Sudbury, Ontario, Canada
February 16 - 20, 2026

Rules Governing IMERC 2026

Version 1.2

In Collaboration WIth Ontario Mine Rescue
Prepared Since 1929

Table of Contents

Appendices

Questions regarding these rules may be directed to: luminerescue@gmail.com

Answers to questions will be posted on the FAQ page of our website: https://luminerescue.ca/faq

Please note that rules are subject to change as necessary and the most recent revision will be available at: https://luminerescue.ca/rules

Major changes will be communicated to teams, however teams are responsible to check the website for the most updated version of rules.

The following page is dedicated to record all changes made to this document in its following revisions.

Revision 1.0

- **Rules document released.**

Revision 1.1

- **Section 6.4 has been created to outline the rules for the confined space rescue competition.**
- **Section 6.5 (Technician Challenge), equipment changed from 'Test-it 6100' to include 'R7000'**

Revision 1.2

- **The scoring weight has been adjusted for each event, see section 5.1 for competition scoring information.**

1.0 Introduction

1.1 Mission Statement

The International Mines Rescue Competition (IMERC) is a biennial event. The purpose of the IMERC is to present realistic simulations that will allow organizers to:

1. Evaluate skills required to perform rescue operations in a mining environment.
2. Judge participants in an open and transparent manner.
3. Provide feedback to all participants.
4. Promote Mine Rescue through improved communication, co-operation and knowledge transfer between responders, mine operators, suppliers, regulators and educators.

1.2 Notice of Rules Revisions

The 2026 Intercollegiate Mine Emergency Response Competition Organizing Committee may be required to revise or update the rules found in this or other pre-competition documents. Registered competing teams will be given notice of any revisions or updates to this or other rules documents. The current, standing rules documents will remain posted on the IMERC 2026 website prior to the competition. All scheduled future publications will be listed within this document and on the IMERC 2026 website: https://luminerescue.ca

2.0 Roles and Responsibilities

2.1 Chief Judge

2.1.1 The Chief Judge is responsible for the drafting, preparation and execution of all aspects of the IMERC. All Simulation Lead Judges, volunteers and support personnel are under the direction of the Chief Judge or his designated alternate. All scoring sheets are to be submitted by the Simulation Lead Judge to the Chief Judge for final review and scorekeeping. Any scoring disagreements that cannot be resolved amongst the Simulation Judges in their area of responsibility shall be presented to the Chief Judge for final decision.

2.1.2 For the 2026 International Mine Emergency Rescue Competition (IMERC 2026), the role and responsibilities of Chief Judge shall be carried out by the General Manager of Ontario Mine Rescue.

2.2 Simulation Lead Judge

2.2.1 Reporting to the Chief Judge, the Simulation Lead Judge is responsible for coordinating all Simulation Judges in their area of responsibility, and assisting in the interpretation of the Rules Governing the IMERC 2026. The Simulation Lead Judge will guide each competing team through their area of responsibility and ensure understanding of the given scenario by the team. The Simulation Lead Judge is also responsible for ensuring that the field layout of their area of responsibility is reset after each team has competed, so that it is identical for each team.

2.2.2 For IMERC 2026, the role and responsibilities of Simulation Lead Judge shall be carried out by the individuals appointed by the Chief Judge prior to the event.

2.3 Simulation Judge

2.3.1 Reporting to the Simulation Lead Judge for each competition task, the Simulation Judges will be responsible for observing the actions of competing teams and scoring each team according to pre-determined requirements. Simulation Judges must attend the official judges meeting prior to the competition, where they will be provided with information on their duties and scoring areas of the competition.

2.3.2 Simulation Judges will be selected and assigned by the Chief Judge from the list of qualified individuals.

2.4 Scorekeepers

2.4.1 Scorekeepers will be responsible for collecting and compiling the official scoring documents completed by Simulation Judges for each competing team at each competition event or task. The Scorekeepers will be stationed in an area of seclusion and will be in contact with the Simulation Lead Judges and Chief Judge only.

2.4.2 For the IMERC 2026, the role and responsibilities of Scorekeepers shall be carried out by the individual(s) appointed by the Chief Judge.

2.5 Scribe

2.5.1 The Scribe will follow each competing team through each competition task and shall be responsible for transcribing time specific actions of each competing team in English. Annotation of team actions will be made from the beginning of each scenario until the Simulation Lead Judge calls the problem “complete”. The

notes compiled by the Scribe shall be used by Simulation Lead Judges as well as the Chief Judge to confirm the validity of competition scoring and eliminate judging errors.

2.5.2 For IMERC 2026, the role and responsibilities of Scribe shall be carried out by the individual appointed by the Chief Judge.

2.6 Competing Teams – Member Roles

2.6.1 Incident Commander (Briefing Officer)

2.6.1.1 The team Briefing Officer (Incident Commander) is ultimately responsible for oversight of teams while they work through simulated underground emergency tasks.

2.6.1.2 The actions of the team Briefing Officer as it relates to team competition events shall be judged and scored in conjunction with the team score.

2.6.2 Captain

2.6.2.1 The team Captain shall take charge of, and be responsible for, the discipline; general safety and work performed by his/her team; and should take orders only from the Briefing Officer.

2.6.2.2 The actions of the Captain as it relates to team competition events shall be judged and scored in conjunction with the team score.

2.6.3 Team Member

2.6.3.1 Each Team Member shall operate under the direction of the Captain at all times during all competition tasks.

2.6.3.2 The actions of the Team Members as it relates to team competition events shall be judged and scored in conjunction with the team score.

2.7 Technician

2.7.1.1 Competing Technicians will be responsible for diagnosing and repairing emergency equipment during a separate Technician competition.

3.0 Honesty, Transparency and Integrity

3.1 Isolation

3.1.1 In the spirit of fairness and equality, teams taking part in the competition must not seek or share information in advance of participation pertaining to simulation events, exercises, or tasks.

3.1.2 Posting news or information to social media or other online information sites (eg. Facebook, Twitter) prior to the completion of all competition field events is prohibited. In case of violation or intention to violate these rules, the team will be assigned negative (penalty points) and may be subject to disqualification.

3.1.3 Teams that have completed competition field events are not permitted to communicate with any teams that have not yet completed the event.

3.1.4 All reference materials will be provided by LUMR IMERC 2026. The team member may not use any of this reference material during competition tasks. Contestants will not carry personal notebooks into the contest area.

3.1.5 Simulation Lead Judges, Simulation Judges and other competition officials are not allowed to be in contact with any competing team members, in particular to discuss issues related to the competition.

3.2 Competition Task Areas

3.2.1 A separate area may be available for spectators to observe the teams during the competition. Only officially escorted spectators, photographers or news media will be permitted closer to the field exercise as approved by the Chief Judge.

3.2.2 All photographs of competition events and tasks will be taken by the designated event photographers. Photographs will be distributed to teams upon completion of the IMRC. Team photographers are permitted, however, must stay within the assigned spectator's area.

3.2.3 All judges and officials shall be provided with a visible means of identification. No person except designated officials will be permitted to communicate with the teams performing or waiting their turn to do so.

3.2.4 Simulation Lead Judges, Simulation Judges or competition officials may not communicate with the competing team members or interfere with tasks unless a health & safety risk is identified.

3.2.5 Only Simulation Lead Judges, Simulation Judges or competition officials assigned to each particular competition task are allowed on the competition field for each specific event.

3.2.6 Following the field exercise, a brief Simulation Judges meeting will be held to ensure consistency between all of the Simulation Judges of that specific competition task or event.

3.2.7 Simulation Judges will complete their respective scorecards.

3.2.8 Simulation Judges will provide a written explanation of the merit and negative (penalty) points assigned.

3.2.9 After signing the scorecard, a Simulation Judge is not allowed to make any changes to it without consensus with the other Simulation Judges and the Chief Judge.

3.2.10 Simulation Lead Judges will collect the scorecards for their specific competition task or event and submit them to the Chief Judge.

3.2.11 Simulation Judges will judge in their assigned area only.

3.2.12 Simulation Judges must attend the official judges meeting prior to the competition. Following the official judges meeting, Simulation Judges are prohibited from communicating with members or affiliates of the competing teams.

3.3 Competition Review/Debrief

3.3.1 Debrief information sessions will be offered immediately after the competition task. Debrief information sessions are for summary purposes only, not for the discussion of scoring or interpretation of actions. Following scoring of team actions by Simulation Judges there will be no appeal process.

4.0 Team Requirements

4.1 Fitness/Medical Suitability

4.1.1 It is strongly recommended that all team members must have a medical assessment completed no more than 12 months prior to the competition. This assessment is to confirm a team member is physically fit, and capable of performing work while using breathing apparatus during Mine Rescue activities. This assessment is to be conducted and authorized by a medical professional.

4.1.2 Before the competition begins, the simulation judge will confirm the fitness of each team member. No one will be permitted to participate in the team events without having been found 'fit for work'. Personnel with severe colds or other ailments affecting normal breathing are not permitted to wear breathing apparatus upon direction of the lead simulation judge.

4.2 Certificate of Qualifications

4.2.1 There are no explicit certificates or qualifications required to participate in this competition. However, it is strongly recommended that each member of the team has a basic understanding of Mine Rescue and recovery activities within their jurisdiction. In addition, team members should demonstrate the necessary physical and mental abilities to perform Mine Rescue work.

4.3 Personal Protective Equipment

4.3.1 Competing teams must be properly dressed for emergency response simulation exercises with personal protective equipment including protective headwear, protective eyewear, protective footwear and hand protection. High visibility/reflective clothing is not required for any of the competition venues, but is highly recommended for teams to wear.

4.3.2 Competing teams must have personal protective equipment (PPE) that meets the requirements specified as follows.

4.3.3 Protective Headwear

All hard hats should be affixed with an attachment point for a cap lamp (miner's lamp). Any team unable to obtain such an attachment should notify IMERC 2026 organizers to discuss alternatives.

4.3.4 Protective Eyewear

Protective eyewear must be safety spectacles. Protective eyewear must fit properly and manufacturer's recommendations for use must be followed.

4.3.5 High Visibility Safety Apparel

High visibility safety apparel is not required to participate in any of the competitions, however it is strongly recommended that teams have coveralls or pants and long sleeve shirt with the following features:

a) Be made of fluorescent background material
b) The apparel has retro-reflective striping
c) The striping entirely circles each arm and each leg (at or just below the knee) as well as the waist
d) The striping must be arranged in two vertical lines on the front extending over the shoulders and down to the waist and be arranged in an X on the back portion covering the upper body.

4.3.6 Hand Protection

Gloves must be suitable for a variety of tasks that may include rope work, firefighting and the use of a variety of hand tools in underground and surface environments. Standard work gloves or mechanics gloves should be sufficient for all activities.

4.3.7 Protective Footwear

Protective footwear must be at a minimum steel toe work boots. Specific standards are not required.

4.3.8 Standard Personal Protective Equipment

The following items will be supplied during IMERC 2026

-cap Lamps

4.4 Team Equipment

4.4.1 Team Supplied**:**

a) PPE as per above
b) Link lines
c) Miners belts

4.4.2 IMREC 2026 Supplied**:**

a) Cap lamps

b) All rescue equipment required for simulations

4.5 Team Demographics

4.5.1 Team Member Requirements – each candidate must be:

a) A minimum age of 18 years old

b) In good health and physically fit

c) Shaven, with no facial hair to interfere with the facemask seal

d) Calm and self-controlled in an emergency or a dangerous event

e) Known to be of good judgment and initiative

f) Capable of performing long, arduous and physical labour

g) Familiar with underground mining conditions and practice

5.0 Competition - General Rules & Requirements

5.1 General Rules

5.1.1 There will be a predetermined allotment of time, prior to the day of scheduled competition events, for each team to review the equipment that may be used in the competition(s). This equipment review period will be assigned by competition organizers to coincide with the IMERC 2026 schedule of events.

5.1.2 The IMERC 2026 Overall Team Competition will consist of four available scoring events. Each team must participate in four of the five available team events to be entered in the Overall Team Competition rankings. Three team events are mandatory with the fourth team event being a choice between one of two events. All of the team events will have a weighted scoring value contributing to the Overall Team Competition scoring as follows:

a) Team Underground Mine Rescue Simulation – 35%
b) Technician – 10% (Best out of competitors)
c) First Aid (MCI) – 25%
d) Auxiliary Competition (Confined Space) – 15%
e) Rope Rescue Scenario – 15%

***Weighted values subject to change**

5.1.3 Each competing team will be comprised of up to seven team members for the underground problem:

1. One Incident Commander (Briefing Officer)
2. One Captain
3. One Vice Captain (5-Man)
4. 3 team members (2,3,4-Man)
5. Optional 4th team member (6-Man)

Upon following registration and prior to the commencement of competition tasks, teams must clearly define the six/seven individuals selected to compete and those individuals in a non-competing spare or reserve role. It is recommended that teams utilize the 6-Man position, however, teams that choose not to take a 6-Man underground will NOT gain additional points.

5.1.4 Teams may also include a Technician to compete in the individual Technician Competition, a five person first aid (MCI) team, and a five person Confined Space (Aux) challenge team. All other people travelling with the team will be considered spectators and will be restricted from the competition designated task area.

5.2 Team Member Substitution

5.2.1 If a simulation judge determines that a team member is medically unfit to participate in the event, a substitution will be allowed. The unfit team member will be allowed to switch positions with their spare team member. All substitutions must be approved by the Chief Judge prior to the team starting the event.

5.3 Penalties

5.3.1 Prior to commencement of each competition problem, a check based on direct observations shall be made to determine whether any of the team members are unfit to participate in the competition task. Where there are reasonable grounds to believe any physical or mental factor renders a team member unfit to compete, the Simulation Judge will investigate. If the Chief Judge agrees, the team member will be substituted and the team may face a delay penalty.

5.3.2 The Chief Judge will investigate when there are reasonable grounds to believe that a person has attempted to **assist/influence a team by providing information related to any part of the competition, prior to or during a competition problem.** If the Chief Judge deems that such a transgression has occurred, the team may face **penalties up to and including disqualification.**

5.3.3 The Chief Judge will investigate when there are reasonable grounds to believe a team or member **received information concerning a competition problem**. If the Chief Judge deems that such a transgression has occurred, the team may face **penalties up to and including disqualification.**

5.3.4 **Information or pictures about the competition cannot be posted** to digital communication channels or social media outlets **until the awards ceremonies are complete.** The Chief Judge will investigate if any team, team **member or team representative is found to have posted competition information to digital channels or social media** prior to such a time. If the Chief Judge deems that such a transgression has occurred, the team may **face penalties up to and including disqualification.**

5.3.5 The Chief Judge will investigate if any team, **team member or team representative causes disruption during the competition**. If the Chief Judge deems that such a transgression has occurred, the team may face **penalties up to and including disqualification.**

5.3.6 Any penalty applied will be decided by the Chief Judge. **Teams will not be allowed to appeal the decision or penalties assessed. All decisions will be final.**

5.4 Scoring

5.4.1 Examples of performance checklists (scoresheets) with merit/penalty values (scoring points) will be provided on the luminerescue.ca/resources website in advance of IMERC 2026 for training purposes.

5.4.2 Interpretation and scoring in each competition event will be pre-determined by IMERC 2026 organizers and agreed upon by Simulation Lead Judges and Simulation Judges in advance of the event and at the judge's pre-competition meeting.

5.4.3 The Simulation Lead Judge and Simulation Judges for each competition event will discuss each competing team's performance and must reach consensus on the scoring of each task.

5.4.4 The Chief Judge will have final oversight on the interpretation and scoring of the actions of the teams. The decision of the Chief Judge may supersede the evaluation of the Simulation Lead Judge and Simulation Judge for that competition task and will be recognized as the final ruling in the event of a disagreement regarding the scoring.

5.4.5 Competing teams will not be permitted to appeal the scoring or decisions of the Simulation Judges, Simulation Lead Judges or Chief Judge.

5.4.6 The Chief Judge and Simulation Lead Judges shall be the only people in contact with the Scorekeepers.

5.5 Debriefing/Information Sessions

5.5.1 Competing teams and technicians will be provided with an opportunity for a debriefing information session directly after the completion of each event.

5.5.2 The purpose of the debriefing information session is to provide feedback to all competing teams.

5.5.3 At the closing ceremony, competing teams will be provided with the following:

a) A scoresheet summarizing the scoring of all competing teams in all tasks
b) A copy of their own scoresheets including Simulation Judge written comments and Scribe notes

6.0 Competition Task Specific Rules and Guidelines

6.1 General

6.1.1 Format Notes

- Emergency simulations may use live infrastructure including compressed air, water, ventilation, radio communication and ground support, this will be clearly communicated by the lead simulation judge prior to the simulation.
- All people encountered in underground workings are to be treated as part of the emergency scenario unless visually identified as a Judge.
- The order of competing teams will be determined by a lottery, teams requiring special scheduling should reach out to IMERC 2026 organizers ASAP.
- To protect the integrity of the underground problem, third party Ontario Mine Rescue Officers will develop and set up the simulation.
- Where possible any simulations underground that are present will be simulated by an actual means, such as smoke, gas readings, heat etc. When this is not possible, these will be indicated by a visual or symbolic means.
- Simulation victims will be made-up using casualty simulation visual effects to show any injuries

6.1.2 Illness / Injury

- Any Mine Rescue Team member (Competitor) that experiences unexpected illness or injury of any form during the competition scenario must immediately notify the nearest Simulation Judge who will then inform the Lead Simulation Judge.
- Simulation or assignment task “measured time” will be paused during the evaluation of any injuries or illnesses in fairness to the competing team.
- The Simulation Lead Judge will determine whether it is safe for the team member (competitor) to continue with the task, and therefore will also determine whether the Mine Rescue Team may proceed with the remainder of the task. It is the goal of both the IMREC Judges and competing teams to help every team achieve the goal of completing each task, however this will not be done at the expense of health or safety.

6.1.3 Equipment Orientation

- Location: Ontario Mine Rescue Head Quarters

235 Cedar St, Greater Sudbury,
ON P3B 1M8

- All teams will be allocated an Equipment Orientation and Training Session on either Monday February 16th or Tuesday February 17th , please see the most updated event schedule at https://luminerescue.ca/schedule-1
- Orientation sessions will demonstrate all equipment that may be used during the competition. Some equipment demonstrated may not be used, it is the responsibility of teams during each emergency to determine what is required.
- Training provided by Ontario Mine Rescue Officers will include:
    - Inspection of equipment
    - Hazards of operating equipment
    - Proper operating procedure
    - Proper shutdown procedure
    - Competitors (Mine Rescue Team) hands-on time
    - Questions

6.2 Underground Mine Rescue Scenario/Simulation

6.2.1 Format

General

- The Underground Mine Rescue Scenario is mandatory for all teams participating in the 2026 IMERC Overall Team Competition.
- Task will be carried out in an underground hard rock (museum) mine
- Location: Dynamic Earth

122 Big Nickel Rd, Greater Sudbury,
ON P3C 5T7

- Mine Maps / Plans will be provided on luminrescue.ca/resources for reference no later than 1 month prior to the competition.

Field Setup

- In the workings of the underground mine (simulation field) it is important for teams to prepare for a very different experience than previous International Mine Rescue Competitions. Placards and judges will **NOT** be used to convey information about the condition of any of the below where possible. It is the intention of IMERC 2026 to allow teams to interact with the mine environment as they would in an underground emergency:
    - Casualties / Victims: Any information pertaining to these individuals must be obtained either through inquiry by the Incident Commander (Briefing Officer) prior to or during the emergency, or through active first aid engagement by the Mine Rescue Team. On both live casualties/victims (actors) and simulated casualties/victims (manikins/dummies) injuries will be displayed visually by makeup/moulage, or through verbal or physical communication.
    - Machines, objects and their state: Equipment and objects are to be interpreted as found. For example, if the scenario calls for the Mine Rescue Team to come upon a piece of running mobile equipment, the equipment will actually be present and running in the mine. In this example, Mine Rescue Teams are to approach such equipment with caution, turn off or remove power to the unit and remove any other hazards before passing or working around the equipment.
    - Conditions in headings and the state of ground (rock) support: All travelways used during the competition will adhere to Ontario legislation with respect to ground (rock) support, and teams will be physically prevented from entering unsupported or unstable areas.
    - Physical hazards: Common hazards such as debris, flooded areas, waste rock, garbage or confined workings will appear in the mine where required. Teams are to interpret whether these areas can be safely navigated, whether work is required to remediate the area for safe work, or whether the hazard is unsafe to pass. For example, a depression in the mine drift resulting in a 1ft deep pool of water can be safely navigated on foot, however a sump area containing 15 ft of water would be deemed impassable unless a means to evacuate the water was present.
    - Gas concentrations and/or smoke: Please note, gas concentrations may not be given to Mine Rescue Teams by Judges or via placards. Rather, artificial gas readings may be live-transmitted to gas monitoring devices carried by Mine Rescue Teams. It is the responsibility of the Mine Rescue Team to check the device for gas concentrations where necessary and react appropriately to any alarms that occur.
- Where it is not possible or fair to expect teams to interpret the environment without assistance, Mine Rescue Teams will be instructed prior to/during the scenario to look for large symbols or signs in the mine to indicate a specific condition.

Fresh Air Base

- Will be situated in an assured supply of fresh air near the place of emergency. May be located on either surface or underground depending on the nature and location of the emergency.

- At the Fresh Air Base there will be 1 member of the team, Incident Commander (Briefing Officer), who will perform the following duties:
    - Interacting with specialists and leadership of the mine (Control Group)
    - Communicating with the Mine Rescue Team;
    - Annotating a map of the emergency area including all Mine Rescue Team findings;
    - Keeping a log-book of emergency operation;
    - Analyzing conditions in the place of emergency in order to prevent complications and ensure safety of team members;
    - Interacting with reserve teams (if necessary);
- Incident Commander (Briefing Officer) at the Fresh Air Base will not have visual contact with the Mine Rescue Team on the field.
- In the case of a performing Mine Rescue Team returning to the Fresh Air Base, the Incident Commander (Briefing Officer) may either assist the Mine Rescue Team or stay at their communication station. When the team leaves the Fresh Air base the Incident Commander (Briefing Officer) must return to their communication station.
- Incident Commanders (Briefing Officers) stationed at the Fresh Air Base do not need to be equipped with their own respirators.
- The Incident Commander (Briefing Officer) may **NOT** substitute with a Mine Rescue Team member once the team has begun the assignment. Accommodations may be made in the event of injury or illness as previously specified, though this is not guaranteed and remains at the discretion of the Chief Judge.

6.2.2 **Equipment**

General

- Underground rescue teams will be supplied with identical rescue equipment
- Field test and procedures will be provided in advance
- Minimum Equipment Provided by organizers as needed :
    - Self-contained closed circuit breathing apparatus (Drager breathing apparatus). Please see section 6.2.5, teams are not required to be proficient in the use of the BG4. If teams have concerns regarding the breathing apparatus, they should contact IMERC 2026 organizers as soon as possible.
    - Electronic Gas monitoring system (Industrial Scientific MX6).
    - Fully equipped First Aid Kit (Medical bag), rescue basket and spine board
    - Team member reserve (backup) breathing apparatus
    - Casualty (victim / injured person) rescue breathing apparatus (Portable Resuscitator). CAREvent DRA.
    - Captain's notebook and/or clipboard including mine maps/plans
    - Communication devices (eg. Wireless radio)
    - Firefighting equipment (eg. extinguishers, hose & nozzle, AFFF, etc.)

- Cap lamps (miner's lamp). Please note, all hard hats should be capable of attaching such a lamp as specified in 4.3.3

- Minimum Equipment required by Teams
  - Personal protective equipment outlined in section 4.3 of the "Rules Governing IMERC 2026" is the responsibility of each team member
  - Team linking device for low-visibility
- Additional / Supplementary Rescue Equipment
  - The Fresh Air Base may be furnished with supplementary rescue equipment (pneumatic lifting bags, hydraulic and pneumatic jacks, scissor expander, rescue rope, pyrometer, thermal imaging (IR) camera, pickaxe, axe, hand saw, etc.), a standby breathing apparatus that can be substituted if one of breathing apparatuses operated by the team is failed.
  - The requirement for use of this supplementary equipment will be dictated by the scenario and decision of the Mine Rescue Team. Any equipment likely to be required will be presented to teams during the Equipment Orientation meeting to provide an equal understanding of when the equipment would be required.
- Failures
  - When a breathing apparatus operated by a Mine Rescue Team fails for reasons out of the team control (unrelated to misuse or incorrect operation), the time count stops and the defective breathing apparatus is substituted with a functioning unit.

6.2.3 **Team Procedures, Roles, Responsibilities**

General

- Each participating team shall be made up of **five-six rescuers** who will be wearing breathing apparatus underground, as well as one Incident Commander (Briefing Officer) who will be stationed on the surface at the Fresh Air Base.
- Teams must explore underground workings without the assistance of any Judges.
- Teams are not required to prepare or field test breathing apparatuses, standard rescue equipment, or auxiliary equipment, doing so will not result in any additional scoring or time losses. All equipment can be considered 'emergency ready'.
- The scope of tasks that must be completed during the simulation include:
  - Donning of the breathing apparatuses (this will indicate the start of the simulation)
  - Establish the teams assignment, which may include but are not limited to the four main priorities of mine rescue and recovery work, both fire and non-fire:

    Priorities During an Emergency

    1. Ensure the safety of all Mine Rescue Team members at all times in all situations
    2. Ensure the safety and safe evacuation of known Casualties (victim / injured persons)
    3. Fight and eliminate all known fire and combustion related hazards in the underground mine

4. Examine the underground mine for concentrations of gas contaminants that prevent the safe operation of the mine and restore proper ventilation when possible.

Casualties (Victims / Injured Persons)

- Location found must be noted on Captain's map as well as Incident Commander (Briefing Officer) map
- All casualties (victim / injured persons) not located in permanent refuge chambers safe from the emergency must be evacuated/transported to the surface Fresh Air Base or equivalent
- Casualties / victims / injured persons found in contaminated atmospheres must be immediately protected with a rescue breathing apparatus if available for transportation. If no rescue breathing apparatus or self rescuer apparatus is available, thought must be given to the nearest source of fresh air to temporarily station the individual.

Mine Maps / Plans

- Two annotated Mine Maps/Plans are to be created during the simulation, one by the Mine Rescue Team and the other by the Incident Commander (Briefing Officer)
- Only information related to the emergency must be noted on the mine maps / plans. The following information must be marked on the map or specified on the Captain's notes
    - Location of gas and temperature measurements
    - Location of missing persons (victims / casualties)
    - Location of hazards
- Mine Rescue Teams do not need to mark on maps / plans the location of stops to check reserves of oxygen and physical condition of rescuers, however the time that these checks occurred must be noted on either the map or Captain's notes
- Any infrastructure, including but not limited to compressed air, water, radio, ground support and ventilation that is functioning normally does not need to be specially noted on mine maps / plans
- Any infrastructure, including but not limited to compressed air, water, radio, ground support and ventilation that has been altered, disrupted or destroyed due to the emergency must be noted on the mine maps / plans
- The scenario will be limited to working on the main travelway levels but it may include boreholes, shafts and raises that could influence the ventilation system changes.
- On completing the task, the Mine Rescue Team Captain and Incident Commander (Briefing Officer) will be provided time for a short discussion to finalize their mine plans/maps prior to presentation to the Judges. Both maps will be compared and evaluated to their similarity and then scored.

Hazards

- Any hazard to the safety of the Mine Rescue Team that is encountered in the underground mine must be eliminated and reported to the Incident Commander (Briefing Officer) prior to proceeding past the hazard. Preventing exposure of the Mine Rescue Team to a life threatening hazard takes first priority over any other tasks. Hazards include, but are not limited to:

  - Unsupported ground/rock
  - Explosive concentrations of gas
  - Live fire
  - Electrical hazard
  - Flooding
  - Unsafe/Unsecured equipment
  - Operating machinery
- If at any time the Simulation Lead Judge feels that a team members safety may be compromised the action will be stopped and re-direct (penalty) points will apply

Fires

- When a mine rescue team encounters a **non-combatable** fire it should seal the fire without delay and regulate the ventilation regime so as to restrict the air flow to the fire and prevent it from further advance.
- Fire-fighting rescue actions are carried out with the aim to salvage endangered persons, mitigation of the fire expansion, extinguishing of the fire with use of active or passive measures.
- Active putting out of fires consists in its direct extinguishing e.g. by flooding with water or hydraulic filling, use of extinguishing agents (foams, powders), etc. Passive extinguishing consists in sealing of the region where the fire has occurred by erection of sealing walls (dams) and, if possible, supplying of inert gases to the encapsulated area.
- Fire-fighting rescue actions should comprise actions aimed at active extinguishing of fires while keeping the rescuers on the fresh air side when possible
- Active extinguishing of fires is not allowed under the following conditions:
  - When an explosive concentration of gas is present
  - When the atmosphere is too hot to proceed
- When excessively high temperature prevents the application of active methods for extinguishing of the fire in the areas with no methane hazard the rescue team should restrict inflow of air to the fire zone by erection of barricades (dams).
- For zones with the methane hazard where active extinguishing of the fire proves infeasible the rescue team should embark on sealing of the fire zone with use of isolating barricades (dams) of explosion-proof design.
- Rescuers are prohibited to enter fire zones where the temperature exceeds 60ºC (140ºF).

Incident Commander (Briefing Officer)

- Prior to (and during) the emergency, an unseen group of mine administrators (“Control Group”) will have ultimate authority over the site and emergency response plan. This group has given responsibility for all Mine Rescue Team activity planning to the Incident Commander (Briefing Officer), however at any time they may direct the Incident Commander (Briefing Officer) to change his/her designated plan to align with the overall site emergency response plan. In this way, the Incident Commander (Briefing Officer) reports directly to this group and must obey their instructions when presented, however he/she has the freedom to proceed as they see fit in all

other circumstances. During the competition, instructions from this group will be presented to the Incident Commander (Briefing Officer) by a Judge or via phone/radio communications.

- The Incident Commander (Briefing Officer) Simulation Judges will take the Incident Commander (Briefing Officer) into a separate room during the time the pre-use equipment testing by the respective team is being performed. Mine plans and a copy of the emergency narrative (record of events that have taken place up to that point) will be made available to the Incident Commander (Briefing Officer). The Incident Commander (Briefing Officer) may ask any question of the Judge, and any reasonable question will be answered, but a **sense of urgency must prevail**.
- Care must be taken that the Judge remains available for any questions for exactly the same length of time in each case. Sufficient time will then be allowed for the Incident Commander (Briefing Officer) to study the mine plans and the narrative.
- The Incident Commander (Briefing Officer) will be responsible for detailing the proposed assignment for the Mine Rescue Team being deployed. This proposed assignment will be evaluated prior to notifying the Mine Rescue Team.
- The Incident Commander (Briefing Officer) Simulation Judges will then present detailed (complete or partial) written instructions to the Incident Commander (Briefing Officer), outlining the mandatory team assignment. This is done to ensure that each Mine Rescue Team begins the task with the same information so that they may be equally judged from that point forward. The Incident Commander (Briefing Officer) and Judges will discuss these instructions to be sure the Incident Commander (Briefing Officer) understands them and the reasoning behind them. Any differences between the Incident Commander (Briefing Officer) plan and mandatory task plan will result in a penalty being applied to the overall scoring.

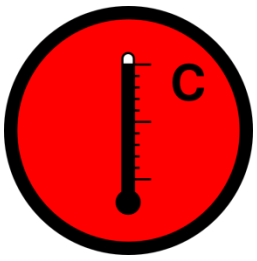
Ventilation

- Ventilation changes are considered to be any combination of stopping, starting or redirecting the airflow/current within the mine
- Re-direction of the air current should be made by means of erection of temporary stoppings, breaking existing ventilation installations, and regulating air flow.
- Before changes are made to ventilation, Mine Rescue Teams must receive permission from the Control Group (mine management authority) through a request from the Incident Commander (Briefing Officer).
- It is permitted to change ventilation when all accessible areas have been explored;
- To direct airflow, containing irrespirable gases or explosive air-gas mixture through unexplored areas is strictly prohibited;
- When passing ventilation constructions a team should maintain the existing regime of ventilation;
- Regulating airflow to control a fire is considered as a ventilation change. ;
- When breaking a brattice (curtain) irrespirable or explosive gas mixture is not to penetrate beyond barricade;

- While controlling the ventilation system a team should exclude the possibility of penetration air current, containing explosive gas mixture to areas where may exist sites of ignition, sparking or smoldering;
- It is permitted to ventilate unexplored areas provided permission is given to the Incident Commander (Briefing Officer) by the Control Group (mine administration officials)

Tasks

- Teams must don their primary breathing apparatus and be under respiratory protection prior to entering any area of known respiratory contamination
- Upon entering an area of known respiratory contamination, a survey of gas concentrations must be taken for the following contaminants:
    - Carbon Monoxide – CO
    - Methane – CH_4
    - Oxygen – O_2
- While re-entering the zone where gas testing has already been performed there is no need to perform testing again, provided that ventilation conditions were not changed.
- Upon first entering an area of known respiratory contamination, an apparatus check is required.
- Additional location for air quality (gas concentration) checks include:
    - At the shaft (or portal/ramp) entrance
    - After crossing a ventilation dam/barricade (in front of and behind the dam) if conditions appear to have changed
    - Locations where victim/casualties are found
    - First appearance of smoke
    - Location of fire and after having it put out
    - Locations where the team carries out tasks
    - Areas of confined space or suspected oxygen deficiency
- Where possible during the Underground Simulation heat will be represented by an actual heated environment. If, during the Underground Simulation, the creation of an actual heated environment is not possible, the simulated conditions of “heat” will be indicated by displaying a symbol such as the following:



- Upon entering an area of elevated ambient temperatures, a survey of climatic conditions must be taken via the following readings:
    - Dry Bulb Temperature
    - Wet Bulb Temperature
- Temperature readings are used determine the maximum allowable working time for Mine Rescue Teams according to the following chart which will be provided to each team:

Mine Rescue Heat Exposure Standard

Wet Bulb Temp.	24	26	28	30	32	34	36	38	40	42	44	46	48	50
38								19	19	19	19			
37								20	19	19	19	19	19	
36							22	22	21	20	20	19	19	19
35							24	23	22	22	22	21	20	20
34						27	26	25	24	23	23	22	22	22
33						29	28	27	27	26	25	24	23	23
32					33	32	31	30	29	28	27	26	26	25
31					38	36	35	33	32	31	30	29	28	27
30				46	44	42	40	38	36	34	33	32	30	30
29				53	50	48	45	43	41	39	38	36	34	32
28			63	60	57	55	52	50	47	45	43	41	39	37
27			72	69	66	63	60	57	54	52	49	47	45	43
26		87	83	79	75	72	68	65	62	59	56	54	51	49
25		99	95	90	86	82	78	75	71	68	65	62	59	56
24	119	114	108	103	99	94	90	85	81	78	74	71	67	64
23	*	*	*	118	113	108	103	98	93	89	85	81	77	73
Dry Bulb Temp.														

Cross-referencing the Wet Bulb and Dry Bulb temperatures indicates the maximum time exposure in minutes.
Exposure limits include time for entry, exit and rest breaks.
Exposure limits must not be exceeded.

- Where possible and appropriate for ventilation conditions, smoke will be represented by an actual smoke or low-visibility environment. Smoke or low-visibility environments will be created by mechanically generated smoke to ensure consistent quality.
- When Mine Rescue Teams are travelling in areas of low or zero visibility, teams must link or connect all members to ensure the safety of all members at all times. Linking or connecting in low visibility must notify all other team members if any team member becomes separated from the team or experiences duress. Teams may link or connect in low visibility in the following ways:
    - While carrying the rescue basket, all members are considered linked or connected. If the Captain does not carry the rescue basket, the Captain must be fastened to the rescue basket by some other means.
    - Through the use of a linking rope, lanyard, cord, elastic or other device by which all members are connected to one-another. Teams may use the rope, lanyard, cord, elastic or other device that is utilized in their home jurisdiction.
    - Teams are not considered linked or connected while holding a rescue basket that is being transported by a rolling cart or vehicle.

- Teams may disconnect from one another when performing a task (e.g. building a ventilation barricade) at a fixed location but must be linked when advancing or returning as a team
- The act of active firefighting is considered a task as defined above

Team Safety

- Every 20 minutes the team should stop and the Captain must check the reserve of oxygen in breathing apparatuses of each rescuer, including his/her own, as well as their physical condition.
- If the oxygen reserve in a breathing apparatus of any team member drops below 25% of the initial value, the Captain must report the situation to the Incident Commander (Briefing Officer) and determine the safest plan of action for returning to the Fresh Air Base
- Captain must assist team members in the check of their face mask seal initially upon donning the breathing apparatus and must re-check after travel through confined spaces or ladderways.
- Rescuers must demonstrate a sense of urgency at all times, but are not permitted to run while they travel through the mine simulation

Captain

- When arriving at an assigned worksite or destination, the Captain must provide feedback to the Incident Commander (Briefing Officer) regarding findings and measurement results.
- Roof of explored workings should be visually checked in the following cases: at locations of fires prior to commencements of the fire extinguishing and after having it put out, at each crossing of the fire location, at rock falls, prior to erection of a dam (barricade), at the face end and prior to erection of props to strengthen roof support of the working. Locations of rock or ground issues must be marked on the maps. As the simulation is being conducted in an underground hard-rock base metal mine, where active or passive ground support has been installed it shall be considered competent by visual inspection.
- The captain should continuously supervise activities of all members of his team during the rescue jobs. The captain may participate in jobs assigned to the rescue team unless it restricts his abilities to look after the safety of all the team members.
- Mine Rescue Team members are not allowed to go away from the workplace of the team or to carry out any jobs without a previous consent of the team Captain.
- When transportation of injured persons via already explored roads proves infeasible they may be evacuated through unexplored workings.
- Prior to crossing a low passage all team members shall take breathing apparatuses off their backs. While covering the passage all team members **do not** need to be connected together by means of a rescue rope. When an injured person on a stretcher is hauled through a low passage it is essential to take extreme care of their safety.
- Upon completion of the task and arriving back to the rescue fresh air base the team Captain reports to the Incident Commander (Briefing Officer) that the team is back and outlines how the task was completed with own comments and remarks.
- Only the team Captain may give the order to remove facemasks and request the team remove oxygen once back at the Fresh Air Base at which point the simulation will be deemed over.

Communication

- The rescue team on its way to the location of assigned rescue jobs, during execution of such jobs and on their way back must attempt to remain in continuous voice communication with the Incident Commander (Briefing Officer). In the event that communication capability is lost while advancing or retreating from the mine, the Mine Rescue Team must return to the last location of functioning voice communication to notify the Incident Commander (Briefing Officer). Mine Rescue Teams may proceed into areas containing no voice communication capability provided the Incident Commander (Briefing Officer) is notified and a strict time limit for return to the communication point is established.
- When voice communication is interrupted because of a known issue, Mine Rescue Teams should attempt to repair the system or seek permission to continue without voice communication.

6.2.4 **Evaluation Criteria**

Equipment

- Teams will **not** be evaluated on the pre-use testing (field test) of the primary Mine Rescue Team breathing apparatus (Draeger BG4). This is to ensure fairness for teams that do not use the BG4 within their home jurisdiction. All BG4 breathing apparatus provided to the team may be considered ready-to-wear, at which point teams may don the apparatus as instructed during orientation. In the interest of fairness, all teams are given the opportunity to begin under oxygen on a level playing field, after which time how they perform in the emergency scenario will determine how they are scored.
- Teams will **not** be evaluated on the post-use service (cleaning & function test) of the primary Mine Rescue breathing apparatus (Draeger BG4). This is to ensure fairness for teams that do not use the BG4 within their home jurisdiction. All cleaning and service of Draeger BG4 breathing apparatus will be done by Ontario Mine Rescue personnel.

Tasks

- Competitors (Mine Rescue Team Members) are encouraged to carry out tasks as safely, efficiently and quickly as they normally would during an actual mine emergency in their home jurisdiction. However, because all tasks are being evaluated for completion or quality, competitors must ensure their activities can be viewed clearly by either an in-person Judge or that their work can be inspected once the team has left the task area. Verbal communication of tasks between Competitors and Judges is encouraged to ensure transparency and accurate scoring.
- Simulation Judges will follow the team's progress on the floor and will be responsible for judging proper team procedures.
- Judges will remain in fresh air where possible and if not will be provided with an assured supply of fresh air. Use of thermal imaging cameras for evaluation may be used where conditions allow.
- The underground simulation will be laid out in such a way that teams will be able to navigate through the scenario with little to no assistance from the Judges.

- Unlike previous Intercollegiate Mines Rescue Competitions, where possible the "completion" or tasks will be determined by the Mine Rescue Team rather than a Judge. Teams must balance the efficient and timely completion of a task with the quality required to achieve the goal, as they will be evaluated on both aspects. For example, if an object must be lifted off of a pinned casualty/victim, the Mine Rescue Team may choose to lift only the minimum height required to scrape the person from underneath without supporting or stabilizing the load. This may appear to save time, however the Mine Rescue Team will be evaluated as having done poorly with respect to safety, casualty care and task planning.

Underground Time Limits

- The underground simulation will have a time limit determined by the Chief Judge and Lead Underground Simulation Judge
- Teams will be advised of the time limit prior to simulation
- Teams will be advised to get out of oxygen once the time limit has expired identifying the end of the problem
- Once the team is directed to get out of oxygen, the team will not qualify for any potential remaining merit points available in the simulation
- The pre-determined time limit will be established to allow teams more than sufficient time to complete the entire problem or task, should they fully understand their objectives and work towards achieving them. It is important to note, the time limit is not intended to be utilized as in previous International Competitions to stop teams from completing the task. The time limit is reserved as a last resort by the Simulation Lead Judge to remove a competing team from the field where they have clearly demonstrated a lack of progress towards the task specific goals. This must be done to ensure the continuation of the competition for remaining teams.

Scoring

- The Underground Simulation will be judged using a merit system with "0" being assigned to a task that is not done or skipped. Merits will range between 0-25 depending on the difficulty of the task.
- Scoring of each task will be done by more than one Simulation Judge independently, each from differing Mine Rescue jurisdictions. Following the team moving to the next task, Simulation Judges will create a consensus score based on their observations.
- Where no specific mandatory procedure or guideline for a task is provided in advance of the event, teams are encouraged to use the most safe and effective procedure known to them to complete the challenge. Simulation Judges will reward or penalize teams based on the relative safety and effectiveness of each task.
- See additional scoring rules in section 5.4 of "Rules Governing IMERC2026"

Completion

- The problem will be considered completed when the Control Group (Judges interacting with Incident Commander) instruct the Incident Commander that the task has been completed. This may occur at

any stage of the simulated emergency, regardless of overall completion, as dictated by the conditions and timeline.

6.3 First Aid Scenario

6.3.1 Format

General

The 2026 International Mine Rescue First Aid Competition will be scenario based. The scenario will be a multiple patient/casualty/victim incident. It will take place at the Ontario Mine Rescue Station. The use of self-contained breathing apparatus will not be required.

Location

Ontario Mine Rescue Station
235 Cedar St, Greater Sudbury, ON P3B 1M8

Mine Rescue first aid teams will be made up of five team members. A team Captain must be appointed.

The Chief Judge and First Aid Simulation Lead Judge with the assistance of Ontario Mine Rescue Officers will develop and set up the simulation to retain competition integrity.

Simulation victims/casualties will be made-up using casualty simulation art to show any injuries. Mannequins will represent patients with vital signs absent. CPR may be required immediately.

Any of the examples listed below may be incorporated in the simulation scenario;

Casualty Management Unresponsive/Conscious, Severe Bleeding, Medical Conditions, Wound Care, Burns, Eye Injuries, Chest Injuries, Multiple Casualty Management, Poisoning, Heat and Cold injuries, Rescue Carries, Bone and Joint Injuries and Head and Spinal Injuries.

6.3.2 Equipment

General

- Mine Rescue first aid teams will be supplied with identical first aid supplies and equipment.
- First aid supplies and equipment will be available for viewing prior to the competition.
- Any procedures required will be provided no later than 1 month in advance of the competition date on the luminerescue.ca website.
- Personal protective equipment is required as outlined in section 4.3 of the “Rules Governing IMERC 2026” is the responsibility of each team member

6.3.3 Technical Standards

General

- The reference material being used develop the scoresheets are as follows;
  - St. John First Aid, Reference Guide
  - St. John Ambulance, Medical First Responder
  - Heart and Stroke Foundation of Canada, 2015 Basic Life Support Provider Manual
  - All participating teams should use this reference material to prepare for the first aid competition.
- There is no minimum level of first aid training required, however all team members are highly recommended to have basic first aid training and familiarity with first aid procedures.

Transparency and Fairness

Teams that are trained by first aid providers other than St. John Ambulance will not be at a disadvantage. With the goal of transparency and fairness Ontario Mine Rescue Instructors are assisting in the development of the scenario. The treatment of all injuries will be reviewed by a qualified simulation judge.

6.3.4 Team Procedures, Roles, Responsibilities

General

Four competing team members will be expected to;

- conduct a scene assessment,
- perform primary and secondary assessments,
- provide ongoing patient care and
- transportation

Team members will be expected to perform triage;

- To determine the patient's condition and the urgency of the patient's condition (Triage)
- To assign a priority to the patient's treatment and prioritize transport to an appropriate receiving facility

Team members will be expected to manage all injuries or illnesses found. "Load and Go" or equivalent methodology will not apply.

During the simulation the team captain's role is:

- Assessing the situation and developing a plan of action
- Providing direction to other team members
- Identifying and determining priorities for treatment by team members

6.3.5 Evaluation Criteria

General

Judges will be competent in the judging of first aid applications. Judges will keep accurate start and finish times on the score card. Judges will interview patients and examine the treatment patients received to determine their final scores. Rough handling, incomplete or poorly done treatment will be scored.

First Aid Simulation Lead Judge will be responsible to ensure the first aid simulation is set up identically for each team

In the event of a tie, the team with the faster overall time to complete the simulation will break a tie. In the event of identical completion times, a determination will be made with respect to the quality of patient care as indicated by the volunteer victim/casualties.

Communication

Every effort will be made to evaluate a team's actions rather than spoken words; however it is good practice to verbalise all actions to ensure the simulation judges do not miss any small details.

Time Limits

The first aid simulation will have a time limit determined by the Chief Judge and First Aid Simulation Lead Judge. Teams will be advised of the time limit prior to the simulation. The clock will start when the first aid team receives a call requesting a response to a specific emergency. Teams will proceed to the scene as quickly as possible. The clock will stop when the first aid team has completed the simulation or the time limit has expired. First aid team members must stop when time is called.

Judges Instructions

Scoring: 0 = not done

1 = poor attempt

2 = needs improvement

3 = excellent meets all requirements

- Every line must be scored.
- A score of 0, 1 or 2 must be explained by the scoring Judges or the Chief Judge may reinstate the points due to lack of justification.
- When a score of 3 is applied, comments are encouraged
- If a team runs out of time a score of 0 will apply to remaining actions

Rough Handling

- Rough handling negative (penalty) points will be deducted from the total score
- Judges can deduct 1 to 5 points per each patient
- Rough handling negative (penalty) points will have a maximum of 10 points
- Rough handling deductions must be explained by the judges

6.4 Confined Space Rescue

6.4.1 Format

General

The Confined Space Rescue challenge will require a team of 5 to enter a confined space in contamination to complete a mini problem. This event was previously labeled as auxiliary or 'AUX' in previous versions of this document.

6.4.2 Equipment

General

Teams will be given an opportunity to become familiar with any equipment required (ex. SCBA) prior to the challenge on one of the training days earlier in the week.

6.4.3 Technical Standards

General

- Rescue team members must wear appropriate Personal Protective Equipment. See Rules Governing IMRC 2026 Section 4.3.

6.4.4 Team Procedures, Roles, Responsibilities

General

- Confined space rescue teams will be made up of five (5) competing team members.
- The simulation may utilize both live casualties and/or manikins during this event.
- The team may be asked to record actions taken and other relevant information during the simulation.

Captain

- A team captain must be appointed for the Confined Space Rescue competition.
- Captain is responsible for:
    - Assess all risks, develop a plan to ensure the safety of all team members during the scenario and communicate that plan verbally to the Simulation Lead Judge prior to commencing.

- Ensuring team members do not proceed with individual tasks while a rescue is taking place without receiving direction from the Captain
- Identifying and determining priorities for rope rescue by team members.

6.4.5 **Evaluation Criteria**

General

- The Chief Judge and Confined Space Rescue Simulation Lead Judge with the assistance of a committee will develop and set up the simulation.
- The Simulation Lead Judge, Simulation Judge or any field officials can stop competing teams for safety concerns at any time during the rescue scenarios.
- Simulation Judges will be competent in the judging of Confined Space Rescue simulations.
- Simulation Judges will keep accurate start and finish times on the score card.
- The Confined Space Rescue Simulation Lead Judge will ensure the simulation is set up identically for each team.
- Teams will have to navigate the confined space to retrieve as many hidden objects as they can. Times and number of objects recovered will be scored.

6.5 Technician Benching Equipment Maintenance Competition

6.5.1 **Format**

General

Each team is allowed to appoint Two participant (technician) to compete in maintaining the breathing apparatus. Registration will be made with the team registration.

6.5.2 **Equipment**

General

PSS BG-4 Plus

Each participant shall be provided with a fully assembled breathing apparatus, a kit of tools, an isolation test kit and a Test-it 6100 or R7000 (it is unsure at this time which tester will be used, technicians should be comfortable using either) for checks and maintenance, liquid for detection of leaks as well as all spare parts that are necessary to carry out the task. During execution of their tasks the participants are allowed to use exclusively the tools and measuring instruments provided by the organizer.

Should any unpredicted defects of the breathing apparatus be revealed during the contest, the referee shall advise the participants that such failures are out of the competition scope. The participant should turn back when only the referee stops the time count. After the defect is remedied the time count shall be restarted and the participant is allowed to carry on his task. When defects are caused by a participant's fault, the time count is not stopped.

If the defect caused by the participant fault prevents further inspection the participant shall be disqualified.

When any test instrument is damaged by the participant, such a participant shall be disqualified.

6.5.3 **Technical Standards**

General

- PSS BG-4 Plus

6.5.4 **Technician Procedures, Roles, Responsibilities**

General

The scheduled inspection shall be carried out in accordance with the maintenance manual of the apparatus manufacturer. All items of the inspection are awarded with the score of 0 or 1 point.

All checks must be listed on the inspection sheet in the sequence required by the breathing apparatus manufacturer and accompanied with values test parameters to be indicated by measuring instruments.

Use of incorrect units, e.g. 'bar' instead of 'mbar' shall be considered as an error in the specific check and the participant shall score no points for such a check.

If a defect or deficiency is detected the participant should remedy it in the appropriate manner and write down the defect on the inspection sheet.

Failure to write down the detected defect on the inspection sheet shall be considered an omission in seeking for a defect or skipping the inspection item.

The task shall be considered as successfully performed when the breathing apparatus is completely assembled, checked and ready for use.

The participant is allowed to return to remedying defects that have not been eliminated beforehand provided that the assigned time limit is still sufficient.

When the checks are carried out not in line with the sequence prescribed by the maintenance manual the participant shall get no score (zero points) for each such check, even if it is carried out correctly.

The overall time limit assigned for completion of the task, i.e. to carry out all checks and remedy all defects and deficiencies shall be given to each technician before the challenge starts (~30 mins). After that time the breathing apparatus should be ready for use. In five minutes prior to expiring the time limit the referee shall advise the participant that his time limit is just about to expire.

The time count is started by the referee upon the participant appearing at the inspection workbench.

If the time limit assigned to complete the competition is exceeded the participant shall be disqualified.

6.5.5 **Evaluation Criteria**

General

- The Technician Simulation Lead Judge and team shall prepare workbenches to carry out the contest. Workbenches shall be assigned to participants by drawing prior to commencement of the contest. Equipment and instruments as well as defects of breathing apparatuses shall be the same on all workbenches for the specific breathing apparatus type.
- Technician Simulation Judges shall evaluate performance of participants on the current basis in line with the score card but are not allowed to meddle in execution of tasks by the

participants. Upon completion of the task the participant shall hand over his “Breathing apparatus inspection sheet” to the Judge.

- The decision of the Technician Simulation Lead Judge is final and binding.
- The winner shall be nominated on the basis of the total score granted for correct completion of the scheduled inspection and for detection of deficiencies. The scores shall be granted according to the attached score card, where 1 (one) point shall be granted for each check that shall be carried out correctly and for each defect of deficiency that shall be detected and successfully remedied. Otherwise the participant shall get no score (zero points) for each incorrect check or omitted defect. The deficiencies can also stem from incorrect assembling of the breathing apparatus. When the score of several participants is the same the standing shall be determined against the time of the task completion.

End of Document