

PROVINCE OF BRITISH COLUMBIA
PROVINCIAL UNDERGROUND MINE RESCUE COMPETITION RULES
As Amended, October 2017

1. Rules, procedures, regulations and the scoring arrangement presently in place can only be changed at the annual Underground Mine Rescue Seminar (Captains and Coaches meetings).

TEAM

2. Each team shall be composed of six members and one shall act as rescue coordinator. A seventh team member is optional. Team member No.1 shall be designated as captain and No.5 as vice-captain. The option to use a seventh team member is at the discretion of the captain. The No.7 team member can be substituted repeatedly at the beginning of each task providing the Chief Task Judge is notified of the substitution before the start of the task. Each team shall consist of a maximum of six members competing at any one task. (Revised November 2004)

QUALIFICATIONS

3. Each competing team member, excluding the rescue coordinator, shall have had a medical examination and be found fit for mine rescue within the twelve-month period prior to the competition. The required medical information shall be stated on the form prescribed by the Chief Judge and duly signed by their manager or designate.

4. All team members must hold certificates of competency in mine rescue. Members must also have a valid St. John's Standard First Aid (*or equivalent*) with Transportation Endorsement (*3x8hr days training*) or a certification which equals or supersedes this certification and is acceptable to the Chief Inspector as per Section 3.7.7(1) of the HSRC. (Revised October 2014)

5. Documents pertaining to the team's qualifications will be delivered to the Chief Judge at the Captains/Coordinators/Judges meeting which is normally held prior to the competition at the Captains'/Coaches draw.

EQUIPMENT

6. All team members, except the coordinator, must wear an approved self-contained breathing apparatus.

7. Equipment List - the Chief Judge must provide an equipment list which includes all the minimum equipment required for the competition. (Added December 1, 1999)

COMPETITION

8. The competition shall be a one-day task oriented event.

9. Prior to the competition (usually the evening before) the captains and coordinators shall meet with the judges to draw for positions in the competition. Any restrictions, clarification on rules or regulations, procedures and guidelines for lockup, travel, reporting, etc. will also be discussed / circulated at this meeting.

10. Competing teams will be notified of the location and time at which they are to report. They should be properly dressed in approved safety apparel - e.g. hard hats, cap lamps, safety boots, etc. Teams requiring cap lamps or other equipment should make their request to the Chief Judge at least 30 days prior to the competition. Teams will be reminded that no team members are to have any

possession of cell phones or electronic communication devices once they have entered the Lock-up. Anyone caught with any such device will be disqualified from the competition.

Exception: A personal video-recording device (non-communicative) considered for educational purposes may be used within a task under the chief task judge's discretion. Any video taken during competition SHALL NOT be used for marking or appealing marks made by task judges. (Revised October 2017)

11. The competition shall consist of all of the following tasks:

- Written exam (multiple choice)
- Practical Bench (Revised November 28, 2001)
- First Aid
- Fire Fighting
- Obstacle and Recovery (including donning bench) A task may have components of other techniques appropriately scored (*Bench Technician is a stand-alone task*) (Revised November 7, 2000)
- Smoke Task (Introduced 2014)

12. Weighting of tasks shall be as follows: (Revised October 22, 2014)

- | | |
|--|-----|
| <input type="checkbox"/> Written | 10% |
| <input type="checkbox"/> Practical Bench | 15% |
| <input type="checkbox"/> Obstacle/Recovery | 30% |
| <input type="checkbox"/> First aid | 20% |
| <input type="checkbox"/> Smoke | 15% |
| <input type="checkbox"/> Fire | 10% |

Total 100%

TASKS

13. The Chief Judge shall arrange for mine attendants, one of whom shall be designated as Chief Mine Attendant. They shall put up all signs, notices, fires and other props that are required for the task/problem. Every care must be taken to ensure that conditions are identical for each team. Judges assigned to those areas shall also check and be satisfied that the re-set conditions are identical.

14. The Team Captain and Coordinator shall give a verbal report to the judges upon the completion of the obstacle/recovery task/problem. The Chief Mine Judge or Mine Manager will then review major areas of the problem with the Captain and Coordinator. The Chief Mine Judge will only explain the correct procedure he wanted the team to follow and advise the team where they accumulated major merits or demerit points. (Revised November 7, 2000)

15. Team is responsible to start and/or stop clock when entering or exiting the mine. The Chief Mine Judge will start the clock only when the ten-minute briefing time at the portal is up. (Ref: Item 'D' 'Briefing' of Procedures).

16. Overtime: The team shall be allowed three (3) minutes overtime to complete the obstacle/recovery task/problem. However, accumulative demerit points shall be issued as follows to a maximum of 300 points: *Time will be stopped by the Head Task Judge after the 3 min overtime.*

- One minute overtime 50 demerits
- Two minutes overtime 150 demerits
- Three minutes overtime 300 demerits

(Reviewed October 2014)

17. Written examination: All questions not answered, as well as those answered incorrectly will receive one (1) demerit unless it is more than a one-part question. The written examination will generally consist of 50 multiple-choice questions.

18. Donning Bench Task

The standard time to complete the bench task will be ten minutes for closed circuit apparatuses such as the BG4. *(If a team is using a unit other than the BG4 they must inform the Chief Judge at least 30 days prior to competition.)* The task judge will review these time requirements as he/she sees fit. There will be no bonus points for finishing under the allotted time. The Chief Task Judge may assign negative points for teams finishing over the allotted time. (Revised October 2014)

JUDGES

19. The Ministry of Energy, Mines and Petroleum Resources shall appoint a Chief Judge for the provincial competition with the intention of serving a two (2) year term. (Two provincial competitions and one western regional competition.) (Revised November 7, 2000)

20. The Chief Judge shall prepare the necessary tasks and problems or ensure that they are prepared by others. He shall also prepare the schedule/sequence of the tasks for the competition. He may appoint one or more assistants. He shall coordinate the various segments of the competition, be responsible or assign responsibility for the collection of judges' score sheets and compiling the scores.

21. The judges shall be composed of representatives from the Ministry of Energy, Mines & Petroleum Resources, the participating mines and/or other related industries.

22. Each task shall be judged by one or more persons assigned by the Chief Judge. Judges shall then remain with the same task throughout the competition.

23. All judges and officials shall be provided with a visible means of identification. No one except designated officials may be allowed to communicate with the teams performing or waiting their turn to do so.

24. All judges, necessary officials and mine attendants shall attend a judges' meeting in the afternoon prior to the competition, where procedures of the competition, marking (scoring) system will be explained and a walk-through the simulated mine shall be conducted.

25. The decision of the Chief Judge shall be final.

Previous Revisions: November 2001, December 2003, November 2004, November 2005, October 2014

Revised: October 2017