



# 10th International Mines Rescue Competition

## Sudbury, Ontario, CANADA

### August 19 to 26, 2016



## IMRC 2016 HIGH ANGLE RESCUE COMPETITION – RULES & SCORING

### **RULES:**

1. All team members must maintain 100% fall arrest when working at heights in unguarded areas. In Ontario, 3 metres/10 feet is considered working at heights.
2. Any situations that the judges deem unsafe will result in stoppage of the scenario for corrective action. Judges will use whistles to halt teams when an unsafe procedure or rigging deficiency is identified. All team members are to stop all work upon hearing the whistle.
3. Any lowering or haul system may be used, provided the task can be performed safely using the equipment provided.
4. All rescuers and casualties must be connected to 2 rescue lines at all times while suspended.
5. If judges deem it necessary to correct situations or provide guidance due to safety concerns, merit points for that task will be adjusted accordingly.
6. Teams will be provided time to gather their equipment and inspect and don their fall arrest harnesses before being taken to the emergency scene.
7. Fastest scenario completion time (problem time) will be used to break all ties.

### **SCORING:**

All required tasks will be scored with merit points. Each line item will earn 10 merits for successful completion of the task. The merits may then be adjusted up to a maximum of 15 for exceptional performance of the task. The merits may also be adjusted as low as 0 for poor performance of the task or if guidance is required from the judges. All adjustments must be fully explained on the scoresheet for each task.

#### Examples of a “task” line item:

- Use a proper anchor point
- Secure rescuer to 2 rescue lines
- Adequate knots used and tied properly

Poor performance in team safety will result in demerits being applied to the team’s score. Demerits will be applied in a range from 1 to 25 per occurrence, depending on severity of the action or omission. Each occurrence must be fully explained and scored on the appropriate line in the “team safety” section.

Problem time will begin after the team has been read their first message at the emergency scene. Problem time ends when all casualties are on the ground and are ready to be transported to the waiting ambulance.

The team will have to complete the scenario within a certain amount of time to keep the competition on schedule (they will be notified of this time at the event). If the judges decide that the team will not be able to complete the scenario within the allotted time, the team will be assisted to complete some or all of the tasks that remain in the scenario. There will be predetermined times at which the judges may start assisting. Any steps that teams are assisted with will not be eligible for merit points. The organizers would like all participants to complete this emergency scenario and maximize all learning potential of the event.