over, back plate down.	1	1	2
5. Open or remove apparatus cover – place on case if removed. Check bayonet connections, inspect breathing hoses. Visual inspection of internal components.	1	1	2
6. Turn on ECU, check battery and CO_2 absorbent expiry date.	1	1	2
7. Perform high-pressure leak test. Verify low-pressure alarms.	2	2	4
8. Open coolant canister lid – insert ice cartridges. Close coolant canister lid.	1	1	2
9. Replace/Close BG ProAir cover..	1	1	2
10. Remove breathing hose center cap. Clear the bench of items not required. Place in BG ProAir case – close cover.	1	1	2
Get Under Oxygen 11. Don BG ProAir, adjust and tighten straps.	1	1	2
12. Check center connector O-ring. Connect face piece to breathing hoses.	1	1	2
13. Don face piece. Open O^2 cylinder valve fully then ¼ turn back. Check operation of manual bypass valve.	2	2	4
14. Check face piece seal – squeezing both hoses. Check inhalation and exhalation valves – squeeze off each breathing hose individually.	2	2	4
16. Check team – Captain verbally confirms face piece seal adequate, visual inspection of team members. Vice-captain to check Captain - O^2 pressures from ECU to be recorded.	3	3	6
TOTALS:	22	22	44
		Total field test merits	

Q #	Explanation for demerits

Judge _____

BIO PAK 240 Revolution FIELD TEST	Team Member #		Total
Bench Preliminary 1. Remove equipment from case – place on bench. Face piece lens up. Close cover of Bio Pak case.	1	1	2
2. Check turnaround maintenance tag. Report to Captain.	2	2	4
Face piece Test 3. Inspect face piece. Check and extend straps. Anti-fog if necessary.	2	2	4
Apparatus check 4. Check harness, extend straps. Turn Bio Pak over. Remove cover, place on closed Bio Pak case.	1	1	2
5. Bio Pak visual inspection Note pressure on Oxygen bottle.	2	2	4
6. Verify CO^2 scrubber expiration date has not been exceeded.	1	1	2
7. Replace cover. Install two frozen coolant canisters.	1	1	2
8. Remove center connector. Clear the bench of items not required. Place in Bio Pak case – close cover.	1	1	2
Get Under Oxygen 9. Don Bio Pak, adjust and tighten straps.	1	1	2
10. Attach face piece to central connection; ensure face piece lock is engaged. Don facepiece.	2	2	4
11. Turn on oxygen cylinder. Ensure TRIM and alarm functions. Watch gauge until constant green flashing light. Verify operation of emergency by-pass.	3	3	6
12. Check inhalation and exhalation valves by squeezing off each breathing hose individually.	2	2	4
13. Check team – Captain verbally confirm face piece seal adequate, visual inspection of team members and note O^2 pressure. Vice-captain to check Captain.	3	3	6
TOTALS:	22	22	44
		Total field test merits	

Q #	Explanation for demerits

Judge _____

ANNUAL EMERGENCY RESPONSE COMPETITION

Bench Technician 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 _____

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			
Discipline at mine entrance			
DURING RECOVERY WORK			
Mapping and record keeping by Captain			
Coordinator to properly record information or keep log			
oordinator 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			
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			
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			
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/person**		
	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			
Initial, date and time at doors, stoppings			
Captain to check roof and sides where appropriate			
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/person**		
b) Poor fire control procedures	**-50 per/person**		
KILLING TEAM MEMBERS DUE TO			
a) Poor ground control procedures	**-100 per person**		
b) Poor fire control procedures	**-100 per person**		
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			
Inspect fan when necessary			
Check air flows			
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: _____

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Mining Association

	ANNUAL EMERGENCY RESPONSE COMPETITION
TEAM:	

	Captain	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		
Extinguishment		/20	/20	/20		
Retreat		/20	/20	/20		
Captains score	/25					
Subtotal	/25	/130	/130	/130	/14	/14
Total Merits		/443				

JUDGE _____

JUDGE _____

JUDGE _____

Captains score sheet

ANNUAL EMERGENCY RESPONSE COMPETITION	
TEAM	

Captain criteria			Expectations	MERITS
1	5 MAX	Captains assessment of scenario	Following briefing captain understands scenario and resources needed	
2	5 MAX	Captains decisions	Captains decision to leave fire burn, allocate additional resources etc.	
3	5 MAX	Captains control of scene	Captain ensures no one enters scene	
4	5 MAX	Captains delegation of resources	Captain assigns the appropriate number of rescuers and resources to proper fires	
5	5 MAX	Captain maintains care and control of team	Captain is in control of the team and its activities	
Total available	25			

Judge: _____

SMA
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Mining Association

Judging Sheet

Team	0

Preparation and Approach Loss of merits /per offence			
Wearing improper PPE	1 point		40
Poor handling of nozzle (grip)	1 point		
Testing into the ground	1 point		
Having the nozzle 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		
Loss of merits /per offence			
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		
Extinguishment			
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	1 point		
Failure to attack the fire	130 points		0
		TOTAL	130

Comments:

JUDGE _____

JUDGE _____

JUDGE _____

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Mining Association

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 _____

U/G Practical Skills Event

Coordinator

Team : _____

Judge : _____

SASKATCHEWAN EMERGENCY RESPONSE COMPETITION

UNDERGROUND PRACTICAL SKILLS (Coordinator)

TEAM:

Element	Completed		Score		Comments
	Yes	No	Possible	Awarded	
Coordinator communicates incident clearly to capt			30		
Coordinator verifies w ith Captain area is protected from traffic.			20		
Coordinator performs a practical skill (details to follow)			50		
Coordinator requests further assistance in a timely manner (EMS, equipment, etc)			20		
Bonus Points			60		
Total Points This Sheet			180		

U/G Practical Skills Event

Team Discipline/Procedures

Team : _____

Judge : _____

SASKATCHEWAN EMERGENCY RESPONSE COMPETITION

UNDERGROUND PRACTICAL SKILLS (TEAM DISCIPLINE/PROCEDURES)

TEAM:

Element	Completed		Score		Comments
	Yes	No	Possible	Awarded	
Captain/Vice holds a team briefing			20		
Captain/Vice delegates members responsibilities			20		
Captain/Vice are aware of what happened			20		
Captain/Vice ensures safety of members			40		
Captain maintains care and control of his team (monitors overall actions by team)			30		
Captain is aware of casualties condition and ongoing scene activity			30		
Team members follow instructions promptly			30		
Discipline amongst team members			20		
Captain communicates important information to Coordinator			20		
Debrief - communicate what happened			10		
Debrief - communicate what injuries were found			10		
Debrief - communicate what was done by the team			10		
Bonus points for outstanding actions			40		
Total Points This Sheet			300		

U/G Practical Skills Event

Rescue Tactics

Team : _____

Judge : _____

SASKATCHEWAN EMERGENCY RESPONSE COMPETITION

UNDERGROUND PRACTICAL SKILLS (RESCUE TACTICS)

TEAM:

Element	Completed		Score		Comments
	Yes	No	Possible	Awarded	
Scene safety- hazards identified and controlled			20		
Install a post above casualty			40		
Proper methodology to lift slab from injured person			50		
Communicaton w ith team members w hen lifting slab			30		
Method- proper equipment use			20		
Method- rescuers effort w ell coordinated			30		
Method- casualties told of actions prior to execution			20		
Safe removal of casualty suspended in harness			20		
Method- casualties monitored for status change			20		
Bonus points for outstanding actions			50		
Total Points This Sheet			300		

SMA Saskatchewan Mining Association

U/G Practical Skills Event

Patient care

Team : _____

Judge : _____

SASKATCHEWAN EMERGENCY RESPONSE COMPETITION

UNDERGROUND PRACTICAL SKILLS (CASUALTY CARE)

TEAM:

Element	Completed		Score		Comments
	Yes	No	Possible	Awarded	
CASUALTY 1					
Approach (identify, reassure)			5		
Primary survey			20		
Secondary survey			20		
Treatment -Tx w rist fx			10		
Ongoing assessment			5		
Ongoing re-assurance			5		
CASUALTY 2					
Approach (identify, reassure)			5		
Primary survey			20		
Secondary survey			20		
Treatment - first aid for suspension trauma			10		
Ongoing assessment			5		
Ongoing re-assurance			5		
CASUALTY 3					
Approach (identify, reassure)			5		
Primary survey			20		
Secondary survey			20		
Treatment -Tx femur fx			20		
Ongoing assessment			5		
Ongoing re-assurance			5		
Bonus points for outstanding actions			15		
Total Points This Sheet			220		

U/G Practical Skills Event

Summary page

TEAM: _____ Time out: _____
Time In: _____

SASKATCHEWAN EMERGENCY RESPONSE COMPETITION

UNDERGROUND PRACTICAL SKILLS

TEAM:		TIME OUT:		25 minutes total
Coordinator		TIME IN:	180	
Team Discipline		**Total Time:**	300	
Rescue Tactics/Techniques			300	
Casualty Care			220	
Total Points		Total	1000	

Comments

SIGNATURES OF JUDGES:

SIGNATURE OF COORDINATOR:

SMA
Saskatchewan
Mining Association

OVERALL COMPETITION

Apr. 9, 2024

OVERALL COMPETITION RESULTS

For each individual event, the merits gained by each team will be divided by the total available/possible merits. The resulting percentage number will be multiplied by 1000, giving the team a score representative out of 1000 possible merit points, regardless of the actual number of merits earned. These “adjusted” points will be carried forward to be totaled for the overall winners. The only exception to the 1000 points will be the mine problem which will have a total merit value of 2000 points.

This ~~new~~ system eliminates the old ranking system and also removes the need to break all ties throughout the competition. Teams will use their actual adjusted merits and carry these forward to be totaled for the aggregate score.

The adjusted merits 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 adjusted merits.

The 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 problem shall be declared winner.

It may be possible that tie-breaking criteria will be needed to break ties at levels below first place for the field event – apply tie breaking criteria for the field event to determine overall winner.

ANNUAL EMERGENCY RESPONSE COMPETITION

FIRST AID EVENT

SURFACE

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

UNDERGROUND

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

Adjusted merits = (total merits awarded / possible merits) x 1000
Ties for first and second place need to be broken. Refer to guidelines for tie breaking criteria

There will be a First Aid winner for surface and underground. The second place team will also receive a trophy.

ANNUAL EMERGENCY RESPONSE COMPETITION

FIRE FIGHTING EVENT

SURFACE

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

UNDERGROUND

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

Adjusted merits = (total merits awarded / possible merits) x 1000
Ties for first and second place need to be broken. Refer to guidelines for tie breaking criteria

There will be a fire fighting winner for surface and underground. The second place team will also receive a trophy.

ANNUAL EMERGENCY RESPONSE COMPETITION

PROFICIENCY EVENT

SURFACE

POSSIBLE MERITS

TEAM	EXAM	BENCH	GAS	TOTAL MERITS	ADJUSTED MERITS	PLACING

UNDERGROUND

POSSIBLE MERITS

TEAM	EXAM	BENCH	GAS	TOTAL MERITS	ADJUSTED MERITS	PLACING

Adjusted merits = (total merits awarded / possible merits) x 1000
Ties for first and second place need to be broken. Refer to guidelines for tie breaking criteria

Add merits for Exam, Bench, and Gas test in each category to get total merits.
There will be a Proficiency winner for surface and underground. The second place team will also receive a trophy.

ANNUAL EMERGENCY RESPONSE COMPETITION

PRACTICAL SKILLS EVENT

SURFACE

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

UNDERGROUND

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

Adjusted merits = (total merits awarded / possible merits) x 1000
Ties for first and second place need to be broken. Refer to guidelines for tie breaking criteria

There will be a Practical Skills winner for surface and underground. The second place team will also receive a trophy.

ANNUAL EMERGENCY RESPONSE COMPETITION

SURFACE ROPE EVENT

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

Adjusted merits = (total merits awarded / possible merits) x 1000
Ties for first and second place need to be broken. Refer to guidelines for tie breaking criteria

There will be a Surface Rope winner for surface. The second place team will also receive a trophy.

Underground Bench Technician

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

Adjusted merits = (total merits awarded / possible merits) x 1000
Ties for first and second place need to be broken. Refer to guidelines for tie breaking criteria

ANNUAL EMERGENCY RESPONSE COMPETITION

SURFACE PROBLEM EVENT

POSSIBLE MERITS

TEAM	TOTAL MERITS	ADJUSTED MERITS	PLACING

Adjusted merits = (total merits awarded / possible merits) x 1000
Ties for first and second place need to be broken. Refer to guidelines for tie breaking criteria

There will be a Surface Field Problem winner for surface. The second place team will also receive a trophy.

ANNUAL EMERGENCY RESPONSE COMPETITION

UNDERGROUND MINE PROBLEM

TEAM	COORDINATOR	SAFETY	CARE	CONTROL OF EMERGENCY	TOTAL MERITS

UNDERGROUND MINE PROBLEM 2

Transfer total merit points to adjustment sheet.

ANNUAL EMERGENCY RESPONSE COMPETITION

OVERALL UNDERGROUND MINE PROBLEM

POSSIBLE MERITS

TEAM	MERITS MINE PROBLEM	TOTAL ADJUSTED MERITS	PLACING

Total Adjusted merits = (total merits mine problem 1 / available merit points) X 2000
Ties for first and second place need to be broken. Refer to guidelines for tie breaking criteria

ANNUAL EMERGENCY RESPONSE COMPETITION

OVERALL - SURFACE

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

OVERALL - UNDERGROUND

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

Add adjusted merit points for each event to determine total adjusted merits.
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 adjusted merit points will be the winner.

ORGANIZING THE COMPETITION

Apr. 9, 2024

BACKGROUND

The SMA annual emergency response/mine rescue skills 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 5-8 surface teams. The competition is typically held in Saskatoon.

All teams participate in firefighting, first aid, practical skills, proficiency (written exam, gas testing, bench technician and donning bench) and a field problem. New for 2022 was a Surface Rope event.

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 chairperson 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 5 days in preparation meetings. Members are to be provided with the Committee members responsibility description and agree to the conditions as described.

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 March meeting.

Setting a First Meeting Date

From the volunteers who make up the sub-committee, a chair person should be selected. Usually, the most experienced volunteer is selected. One of their duties will be to set up a date and location for the first meeting. 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.

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. The SMA office will retain each year’s completed check sheet that can be used for subsequent years at the request of the chair.

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.

James Ferstl	Marshal
Brad Young	Marshal / Fire Fighting
Sean Linton	Fire Fighting
Kelsey Pequin	Fire Fighting
Belinda Mitchell	First Aid
Lisa Schwann	First Aid
Scott Gibney	Surface problem
Steve Minarchi	Surface Rope Rescue
Ken Worobec	Underground problem
Dave Steiger	Underground problem
Wolsey Construction	Building Coordinator
	Surface Practical Skills
Troy Reavie	Underground Practical Skills
Harvey Callin	Underground Practical Skills
Cam Parker	Gas test
Brad Sigurdson	Written exam
Trevor Blyth	Bench test
Clint Hollingshead	Bench Technician

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 banquet will be held at Prairieland Park. As with the competition facilities, try to advance the booking further into the future when making arrangements for next year's competition.

Moose Jaw

Mosaic Place facilities provide the best options for holding our competition while the Exhibition Grounds are the choice for banquet facilities.

Regina

EVRAZ Place International Trade Centre is the location for holding our competition while the Queensbury Convention Centre is used for banquet facilities.

Dates and facilities booked to date:

June 1, 2024 – Saskatoon

Saskatoon Prairieland Park (both competition and banquet)

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. An Eventbrite link to register for the Banquet will be sent out in advance to committee members and event coordinators so they can register team personnel and volunteers.

Banquet Room Requirements

The facility must be capable of hosting 550-900 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. Reserved tables at the front for MC and presenters, SMA Board Members, Trophy Sponsors/Presenters, Judges, Event Coordinators, Corporate tables.

2. Skirted awards tables (32' long) are set up at the front adjacent to the podium for the trophies and plaques.
3. 8'x24' stage riser is required for the band (if band is contracted). The location is determined for each facility. If appropriate, black drape the front of the stage area.
4. A coat check area will be supplied by the facility.

Table Nameplates

All tables will be marked with team names. Reserved tables will marked appropriately as well.

Facility Setup Requirements

Menu

The SMA office will coordinate and confirm the menu with the facility.

Banquet and Refreshment Tickets

Each competing team will receive 24 banquet tickets. If a team requires additional banquet tickets, the cost is approx. $56.00 each. Additional team tickets will be invoiced to the appropriate mining company.

Event Coordinators that are not a member of a member company that is competing are to submit a list of people that will be attending. If a ticket is requested, but not utilized the cost will be charged back to the event coordinator.

Event judges and volunteers are provided with one ticket each, judges receive a second ticket to allow a plus 1.

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 ticket sellers at SMA expense.

The bar will be closed during the awards presentations.

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 Competition 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 along with trophy sponsor representatives 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 sponsors 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 - Banquet begins
8:00 PM - Banquet cleanup
8:15 PM – Award Presentations
9:30 PM - Entertainment

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 sponsor, 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:
- 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 – Introduction of Surface Rope event Coordinator and presentations

8:40 PM –Introduce the **First Aid** Coordinator and presentations
- Surface
- Underground

8:50 PM - Introduction of the **Fire** Coordinator and presentations
- Surface
- Underground

9:00 PM - Introduction of the **Proficiency** Coordinator and presentations
- Surface
- Underground

9:05 PM - Introduction of the **Bench Technician** Coordinator and presentations
- Bench Technician winner

9:10 PM - Introduction of the **Practical Skills** Coordinator and presentations.
- Surface
- Underground

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

9:25 PM - Introduction of the **Underground** Coordinator and presentations
- Underground

9:30 PM – Introduction of SMA Safety Committee Chairperson and Competition Marshall to present the runner up and **Overall** winner
- Surface
- Underground

9:35 PM – Team photo opportunity

10:00 PM - Entertainment 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 Moose Jaw and 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 rechargeable radios to be stored for use year to year. Recommend storing at the SMA office with stop watches. Charging of the radios is required prior to the competition.

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 subcommittee 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.

Competition Booklet

Mines must have the names of team members and a team photo in by **May 15,2024.**

Team photos must be submitted in .jpg format to the SMA Competition Committee (Tracey Irwin at tirwin@saskmining.ca and Brad Sigurdson at bsigurdson@saskmining.ca with the team member names and company logo no later than two weeks prior to the date of the Competition.

Delivery of Mock Mine Sets

Mock mine sets are stored at Nutrien Patience Lake. 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. Roseneau and Mosky's have been the choice of Belle Plaine 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 Mosaic Belle Plaine. Again, a forklift from the Exhibition will be required. If the delivery back to Belle Plaine 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.

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

Draw for Position

At the March meeting, 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.

- Review and sign the “Coordinator Agreement” located in the forms section prior to deadline
- Provide a large scale print of your event, and post in the spectator area on event day
- Conduct a Task Safety Analysis for your event to determine the level of PPE your casualties and judges will need.
- Ensure all judges adhere to the clothing policy – judges are not to wear site specific clothing. Judges must wear the SMA endorsed judge recognition ID.
- Number of judges/spouses attending banquet - pass info to SMA banquet coordinator
- 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 score sheets for the event; ensure the event is scored in a merit system.
- Notify the SMA office of the total number of available merits for your event at least 30 days prior to competition.
- Provide the SMA office with a list of names for people (judges, spouses, etc.) that will be attending the banquet at least 2 weeks prior to the event.
- Attend the judges / helper / casualty meeting on the Friday prior to the competition at 2:00 pm. 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 AGM
- design of problem
- 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 and maps for team
- prepare casualty responses
- coordinator judge duties
- "walk through" problem with judges and casualties
- 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

Surface Problem

- from SMA list, choose possible field judges, coordinator judge and briefing officer
- design of layout
- layout map (if pre-supplied) to SMA before March meeting
- design of problem
- identify props needed to SMA prop person before the March meeting
- 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

Surface Rope

- supply judges
- design of layout
- layout map (if pre-supplied) to SMA before the March meeting
- design of scenario
- identify props needed to SMA prop person before the March meeting
- 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 committee before the March meeting
- 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 committee before the March meeting
- 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

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
- supervise unloading and placement of fire props
- review fire safety plan (below) with all judges and helpers
- 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

Bench Technician

- Supply judges, must have familiarity with both the Biomarine and Drager breathing apparatus
- Confirm number of participating teams, and which apparatus is used
- Develop written exam, have available on Friday for the exam writing
- Develop list of bugs for the breathing apparatus, suggest working with the vendors to ensure comparable bugs
- Attend Friday Judges meeting to answer any questions
- Attend the follow up captains meeting
- Supervise or participate in judging
- Ensure schedule is adhered to
- With Judges, verify event winner

Fire 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 personnel 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.

Fueling

When fueling 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 fueling 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, and 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.

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 Competition 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 statisticians 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.

Event Coordinator 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
- team coordinator will be taken to briefing area
- ensure that schedule is followed
- mark score sheets
- total all merits 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
- get bench technician exam along with answer key
- ensure that sufficient number of tablets are available for competition day, paper copies as a back up.
- Provide exam schedule for all teams who will write the exam in lock up with tablets.
- Bench Technician exam to immediately follow regular exam.
- 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 if paper copies were used
- mark exams as per the answer template, or download the spreadsheet from tablets
- 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.
- Invigilate exams (team and Bench Technician's)
- Act as statisticians
- With event coordinators, verify winners
- Bring winners form to banquet
- After the 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

- Ensure that you have received the most current version of the Excel spreadsheet and know how it operates
- Ensure that all event coordinators have communicated total possible merits for their event before the competition – save these numbers in the Excel spread sheet.
- Set up 2 teams to work together yet independent (**manual version and electronic scoring or other as directed by committee**) as a check against formula and keystroke errors.
- Ensure during scoring that ties for first and second place are broken according to tie breaking criteria listed in the manual for each event.
- Once tie-breaking criteria has been established, simply add a 0.1 point to the winner in order to break the tie on the Excel spreadsheet
- Posting of results on competition night
- Preparation of team results for wrap-up

Auditor

- Verify results obtained between the two statistician groups. Sign off on results prior to awards banquet.

Mine Problem Score Sheets explanation

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. This is to reflect the importance of timely exit from the mine. Merit points will not be accumulated after time has expired and the team has been stopped.

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 member andtheir 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 their 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.

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Shaft Signals

1 HOIST

1 STOP

2 LOWER

3 MEN GETTING IN OR OUT OF CAGE

2-2 SURFACE

2-3 MINING LEVEL

5 RELEASE

9 EMERGENCY

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FORMS

Apr. 9, 2024

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Document Control Guidelines

Location/Applicability: Members of Saskatchewan mining Association			Document Identifier: DCG
Document Owner: SMA Vice President, Environment, Safety and Regulatory Affairs		**SME:** N/A	
Effective Date: December 18,2015	**Review Due Date:** December 31, 2017	**Originating Department:** Saskatchewan Mining Association	

Purpose

To establish guidelines for control of documents associated with the Saskatchewan Mining Association Publication "Competition Guidelines & Organizing the Emergency Response Competition." To provide a consistent approach as changes are required.

Scope

The guidelines are applicable to all participants in the Emergency Response Competition.

Responsibilities

The following table contains a listing of responsibilities for specific groups / jobs as required by this standard.

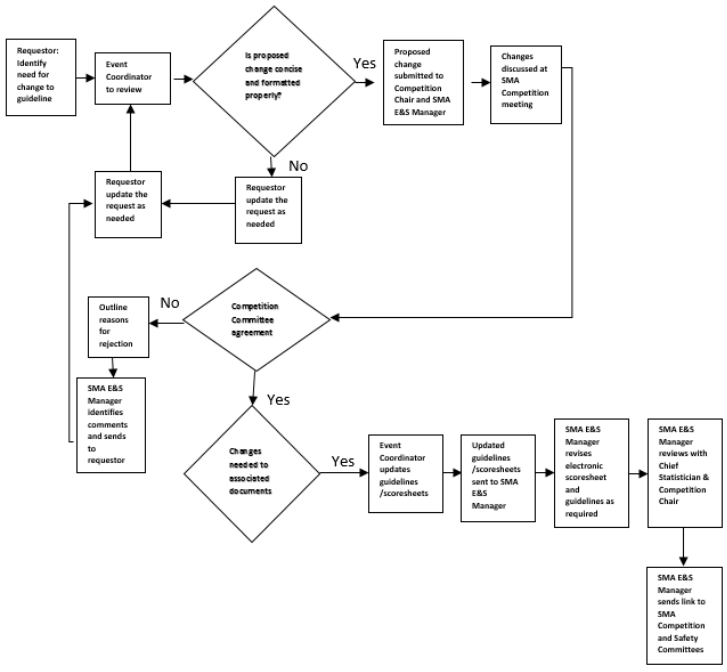
Group or Title	Responsibilities
SMA Vice President - Environment, Safety and Regulatory Affairs	• Shall be owner of "Competition Guidelines & Organizing the Emergency Response Competition" manual. • Shall be the owner of the electronic competition scoresheet (Excel file format). • In conjunction with SMA Competition Committee Chair, shall present proposed changes to the SMA Competition Committee for review. • Responsible to ensure that proposed changes are reviewed and if accepted, that each event coordinator is informed of the changes. • In conjunction with Chief Statistician and Competition Chair shall ensure that changes are captured and all required documentation is updated as required.
SMA Competition Sub-Committee Chair	• Responsible to discuss and changes as received with SMA Vice President - Environment, Safety and Regulatory Affairs. • In conjunction with SMA Vice President - Environment, Safety and Regulatory Affairs, shall present proposed changes to the SMA Competition Committee for review. • In conjunction with Chief Statistician, SMA Vice President - Environment, Safety and Regulatory Affairs and Competition Chair shall ensure that changes are

	captured and all required documentation is updated as required.
Chief Statistician / Competition Chair	• In conjunction with SMA Vice President - Environment, Safety and Regulatory Affairs, Competition Chair shall ensure that changes are captured and all required documentation and electronic scoresheet is updated as required.
Event Coordinators	• Shall ensure that the scoresheets for their event are updated to reflect any changes, if required.

Procedure

1. Requestor identifies need for change to competition.
   Note: Numbers of changes annually to be at the discretion of the Competition Committee. All requests to be received by December 31st.
2. Requestor submits proposed change to event coordinator for initial review.
   Note: Change to be concise; identify at this point how this change will affect the overall competition including scoresheets. Changes affecting the entire competition to be sent to the Competition Committee Chair.
3. Once requestor / event coordinator have agreed on the change and the complexity, the change is submitted to the SMA Vice President - Environment, Safety and Regulatory Affairs & Competition Chair.
4. The proposed change will be tabled at the next Competition Committee meeting and voted on by the members of the committee.
5. The SMA Vice President - Environment, Safety and Regulatory Affairs will inform the requestor & event coordinator if the change has been accepted or the reasons for rejection.
6. If accepted, the SMA Vice President - Environment, Safety and Regulatory Affairs will update the affected portion of the guidelines
7. The SMA Vice President - Environment, Safety and Regulatory Affairs shall inform the event coordinator of the affected event and request that scoresheets be updated to reflect the changes, if necessary. The event coordinator shall send updated scoresheets to the SMA Vice President - Environment, Safety and Regulatory Affairs for inclusion in the guidelines
8. The SMA Vice President - Environment, Safety and Regulatory Affairs, Competition Chair and Chief Statistician shall review changes to the manual to ensure that all documentation is updated
9. Once reviews are complete, the SMA Vice President - Environment, Safety and Regulatory Affairs shall ensure that the final guidelines are uploaded to the SMA website.

Process Map



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Letter of Intent

Please indicate whether your Company will be participating in the 2024 Mine Rescue/Emergency Response Competition.

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

Surface	**_____**
Underground	**_____**

To participate in the event a purchase order number must be included within this application to ensure final invoices are paid in a timely fashion.

PO# _____

E-mail Response to Ken Worobec at ken.worobec@ssrmining.com before January 31, 2024

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ANNUAL EMERGENCY RESPONSE COMPETITION

Application to recruit

This form is intended to be used to formally apply to the organizing committee to recruit an active member from another site of the same company to fulfill the requirements of 7 members on a competition team.

The site requesting the recruitment is to initiate the application, and will need to ensure the form is completed, and submitted to the committee no later than February 15 for the upcoming competition.

The application process is to be completed each year that it is required.

Site requesting the recruit:_____DATE:_____

Reason for request:

_____

_____

Site Supplying Recruit:_____

RECRUIT NAME	AGE	1ST AID CERTIFICATE NUMBER	1ST AID EXPIRY DATE	DATE OF LAST MEDICAL	YEARS OF SERVICE

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

_____
Site supplying recruit -Team coach or manager

_____
Site applying for recruit -Team coach or manager

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Competition Trophy Sponsors

The SMA Emergency Response Mine Rescue Competition (ERMRC) Committee has made changes to the Trophy Sponsorship for the 2024 ERMRC**. The changes include:**

- **Fee for Trophy Sponsorship**
- **SMA will handle logistics of purchasing keeper plaques.**

Event	Company Name	Trophy Sponsorship	Company Rep. First Name	Company Rep Last Name
Surface First Aid Runner-up				
Surface First Aid Winner				
U/G First Aid Runner-up				
U/G First Aid Winner				
Surface Proficiency Runner-up				
Surface Proficiency Winner				
U/G Proficiency Runner-up				
U/G Proficiency Winner				
Surface Fire Fighting Runner-up				
Morley A. Nelson Surface Fire Fighting Award				
U/G Fire Fighting Runner-up				
Morley A. Nelson Underground Fire Fighting Award				
Surface Practical Skills Runner-up				
Surface Practical Skills Winner				
U/G Practical Skills Runner-up				
U/G Practical Skills Winner				
Surface Field Problem Runner-up				
Surface Field Problem Winner				
U/G Field Problem Runner-up				
U/G Field Problem Winner				
Surface Overall Runner-up				
Surface Overall Winner				
U/G Overall Runner-up				
U/G Overall Winner				

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Team Names for Banquet

Event Coordinators, Team Trainers

You will be sent a link to register your teams and personnel for the Banquet on June 1, 2024. Spaces are allotted for coordinators, judges, casualties and helpers. Personnel from mine sites should have their expenses paid by their mine. By registering all individuals, names can be cross-referenced to ensure that they do not appear on two lists (some judges are also presenters).

- All volunteers from non-SMA member companies who are involved in the competition and identified on the (Event Coordinator) sheets shall be invited to the Banquet as guests of the SMA. Each will receive one ticket, additional tickets are available for purchase.

- SMA recommends that all volunteers are made aware of their own company's payment policy before accepting this role.

- Each competing team will receive 24 banquet tickets. If a team requires additional banquet tickets, the cost is approx. $62.50 each. Additional team tickets will be invoiced to the appropriate mining company

SMA Saskatchewan Mining Association

Liaison Schedule

Each year, the SMA assigns liaisons to essentially be runners for each event. 9 liaisons are needed each year. Below is the suggested rotation for the next 4 years:

	2024	2025	2026	2027
Fire	K3	K1 / K2	Lanigan	Cigar
First Aid	Orano	Colonsay	K3	K1 / K2
U/G Woroniuk	Allan	SSR	Orano	Colonsay
U/G Aitchison	McArthur River	K+S	Allan	SSR
Surface Field	Rocanville	Vanscoy	McArthur River	K+S
U/G Practical Skills	Belle Plaine	Poplar River	Rocanville	Vanscoy
Surface Practical Skills	Key Lake	Cory	Belle Plaine	Poplar River
Surface Rope	Estevan	Patience Lake	Key Lake	Cory
Bench Technician	Lanigan	Cigar	Estevan	Patience Lake

Note: all teams are scheduled at least twice over a 4 year period.

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 their 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 March SMA meeting. 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.

SMA Saskatchewan Mining Association

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 March SMA meeting, 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)

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

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Event Coordinator – Letter of Agreement

First and foremost, thank you for agreeing to participate as an event coordinator in this year's competition. The role is an important one in ensuring the high quality and success of the annual SMA Emergency Response Competition. In recognizing that your participation as an Event Coordinator requires a time commitment, if you are not employed as an SMA member company, the SMA commits to formally acknowledging your company's support of the event through your participation as an Event Coordinator in the Competition Manual and at the Competition.

The Competition Committee looks for ways to continuously improve, and remove risks from, the event. The Committee feels that one key area of risk relates to the level of communication between the Committee and Event Coordinators, leading up to and after the event. The Competition Committee feels that it would be helpful to formally identify its expectations of the Event Coordinators at the start of the planning cycle. The consensus was that this would ultimately result in a better planned and executed Emergency Response Mine Rescue Competition.

The following list identifies the Competition Committee's expectations of the Event Coordinators. Prior to agreeing to sign on as an Event Coordinator for the Emergency Response Mine Rescue Competition, please review this list to ensure you can fulfill these commitments.

As an Event Coordinator of the SMA Emergency Response Mine Rescue Competition, I (or my designate) will:

- Attend Competition Committee meetings as required, specifically the November meeting to confirm Event Coordinators, the April meeting to tour the competition facilities and the June captains & coaches meeting to answer any questions during the debrief. Participation by conference call for the October and June meetings is an option.
- 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. Any judges assigned to your event are to be clear on the expectations on how to judge teams, and how to score them.
- Supply the chairperson with information for the guideline manual prior to the March meeting meeting. This information is to include general guidelines, equipment lists, rules to be followed and generic, merit-based, score sheets. Once published in the guidelines no variances will be allowed, other than the details on the score sheets.
- Provide the competition chairperson information such as prop or equipment requirements at least ***30 days*** prior to the competition.
- Supply a copy of the detailed, merit-based event score sheets to the SMA office at least ***30 days*** prior to the competition. The score sheet will be considered confidential to SMA Staff and yourself.
- Provide a large scale print of your event, and post in the spectator area the day of the competition. If there is difficulty with achieving this an electronic version can be sent to the committee to be printed.
- 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

- Be at the competition grounds in time to receive your props / equipment and to supervise the construction of your event prop. If your event will require a large amount of set up plan on arriving as early as Wednesday.
- Provide the statistician teams with the original copy of the judge's event score sheets.
- Ensure there is no interaction with yourself and with team members in regards to final scoring. All inquiries about scoring or results are to be directed to the competition committee chairperson.

If **ANY** of the above requirements cannot be met please advise the Competition Chair. The Competition committee may ask that you respectfully decline to take the role of an Event Coordinator.

Another recognized risk to the competition is the loss of an experienced event coordinator, with no one with the background to continue. It is a strong recommendation from the committee to have an alternate work with you to mentor a replacement in the event of a retirement, company move etc.

This agreement is to be completed and submitted by November 1 of each competition planning cycle.

I _____ agree to the above list of expectations and will inform the Competition Committee chairperson of any terms that cannot be met.

	Event	Event coordinating	Name of Back-up Coordinator	Email of Back-up Coordinator	Back-up Coordinator Phone
Surface	First Aid				
	Fire Fighting				
	Practical Skills				
	Proficiency Bench				
	Proficiency Gas Testing				
	Proficiency Exam				
	Field Problem				
	Rope Rescue				
Underground	First Aid				
	Fire Fighting				
	Practical Skills				
	Proficiency Bench				
	Proficiency Gas Testing				
	Proficiency Exam				
	Bench Technician				
	Mine Problem				

Event Coordinator: _____ Committee Chairperson: _____

Email: _____

Phone: _____

Date: _____

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SMA Mine Rescue Competition June 1, 2024

Event Coordinator and Judges Expenses Report

Name: _____
Address: _____
MILEAGE Km ____ X $ .XX = $ _____
ROOMS* $ _____
MEALS $ _____
TOTAL EXPENSES ……..$ _____

NOTE: Please provide receipts.

*Note: Event Coordinators and Judges may elect to stay in a hotel other than the one arranged by the SMA; however, the hotel expense to be claimed shall not exceed that of the SMA Block rate ($166/night plus taxes and fees).

Signature: _____
Date: _____

Return this form to:
Saskatchewan Mining Association
Suite 610, 2220 12th Avenue
REGINA, SK S4P 0M8
Tel: (306) 757-9505
E-mail: admin@saskmining.ca
Fax: (306) 569-1085

The SMA room block is at the Sandman Signature Saskatoon South Hotel
Room Block Code **2405SKMIN**
Booking Link:
https://reservations.sandmanhotels.com/113165?groupID=4187160

Reservations can be made (by April 9th) using the link above or by calling the hotel (reference the room block code above) at 306-518-7263 or 1800SANDMAN
The mileage and meal rates are based on Government of Canada rates and are updated quarterly. For the competition use the April 2024 rates
Mileage rate - https://www.njc-cnm.gc.ca/directive/d10/v238/s658/en
Meal rates - https://www.njc-cnm.gc.ca/directive/d10/v238/s659/en

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Overall banquet numbers

COMPANY	REQUESTED
CAMECO KEY LAKE	
CAMECO McARTHUR RIVER	
CAMECO CIGAR LAKE	
CAMECO RABBIT LAKE	
K+S POTASH BETHUNE	
MOSAIC POTASH BELLE PLAINE	
MOSAIC POTASH COLONSAY	
MOSAIC POTASH ESTERHAZY K1 & k2	
MOSAIC POTASH ESTERHAZY K3	
NUTRIEN ALLAN	
NUTRIEN CORY	
NUTRIEN LANIGAN	
NUTRIEN PATIENCE LAKE	
NUTRIEN ROCANVILLE	
NUTRIEN VANSCOY	
ORANO McCLEAN LAKE	
SSR MINING SEABEE	
WESTMORELAND COAL ESTEVAN	
WESTMORELAND COAL POPLAR RIVER	
INVITED GUESTS	
JUDGES - FIRE FIGHTING	
JUDGES - FIRST AID	
JUDGES - SURFACE	
JUDGES - MINE PROBLEM	
JUDGES - U/G PRACTICAL SKILLS	
JUDGES - SURFACE PRACTICAL SKILLS	
JUDGES – OTHER	
TROPHY PRESENTERS	
TOTAL	0

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Competition Committee Meeting Agenda

Date:
Time:
Location:

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

Apr. 9, 2024

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Task Safety Analysis

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:

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Props/Equipment Needed

Event: _____

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

1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			

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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.

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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.

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Liaison Duties

Firstly, many thanks for volunteering your time to be an event liaison for the event, 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 pm 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 you will be able to meet the coordinator you are assigned to assist. At this time you will be notified as to the location of the event, and where the judges will be situated.

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.

During the events there will be a need to ensure score sheets are picked up from the judges after each team and deliver to the statisticians room.

As the event judges are very busy, they will need confectionary items to be picked up as well during the day. You will be provided with the event identification that will allow you to pick up all confectionary needs without charge.

Although helpers are assigned to ensure the scenarios are reset between teams, all liaisons should check with the event coordinators to see if there are other roles they may need assistance with.

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

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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 close-toed shoes during the event while conducting the assigned tasks. The minimum PPE required is based on the TSA for the event. 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.

Competition Committee Member Duties

Firstly, many thanks for volunteering your time to be a member of the planning and organizing of the ERMRC competition, it is very much appreciated.

This is a tremendous commitment that will require dedication to ensuring the workload is evenly distributed amongst each member to lessen the load of all that participate.

Planning meetings are scheduled to begin each September for the subsequent year's event, held in June. The committee meets most every month in person, with an option to attend virtually when unavailable for personal attendance. For effective communication throughout the year it is expected of all committee members to attend most meetings.

Volunteering for the committee also includes the expectation of taking on roles to aid in the effective planning of the event. Each month a checklist is reviewed by the committee chair and tasks are expected to be assigned to members to complete. Historically the same individuals have been assigned roles only due to having done them in the past.

A lot of work is being done around succession planning for the committee which will only be successful if new members take on some of these roles.

Following the committee meetings, the expectations are to communicate with the site contact any pertinent information that can be shared with the teams to ensure unnecessary requests for information can be limited. All too often information that is in the guidelines is being requested as the competition event approaches.

By accepting the role as a member of the ERMRC competition planning sub committee you are agreeing to be an active member and participate as listed above.

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

SMA Saskatchewan Mining Association

Event Winners & Trophy Presentations

Updated: January 2016

S U R F A C E R O P E

EVENT	Trophies	WINNER	COORDINATOR VERIFICATION
Rope Runner Up			
Rope Winner			

F I R S T A I D

EVENT	Trophies	WINNER	COORDINATOR VERIFICATION
Surface First Aid Runner Up			
Surface First Aid Winner			
Underground First Aid Runner Up			
Underground First Aid Winner			
Surface Fire Fighting Runner Up			
Surface Fire Fighting Winner			
Underground Fire Fighting Runner Up			
Underground Fire Fighting Winner			
Surface Proficiency Runner up			
Surface Proficiency Winner			
Underground Proficiency Runner Up			
Underground Proficiency Winner			
Underground Bench Technician Runner up			
Underground Bench Technician Winner			

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Event Winners & Trophy Presentations

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

Surface Practical Skills Runner Up			
Surface Practical Skills Winner			
Underground Practical Skills Runner up			
Underground Practical Skills Winner			

Surface Field Problem Runner up			
Surface Field Problem Winner			
Underground Field Problem Runner Up			
Underground Field Problem Winner			

Surface Overall Runner Up			
Surface Overall Winner			
Underground Overall Runner Up			
Underground Overall Winner			

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

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HISTORICAL SCHEDULES

Apr. 9, 2024

2012 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

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

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

Apr. 9, 2024

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	Westmoreland Coal Poplar River
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	PotashCorp Patience Lake
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	Cameco Key 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	Mosaic Belle Plaine
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 Estevan

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

Apr. 9, 2024

2016 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

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

12 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

Apr. 9, 2024

2017 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Underground Teams	COORD. BRIEFING	BENCH	AITCHISON PROBLEM	WORONIUK PROBLEM	PRACTICAL SKILLS	TO LOCK UP	BENCH Technician	GAS TEST	U/G FIRST AID	U/G FIRE			FINISH TIME	GUIDES
Silver Standard Seabee	5:45 am	5:55 am	6:15 am	7:10 am	8:10 am	7:50 am 8:35 am	9:30 am	9:00 am	12:00 pm	12:25 pm			12:45 pm	Cameco McArthur River
Cameco McArthur River	5:45 am	5:55 am	7:10 am	6:15 am	9:35 am	7:50 am 10:05 am	12:00 pm	8:30 am	12:45 pm	11:15 am			1:05 pm	PotashCorp Lanigan
PotashCorp Lanigan	7:40 am	7:50 am	8:10 am	9:05 am	1:25 pm	6:55 am 9:45 am	10:00 am	12:00 pm	10:30 am	6:35 am			1:50 pm	Cameco Cigar Lake
Cameco Cigar Lake	7:40 am	7:50 am	9:05 am	8:10 am	11:55 am	6:20 am 9:45 am	10:30 am	1:00 pm	11:15 am	6:00 am			1:30 pm	PotashCorp Cory
PotashCorp Cory	9:30 am	9:40 am	10:00 am	10:55 am	8:55 am	8:05 am 11:35 am	6:00 am	2:30 pm	1:35 pm	7:45 am			3:00 pm	Mosaic Esterhazy K2
PotashCorp Rocanville	9:30 am	9:40 am	10:55 am	10:00 am	7:30 am	7:55 am 8:40 am	6:30 am	1:30 pm	2:35 pm	8:20 am			2:55 pm	Agrium Vanscoy
Mosaic Esterhazy K2	11:20 am	11:30 am	11:50 am	12:45 pm	6:00 am	6:25 am 10:05 am	7:00 am	7:30 am	9:45 am	2:10 pm			2:30 pm	PotashCorp Allan
PotashCorp Allan	11:20 am	11:30 am	12:45 pm	11:50 am	6:45 am	7:10 am 9:20 am	7:30 am	2:00 pm	9:00 am	2:45 pm			3:05 pm	Mosaic Esterhazy K1
Agrium Vanscoy	1:10 pm	1:20 pm	1:40 pm	2:35 pm	10:25 am	8:35 am 10:50 am	9:00 am	7:00 am	8:15 am	3:20 pm			3:40 pm	Mosaic Colonsay
Mosaic Colonsay	1:10 pm	1:20 pm	2:35 pm	1:40 pm	11:10 am	7:50 am 11:35 am	8:00 am	10:00 am	7:30 am	3:55 pm			4:15 pm	Silver Standard Seabee
Mosaic Esterhazy K1	3:00 pm	3:10 pm	3:30 pm	4:25 pm	12:40 pm	7:05 am 1:05 pm	8:30 am	10:30 am	6:45 am	1:35 pm			5:05 pm	PotashCorp Rocanville

Surface Teams	Surface Problem	Practical Skills	To Lock Up	Gas Test	Surface First Aid	Surface Fire	Finish Time	Guides
Cameco Key Lake	9:45 am	9:00 am	7:00 am 8:20 am 9:25 am	6:30 am	8:00 am	10:40 am	11:00 pm	Westmoreland Poplar River
Westmoreland Poplar River	6:00 am	10:00 am	6:45 am 7:35 am 9:15 am	11:00 am	7:15 am	8:55 am	11:30 am	Mosaic Belle Plaine
Mosaic Belle Plaine	11:00 am	8:00 am	8:25 am 9:05 am 10:25 am	6:00 am	8:45 am	10:05 am	11:45 am	PotashCorp Patience Lake
PostashCorp Patience Lake	7:15 am	11:00 am	6:50 am 8:00 am 9:50 am	11:30 am	6:30 am	9:30 am	12:00 pm	Westmoreland Estevan
Westmoreland Estevan	8:30 am	12:00 pm	7:30 am 9:15 am 10:35 am	12:30 pm	10:15 am	7:10 am	1:00 pm	Areva McClean Lake
Areva McClean Lake	12:15 pm	7:00 am	7:25 am 9:50 am	8:00 am	9:30 am	11:50 am	1:00 pm	Cameco Key Lake

2018 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

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

10 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

Apr. 9, 2024

2019 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Underground Teams	COORD. BRIEFING	BENCH	AITCHISON PROBLEM	WORONIUK PROBLEM	PRACTICAL SKILLS	BENCH TECHNICIAN	GAS TEST	Fire	U/G FIRST AID	FINISH TIME	GUIDES
Nutrien Lanigan	5:45 am	5:55 am	6:15 am	7:10 am	11:00 am	12:40 pm	10:20 am	9:15 am	12:00 pm	12:45 pm	SSR Seabee
Cameco Cigar Lake	5:45 am	5:55 am	7:10 am	6:15 am	11:45 am	9:35 am	9:45 am	11:00 am	9:30 am	1:10 pm	Nutrien Lanigan
Nutrien Allan	7:35 am	7:45 am	8:05 am	9:00 am	10:15 am	11:15 am	12:50 pm	12:10 pm	5:45 am	1:20 pm	Mosaic Esterhazy K1
Nutrien Rocanville	7:35 am	7:45 am	9:00 am	8:05 am	12:30 pm	10:10 am	10:50 am	11:35 am	1:25 pm	2:10 pm	Mosaic Esterhazy K2
Mosaic Colonsay	9:25 am	9:35 am	9:55 am	10:50 am	5:45 am	8:50 am	12:20 pm	1:20 pm	7:15 am	2:20 pm	Nutrien Allan
Mosaic Esterhazy K2	9:25 am	9:35 am	10:50 am	9:55 am	6:30 am	5:45 am	1:30 pm	12:45 pm	8:00 am	2:00 pm	Nutrien Rocanville
SSR Seabee	11:15 am	11:25 am	11:45 am	12:40 pm	9:30 am	7:45 am	6:50 am	2:35 pm	8:45 am	3:10 pm	Nutrien Vanscoy
Nutrien Vanscoy	11:15 am	11:25 am	12:40 pm	11:45 am	8:00 am	7:15 am	6:20 am	2:00 pm	10:15 am	2:30 pm	Mosaic Colonsay
Nutrien Cory	1:05 pm	1:15 pm	1:35 pm	2:30 pm	7:15 am	6:30 am	8:20 am	5:45 am	11:00 am	3:25 pm	Cameco Cigar Lake
Mosaic Esterhazy K1	1:05 pm	1:15 pm	2:30 pm	1:35 pm	8:45 am	11:45 am	5:45 am	7:30 am	6:30 am	3:25 pm	Nutrien Cory
Surface Teams			Surface Problem		Practical Skills		Gas Test	Fire	Surface F/A	Finish Time	**Guides**
Westmoreland Poplar River			5:45 am		9:30 am		7:50 am	8:40 am	10:30 am	11:15 am	Orano McClean Lake
Westmoreland Estevan			7:00 am		8:45 am		11:50 am	9:50 am	5:45 am	12:20 pm	Nutrien Patience Lake
Orano McClean Lake			8:15 am		6:30 am		9:50 am	10:25 am	11:15 am	12:00	K+S Potash
Mosaic Belle Plaine			9:30 am		8:00 am		7:20 am	6:20 am	12:00 pm	12:45 pm	Westmoreland Poplar River
Nutrien Patience Lake			10:45 am		7:15 am		9:20 am	8:05 am	12:45 pm	1:30 pm	Westmoreland Estevan
K+S Potash			12:00 pm		5:45 am		11:20 am	6:55 am	7:45 am	1:15 pm	Mosaic Belle Plaine

10 underground teams, 6 Surface.
40-minute mine problems allows for 15 minutes to score and reset. First aid, Practical 45 minutes, to include scenario and reset. Gas testing and Bench Technician 30 minutes. Fires 35 minutes. Surface field allows 60 minutes for scenario plus additional 15 min to score and reset.

2020

SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Underground Teams	COORD. BRIEFING	BENCH	AITCHISON PROBLEM	WORONIUK PROBLEM	PRACTICAL SKILLS	BENCH TECHNICIAN	GAS TEST	Fire	U/G FIRST AID	FINISH TIME	GUIDES
SSR Seabee	5:45 am	5:55 am	6:15 am	7:10 am	11:00 am	8:20 am	9:55 am	9:15 am	12:00 pm	12:45 pm	Nutrien Lanigan
Nutrien Cory	5:45 am	5:55 am	7:10 am	6:15 am	11:45 am	12:45 pm	10:40 am	8:40 am	9:30 am	1:10 pm	Cameco Cigar Lake
Mosaic Esterhazy K2	7:35 am	7:45 am	8:05 am	9:00 am	10:15 am	11:15 am	12:55 pm	12:10 pm	5:45 am	1:40 pm	Nutrien Allan
Nutrien Lanigan	7:35 am	7:45 am	9:00 am	8:05 am	12:30 pm	10:10 am	11:25 am	6:55 am	1:25 pm	2:10 pm	Mosaic Esterhazy K2
Nutrien Rocanville	9:25 am	9:35 am	9:55 am	10:50 am	5:45 am	8:50 am	12:10 pm	1:20 pm	7:15 am	1:55 pm	SSR Seabee
Nutrien Allan	9:25 am	9:35 am	10:50 am	9:55 am	6:30 am	5:45 am	1:40 pm	12:45 pm	8:00 am	2:25 pm	Nutrien Rocanville
Nutrien Vanscoy	11:15 am	11:25 am	11:45 am	12:40 pm	9:30 am	7:45 am	6:30 am	7:30 am	2:35 pm	3:10 pm	Mosaic Esterhazy K1
Mosaic Esterhazy K1	11:15 am	11:25 am	12:40 pm	11:45 am	8:00 am	7:15 am	8:50 am	2:00 pm	10:15 am	2:35 pm	Nutrien Cory
Cameco Cigar Lake	1:05 pm	1:15 pm	1:35 pm	2:30 pm	7:15 am	6:30 am	8:05 am	5:45 am	11:00 am	3:25 pm	Nutrien Vanscoy
Surface Teams	Surface Rope	Surface Problem	Practical Skills	Gas Test	Fire	Surface F/A				Finish Time	**Guides**
Westmoreland Poplar River	12:00 pm	5:45 am	8:00 am	10:35 am	9:50 am	8:45 am				1:15 pm	Orano McClean Lake
Nutrien Patience Lake	5:45 am	7:00 am	8:45 am	12:15 pm	11:35 am	9:30 am				1:00 pm	K+S Potash
K+S Potash	7:00 am	8:15 am	9:30 am	11:20 am	10:25 am	5:45 am				12:05 pm	Nutrien Patience Lake
Mosaic Belle Plaine	8:15 am	9:30 am	5:45 am	7:20 am	11:00 am	6:30 am				11:35 am	Westmoreland Poplar River
Orano McClean Lake	9:30 am	10:45 am	6:30 am	5:45 am	8:05 am	7:15 am				12:00 pm	Westmoreland Estevan
Westmoreland Estevan	10:45 am	12:00 pm	7:15 am	9:30 am	6:20 am	8:00 am				1:15 pm	Mosaic Belle Plaine

9 underground teams, 6 Surface. Separate gas testing for surface and underground. 40-minute mine problems allows for 15 minutes to score and reset. First aid, Gas test and Practical 45 minutes, to include scenario and reset. Bench Technician 30 minutes. Fires 35 minutes, to include scenario, scoring and reset.
Surface field and Ropes allows 60 minutes for scenario plus additional 15 min to score and reset.

2022 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Underground Teams	COORD. BRIEFING	BENCH	AITCHISON PROBLEM	WORONIUK PROBLEM	PRACTICAL SKILLS	BENCH TECHNICIAN	GAS TEST	Fire	U/G FIRST AID	FINISH TIME	GUIDES
Mosaic Esterhazy K3	5:45 am	5:55 am	6:15 am	7:10 am	11:45 am	8:15 am	8:45 am	11:00 am	9:30 am	12:30 pm	Nutrien Allan
Mosaic Colonsay	5:45 am	5:55 am	7:10 am	6:15 am	1:15 pm	10:15 am	9:30 am	8:40 am	11:00 am	2:00 pm	Nutrien Cory
Nutrien Vanscoy	7:35 am	7:45 am	8:05 am	9:00 am	12:30 pm	6:45 am	5:45 am	11:35 am	10:15 am	1:15 pm	SSR Mining
SSR Mining Seabee	7:35 am	7:45 am	9:00 am	8:05 am	10:00 am	10:45 am	11:45 am	5:45 am	6:30 am	12:30 pm	Nutrien Lanigan
Cameco Cigar Lake	9:25 am	9:35 am	9:55 am	10:50 am	2:00 pm	7:15 am	8:00 am	6:20 am	11:45 am	2:45 pm	Nutrien Vanscoy
Nutrien Allan	9:25 am	9:35 am	10:50 am	9:55 am	5:45 am	7:45 am	12:30 pm	6:55 am	8:45 am	1:15 pm	Mosaic Colonsay
Nutrien Lanigan	11:15 am	11:25 am	11:45 am	12:40 pm	6:30 am	8:45 am	10:15 am	8:05 am	5:45 am	1:35 pm	Mosaic Esterhazy k3
Nutrien Rocanville	11:15 am	11:25 am	12:40 pm	11:45 am	8:00 am	6:15 am	9:50 am	1:55 pm	7:15 am	2:30 pm	Cameco Cigar Lake
Nutrien Cory	1:05 pm	1:15 pm	1:35 pm	2:30 pm	7:15 am	5:45 am	6:30 am	12:10 pm	8:00 am	3:25 pm	Nutrien Rocanville
Surface Teams	Ropes		Surface Problem		Practical Skills		Gas Test	Fire	Surface F/A	Finish Time	**Guides**
Mosaic Belle Plaine	10:50 am		5:50 am		8:05 am		7:15 am	9:50 am	8:50 am	12:05 pm	Nutrien Patience Lake
Westmoreland Estevan	5:50 am		7:05 am		8:50 am		12:05 pm	10:25 am	9:35 am	12:50 pm	Mosaic Belle Plaine
Westmoreland Polar River	7:05 am		8:20 am		9:35 am		10:35 am	12:45pm	5:50 am	1:20 pm	K+S potash
K+S Potash	8:20 am		9:35 am		5:50 am		11:20 am	7:30 am	6:35 pm	12:05 pm	Westmoreland Estevan
Orano McClean lake	9:35 am		10:50 am		6:35 am		8:20 am	1:20 pm	7:20 am	1:55 pm	Westmoreland Poplar
Nutrien Patience Lake	12:05 am		1:20 pm		7:20 am		11:00 am	9:15 am	8:05 am	2:35 pm	Orano McClean Lake

9 underground teams, 6 Surface.
40-minute mine problems allows for 15 minutes to score and reset. First aid, Practical 45 minutes, to include scenario and reset. Gas testing 45 minutes (some staggered to shorten day) and Bench Technician 30 minutes. Fires 35 minutes. Surface field and ropes allows 60 minutes for briefing and scenario plus additional 15 min to score and reset.

2023 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Underground Teams	COORD. BRIEFING	BENCH	AITCHISON PROBLEM	WORONIUKPROBLEM	PRACTICAL SKILLS	BENCH TECHNICIANN	GAS TEST	Fire	U/G FIRST AID	FINISH TIME	GUIDES
Cameco Cigar Lake	5:45 am	5:55 am	6:15 am	7:10 am	11:45 am	11:05 am	9:30 am	8:20 am	10:15	12:25 pm	Nutrien Allan
Mosaic Esterhazy K3	5:45 am	5:55 am	7:10 am	6:15 am	12:30 pm	8:15 am	10:15 am	9:00 am	11:00	1:10 pm	Nutrien Cory
Nutrien Rocanville	7:35 am	7:45 am	8:05 am	9:00 am	1:15 pm	10:15 am	6:30 am	5:45 am	11:45	1:55 pm	Cameco Cigar Lake
Nutrien Lanigan	7:35 am	7:45 am	9:00 am	8:05 am	10:50 am	5:45 am	11:45 am	6:25 am	12:30	1:10 pm	Mosaic Esterhazy K3
Cameco McArthur River	9:25 am	9:35 am	9:55 am	10:50 am	8:10 am	11:55 am	5:45 am	7:05 am	1:15	1:55 pm	Nutrien Rocanville
Nutrien Allan	9:25 am	9:35 am	10:50 am	9:55 am	7:15 am	6:15 am	12:50 pm	12:00 pm	2:00	2:40 pm	Cameco McArthur River
Nutrien Cory	11:15 am	11:25 am	11:45 am	12:40 pm	6:30 am	7:15 am	1:40 pm	9:40 am	8:00	2:20 pm	Mosaic Colonsay
Mosaic Colonsay	11:15 am	11:25 am	12:40 pm	11:45 am	5:45 am	9:45 am	8:45 am	1:40 pm	7:15	1:30 pm	Nutrien Lanigan
SSR Seabee	1:05 pm	1:15 pm	1:35 pm	2:30 pm	10:05 am	9:15 am	8:00 am	11:00 am	6:30	3:20 pm	Nutrien Vanscoy
Nutrien Vanscoy	1:05 pm	1:15 pm	2:30 pm	1:35 pm	9:20 am	8:45 am	7:15 am	10:20 am	5:45	3:20 pm	SSR Seabee

Surface Teams	Ropes	Surface Problem	Practical Skills	Gas Test	Fire	Surface F/A	Finish Time	**Guides**
Nutrien Patience Lake	1:20 pm	5:45 am	10:15 am	7:35 am	8:40 am	9:30 am	2:20 pm	Cameco Key Lake
Cameco Key Lake	5:45 am	6:50 am	11:00 am	8:20 am	9:20 am	10:15 am	11:40 am	Esterhazy Surface
Esterhazy Surface	6:50 am	7:55 am	5:45 am	9:05 am	10:00 am	11:00 am	11:40 am	K+S Potash
K+S Potash	7:55 am	9:00 am	6:30 am	11:20 am	10:40 am	12:05 pm	1:25 pm	Westmoreland Mining Estevan
Westmoreland Coal Estevan	9:00 am	10:05 am	7:15 am	6:05 am	11:20 am	12:50 pm	1:30 pm	Orano McClean Lake
Orano McClean Lake	10:05 am	11:10 am	8:00 am	6:50 am	6:05 am	8:45 am	12:10 pm	Westmoreland MIning Poplar River
Westmoreland Poplar River	11:10 am	12:15 pm	8:45 am	9:50 am	8:00 am	7:15 am	1:15 pm	Mosaic Belle Plaine
Mosaic Belle Plaine	12:15 pm	1:20 pm	9:30 am	10:35 am	6:45 am	5:45 am	2:20 pm	Nutrien Patience Lake

10 underground teams, 8 Surface.

40-minute mine problems allows for 15 minutes to score and reset. First aid, Practical 45 minutes, to include scenario and reset. Gas testing 45 minutes (some staggered to shorten day) and Benchtech 30 minutes. Fires 40 minutes, staggered. Surface field and ropes allows 65 minutes for briefing, scenario and score and reset.

2024 SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION SCHEDULE

Underground Teams	COORD. BRIEFING	BENCH	AITCHISON PROBLEM	WORONIUK PROBLEM	PRACTICAL SKILLS	BENCHMAN	GAS TEST	Fire	U/G FIRST AID	FINISH TIME	GUIDES
Nutrien Vanscoy	5:45 am	5:45 am	6:05 am		9:30 am	12:35 pm	11:45 am	8:25 am	10:45 am	1:15 pm	Cameco McArthur River
Nutrien Allan	5:45 am	5:45 am		6:05 am	10:15 am	1:15 pm	12:30 pm	9:05 am	8:15 am	1:55 pm	SSR Mining Seabee
Cameco McArthur River	7:20 am	7:20 am	7:40 am		11:45 pm	6:25 am	11:00 am	5:45 am	1:20 pm	2:10 pm	Nutrien Vanscoy
Nutrien Rocanville	7:20 am	7:20 am		7:40 am	2:00 pm	11:05 am	10:15 am	6:25 am	12:30 pm	2:45 pm	Mosaic Colonsay
Nutrien Cory	8:55 am	8:55 am	9:15 am		12:30 pm	11:45 am	1:15 pm	7:05 am	5:45 am	2:00 pm	Mosaic Esterhazy K3
SSR Mining Seabee	8:55 am	8:55 am		9:15 am	5:45 am	7:05 am	2:00 pm	7:450 pm	11:35 am	2:45 pm	Nutrien Allan
Mosaic Colonsay	10:30 am	10:30 am	10:50 am		6:30 am	8:25 am	5:45 am	9:45 am	7:25 am	12:35 pm	Nutrien Rocanville
Cameco Cigar Lake	10:30 am	10:30 am		10:50 am	8:45 am	9:45 am	8:00 am	1:05 pm	6:35 am	1:45 pm	Nutrien Lanigan
Nutrien Lanigan	12:05 pm	12:05 pm	12:25 pm		8:00 am	5:45 am	7:15 am	10:25 am	9:05 am	2:00 pm	Cameco Cigar Lake
Mosaic Esterhazy K3	12:05 pm	12:05 pm		12:25 pm	7:15 am	9:05 am	6:30 am	11:05 am	9:55 am	2:00 pm	Nutrien Cory

Surface Teams	Ropes	Surface Problem	Practical Skills	Gas Test	Fire	Surface F/A	Finish Time	**Guides**
Westmoreland Mining Poplar River	1:20 pm	5:45 am	10:15 am	11:20 am	8:40 am	7:25 am	2:25 pm	Orano McClean Lake
Orano McClean Lake	5:45 am	6:50 am	11:00 am	12:05 pm	9:20 am	8:15 am	12:50 pm	Esterhazy Surface
Esterhazy Surface	6:50 am	7:55 am	5:45 am	9:05 am	10:00 am	10:45 am	11:35 am	Nutrien Patience Lake
Nutrien Patience Lake	7:55 am	9:00 am	6:30 am	12:50 pm	10:40 am	11:35 am	1:35 pm	Mosaic Belle Plaine
Mosaic Belle Plaine	9:00 am	10:05 am	7:15 am	6:05 am	11:20 am	12:25 pm	1:15 pm	Cameco Key Lake
Cameco Key Lake	10:05 am	11:10 am	8:00 am	6:50 am	6:05 am	9:05 am	12:15 pm	Westmoreland Mining Estevan
Westmoreland Mining Estevan	11:10 am	12:15 pm	8:45 am	9:50 am	8:00 am	6:35 am	1:20 pm	K+S Potash Canada Bethune
K+S Potash Canada Bethune	12:15 pm	1:20 pm	9:30 am	7:35 am	6:45 am	5:45 am	2:25 pm	Westmoreland Mining Poplar River

10 underground teams, 8 Surface.

70-minute mine problems allows for 25 minutes to score and reset. 50 minute First aid, allowing for 25 minute scenario. Practical 45 minutes, to include scenario and reset. Gas testing 45 minutes (some staggered to shorten day) and Benchtech 30 minutes. Fires 40 minutes, staggered. Surface field and ropes allows 65 minutes for briefing, scenario and score and reset.

SASKATCHEWAN MINING ASSOCIATION EMERGENCY RESPONSE SKILLS COMPETITION
EXAM SCHEDULE

Underground Teams	Exam	Equipment drop off	Bench Technician exam	Finish Time
Nutrien Cory	12:00	1:00 – 2:00	2:00	3:00
Nutrien Allan	12:00	1:00 – 2:00	2:00	3:00
Nutrien Vanscoy	12:00	1:00 – 2:00	2:00	3:00
Nutrien Lanigan	12:00	1:00 – 2:00	2:00	3:00
Mosaic Colonsay	12:00	1:00 – 2:00	2:00	3:00
Nutrien Rocanville	1:00	12:00 – 1:00	2:00	3:00
Cameco Cigar Lake	1:00	12:00 – 1:00	2:00	3:00
Mosaic K3	1:00	12:00 – 1:00	2:00	3:00
SSR Mining Seabee	1:00	12:00 – 1:00	2:00	3:00
Cameco McArthur River	1:00	12:00 – 1:00	2:00	3:00
Surface Teams	**Exam**	**Equipment drop off**		**Finish Time**
Westmoreland Mining Poplar River	2:00	12:00 – 2:00		3:00
Mosaic Belle Plaine	2:00	12:00 – 2:00		3:00
Orano McClean Lake	2:00	12:00 – 2:00		3:00
Westmoreland Mining Estevan	2:00	12:00 – 2:00		3:00
Nutrien Patience Lake	2:00	12:00 – 2:00		3:00
K+S Potash Bethune	2:00	12:00 – 2:00		3:00
Mosaic Esterhazy Surface	2:00	12:00 – 2:00		3:00
Cameco Key Lake	2:00	12:00 – 2:00		3:00

Apr. 9, 2024