20162017 National Mine Rescue Skills

2017 NATIONAL MINE RESCUE SKILLS INDEX

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General Rules

Introduction

The National Mine Rescue Skills contest utilizes skills taken from the Nationwide Skills and IG 7a. The intent is to provide competition in skills not covered in Mine Rescue contests and may or may not be compliant with IG 7a or Nationwide contests.

The skills contest will consist of 3 separate events: smoke exploration, firefighting exercises, and a mine rescue field event.

Teams will be pre scheduled for working order and rotation between the 3 event sites. Teams will receive their rotation schedule when they register.

The field event will consist of a 2 man and a 3 man exploration teams, 2 man bench, 2 man gas detector test, 2 man air measurements test and first aid.

A written test will be given to the teams at 6:30 am to 7:00 am.

All events will start at 8:00 am.

Teams will receive any written and verbal information concerning the events at the end of the written test.

Team Composition

- 1. Team members cannot be substituted for the different skills events.
- **2.** Only the six working members registered by the team and the briefing officer will work the problem.
- **3.** If a team member has a physical problem, they can be replaced by an alternate if available.
- **4.** The teams can use a Command Center Attendant in the field event if they choose. The Attendant will be stationed in an area isolated from the team and Briefing Officer.

Isolation

5. There will not be an isolation.

Equipment and Materials

- **6.** Teams are required to bring with them sufficient equipment and materials to work the problem.
- 7. Team uniforms will consist of:
 - 1. Outer clothing will be one or two piece with long sleeves and pants, a 6 oz minimum weight and FR (fire retardant) rating.
 - 2. Standard mine hard hats and boots.
 - 3. FR rated gloves (at the fire pits)
 - 4. FR rated hood (at the fire pits)
- **8.** Team members are not required to have numbers on their uniforms.

Field Event Rules

- **9.** When teams report to the Fresh Air Base they will have 4 minutes to do any needed setup.
- **10.** Teams will draw 2 members from the 5 working members and briefing officer to perform the gas detector, air and pressure readings and 2 man bench skills.
- **11.** The team will start the clock, complete gas detector, air and pressure readings and 2 man bench skills.
- **12.** After all 3 skills are completed teams receive maps and written instructions and will don apparatus and check equipment according to the 2016 National Mine Rescue rules and examine openings and explore smoke free areas of the mine in 2 and 3 person teams.
- **13.** When working in 2 and 3 person groups any member can perform the duties of the Captain or other members, including the 20 minute apparatus check.
- **14.** One member of the 3 man team can remain alone in a center entry to allow 2 members to explore an adjacent entry. This one member must remain stationary when alone and have continuous communications with the briefing officer.
- **15.** As teams work or explore they will find a patient to perform first aid on. First aid may be required of a team member, patient at any time during the problem.
- **16.** All members can perform first aid on the patient (minimum of two members). First aid treatments will be scored by the first aid skill sheets. Teams may have to

perform first aid on more than one person. Captain is limited to verbal participation only.

17. Teams are not allowed to take Skill Sheets onto the field.

Smoke Exploration Rules

- **18.** Each team must explore an area of the mine or entry for not less than 20 minutes and not to exceed 30 minutes.
- **19.** All mines will have the same numbers of objects or placards with information to be located by the team. Each mine may have different objects or placards in different locations.
- **20.** Teams may be required to crawl.
- **21.** The briefing officer map and team map will be scored. The 2016 National Mine Rescue Rules Map Legend will be used.
- **22.** Map items must be located in the general area where found. General area is defined as this: If an object or placard is on the right rib between break 1 and break 2 anywhere along the right rib in this location will be acceptable. Showing it on the opposite rib or another area will be discounted. Items located in an intersection must be mapped in the intersection.
- **23.** Teams may use approved Sound Powered Communications Systems or MSHA provided IWT Communications Radios for this exercise.

Firefighting Rules

24. Teams will compete in a lance installation exercise and a hose exercise.

Maps

- **25.** After the Captain starts the clock the team will be given written instructions, and maps as follows:
 - For the smoke room event 1 map for the briefing officer and 2 maps for the team.
 - B. For the field event 1 map for the briefing officer and 2 maps for the team.
 - C. No maps are required for the fire pit events.
- **26.** The team maps will not be scored. The Briefing Officer Maps will be graded according to 2016-2017 National Mine Rescue rules.
- **27.** An electronic map must be used by a Command Center Attendant. The Command Center Map will be used to support the Briefing Officer Map in the field event. (Command Center Attendant is optional during the field event)
- **28.** All maps will be pre-labeled. Entries will be labeled alphabetically and crosscuts will be labeled numerically.

Discounts and Review

- **29.** All events will be timed. The captain will start and stop a time clock. The team will get a 1 point discount for each minute or fraction of a minute of working time for each event.
- **30.** Team's total discounts will be a combination of skill sheet discounts, one discount for each minute or fraction of a minute of working time and map discounts. Skill sheet discounts will be the first tie breaker, map discounts the second and working time the third.
- **31.** Teams will be notified when they can review their score cards and maps. Teams have 30 minutes to review and must start their review within one hour after being notified.
- **32.** If a team stops the clock before the problems are completed, the team will receive the applicable discounts for all parts of the problem not completed.
- **33.** Failure to follow written instructions will result in 5 discounts for each instruction.

33-34. Team members must be under apparatus when working inby the fresh air base in smoke exploration and field event and both fire fighting exercises. Failure to do so will be 15 discounts for each member not under apparatus in each event.

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Air Measurements Skill Sheet

- **1.** The Air Measurement Competition will be held during the skills day field problem.
- **2.** The air direction will be provided by the Judge.
- **3.** Teams will be required to provide all necessary equipment.

Anemometer

	eams will be required to take air reading with an Anemometer. Failure to provide anemometer, measuring tape and timing device	<u>a</u>
	ranaro to promate anomeneter, meassaming tape and animing derived	1 discount
В.	Failure to give a brief description of the anemometer (how to zero	and turn on the
	anemometer).	_1 discount
C.	Failure to take a measurement of the area to be tested	
		_1 discount
D.	Failure to traverse the entry while taking a 1 minute reading in the	
		1 discount
The	e judge will give the area and velocity to the team.	
E.	Failure to calculate correctly the air reading for the area (air reading calculated with pencil or pen and submitted to the Judge). No cal allowed. 1 discount	
Smoke	Tube	
5. Te	eams will be required to take air reading with a smoke tube.	
	Failure to provide smoke tubes with aspirator bulb, measuring tap	e and timing
	device	_1 discount
	Failure to measure off a distance (10 foot)	_1 discount
C.	Failure of team members to verbally explain how smoke will be re	leased and timed
	through each of the four quadrants	1 discount
D.	Failure to take measurement of area to be tested	1 discount
The	e judge will give the team the area and travel time of the s	smoke

	Iculate smoke air reading for th r pen and submitted to the judg	`	st be calculated _1 discount
Magnehelic			
	equired to take a pressure read ovide a Magnehelic and necess		ngs. 1 discount
B. Failure to ex	plain what the Magnehelic is us	sed to measure	_1 discount
C. Failure to de	monstrate how to zero the Maç	gnehelic 	_1 discount
	urposes, all returns will be ure. Teams will be given i ted.		
	nnect the hoses to the Magneh	nelic properly and simul	ate the reading _1 discount
E. Failure to gi	ve a preset Magnehelic to so we and explain the proper read negative pressure should be income.	ling of the Magnehelic to	
Breathing Ap	pparatus Skill Sl	heet	
1. The two person	on Breathing Apparatus Compe	etition will be held durin	g the field event.
Two team me officer.	embers will be selected from the	e 5 working team mem	bers and briefing
Failure to con Failure to fill o	npletely disassemble apparatus npletely assemble apparatus chemical cartridge during asser a a properly charged O2 cylinde	1 mbly1	discount discount discount discount
	ers may use the apparatus mar form all tests required for the a	apparatus.(this includes	a face mask test) discount
	provide all materials and equipo re any material or equipment no	eeded for the skill	ete this skill.
6. Teams will be	allowed 30 minutes for this co		

7. Failure to compete will result in an additional 15 point discount.	
	15 discount

Firefighting Skill Sheets

Team members will be required to fight a fire by installing a fire lance (device to spray water while left unattended) down-wind of the fire and advance with fire hoses from the up-wind side of the fire to extinguish the fire. This will be a simulation without flowing water. The fire will be located either in the #1 or the #3 entry. All fire hose will be 50 foot in length.

Lance Installation

nc	ce installation		
1.	Failure of the lead person on the fire hose to take a gas test when smoke		enters discounts
2.	Failure of the lead person on the fire hose to state that he will do a of the roof before entering smoke		d sound test discounts
3.	Failure to flush the hydrant and fire hose before connecting to a lar must verbalize to Judges)		zle (team discounts
4.	Failure to have 3 members on the lance protection fire hose	2	discounts
5.	Failure to have 3 members on the lance installation hose	2	discounts
6.	Failure to keep the fire hose nozzle ahead of the lance	2	discounts
7.	Failure to protect the fire hose, from unsafe roof, unsafe rib, unsafe caved areas, passing through water over knee deep or fire area. 2 disco		ging brow,

Advancing on the fire

1.	Failure of the lead person on the fire hose to take a gas test when the team enters	
	smoke	2 discounts
2.	Failure of the lead person on the fire hose to state that he will do a of the roof before entering smoke	visual and sound test2 discounts
3.	Failure of (2) 3 member fire hose teams to advance on the fire	2 discounts
4.	Failure to flush the hydrant and fire hoses before connecting to the verbalize to Judges)	nozzles(team must 2 discounts

5.	Failure to protect the fire hose, from unsafe roof, unsafe ril caved areas, passing through water over knee deep or fire	
Firef	fighting General Rules	
1.	Any team member between a pressurized hose and rib.	
		2 discounts
2.	Any team member not having hold of the fire hose when in	n smoke.
		5 discounts
3.	Any team member turning their back to the fire while fighting the fire. (Defined as both feet pointed away from the fire)	
4.	Failure to have nozzle on fog pattern when advancing on t to Judges)	he fire. (team must verbalize2 discounts
5.	Failure to don firefighting gear when advancing on fire or in showing)	nstalling lance. (no skin
		_2 discounts no FR gloves _2 discounts no FR hood _2 discounts no FR clothing
6.	Failure to advance in unison when two hand lines are used	d.
		2 discounts
7.	Failure to street roll fire hose and place hose, nozzles and	lance in location it was found10 discounts
8.	Failure to roll fire hose into a tight roll with male end inside	
J.		2 discounts
9.	Failure of team to install the lance before advancing on the	e fire.

Starting and stopping the clock to avoid discounts _____30 discounts

10.

11.

Failure to bring an extra apparatus

____5 discounts

____2 discounts

Firefighting Hose Management

1.	Failure to flush the Y connector prior to connecting the fire hose or flushing the fire hose prior to connecting the nozzle2 discounts
2.	Any team member stepping on the pad while moving the box or fire hose around the
	cones during the Z pattern shoot ——————
	2 discounts
3.	Any box that crosses the wrong side of a cone during the Z pattern shoot and is not returned to the correct side of the cone before proceeding to the next cone. (Team can return the cone with water pressure with no discounts or have the judge return with 2 discounts)
4.	Any team member stepping on or crossing the yellow mid line while the box is being
	moved during the goal post shoot2 discounts
5.	If the box is moved off the pad by water pressure during the Z pattern shoot, it must be

Moving the box back onto the pad by any other means will constitute a 10 point discount.

6. If any of the 3 person team not flowing water is performing work while the other 3 team members are flowing water.

2 each occurrence.

Note 1: The 6 man team will work in two 3 man teams.

put back on the pad by use of water pressure.

Note 2: If any member of the 3 person team determines the box is hung up or not spray able while on the concrete pad during the Z pattern shoot, that person must notify the judges, and the judges will return the box to the cone nearest the yellow mid line without a discount but the clock will continue to run.

Note 3: If the box is moved off the pad adjacent to the goal posts by water pressure during the goal post shoot, it will be returned by the judges to the cone nearest the yellow mid line without a discount but the clock will continue to run.

Note 4: If any member of the 3 person team determines the box is hung up or not spray able while on the concrete pad during the goal post shoot, that person must notify the judges, and the judges will return the box to the cone nearest the yellow mid line without a discount but the clock will continue to run.

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Gas Detectors Skill Sheet

1.	The Gas Test Competition will be held during the field event.
2.	Two team members will be selected from the 5 working members and the briefing officer.
3.	Team members must make the following checks. 1 discount will be assessed for each check not completed.
	Visual Damage1 discount Power detector up1 discount Battery Test1 discount Detector range of gases in % or PPM1 discount Calibration gas setting (set span)1 discount Alarm settings (describe how to set)1 discount Zero unit and calibrate
4.	Team members will perform checks and calibration as per their manual and read gas for Methane, Oxygen and Carbon Monoxide.
5.	Detectors will be high and low range as required by MSHA. Teams can have one detector that is high and low range or two detectors, one high and one low. Teams should use detectors that they will use in Mine Rescue work.
6.	Failure to have one high and low range detector or one high range detector and one low range detector 10 discounts

Smoke Exploration Skill Sheet

1.	Any team member not mechanically attached to the lifeline while in smoke
	2 discounts
2.	Failure to locate objects/placards accurately
	2 discounts each object/placard on the team map
	2 discounts each object/placard on the briefing officer map
3.	Not following proper procedures while going under oxygen, 50 foot check or 20 minute checks.
	Discounted according to 2016-2017 National Mine Rescue Rules
4.	Failure to have the face piece sealed other than at the fresh air base.
	10 discounts
5.	Failure to systematically explore the mine intersection by intersection, including crosscuts prior to moving inby to the next intersection.
	5 discounts each occurrence
6.	Failure to return immediately to the fresh air base in the event of a breathing apparatus
	failure10 discounts for every minute the
	team delays returning to the FAB
	Failure to follow written instructions5 discounts each occurrence
8.	Teams cannot start and stop the clock to avoid time discounts
	30 discount and map discounts

Two and Three Person Exploration Skill Sheet

- 1. Teams may explore the areas of the mine that are smoke free in 2 and 3 person teams.
- 2. The team Captain will decide which members are paired up in the 2 and 3 person teams
- **3.** Each member of each team can perform the duties of any team member including the Captains duties.
- **4.** The team will not be required to maintain a team map. The Briefing Officer will maintain a map which will be scored according to 2016-2017 NATIONAL MINE RESCUE RULES rules (Briefing Officer Map requirements).
- **5.** The two or three person teams must stay within one crosscut of an adjacent team when exploring.
- **6.** An outside team will notify the center team that they have stopped or ready to advance. The center team will notify the Briefing Officer that the teams have stopped or are

advancing Officer.	. All other communications can be between the 3 teams and the Briefing
7. When exproof or pure	loring in 2 and 3 person teams, the teams will not be required to timber unsafe mp water.
advance u accessible 9. Discounts	
B. C. D. E.	Failure to ty in an accessible area4 discounts Failure to communicate to the center team or Briefing Officer before advancing2 discounts each occurrence Failure to take a gas test where required by 2016-2017 NATIONAL MINE RESCUE RULES rules5 discounts Failure to sound roof and ribs where required by 2016-2017 NATIONAL MINE RESCUE RULES rules2 discounts Entering an area of unsafe roof that has not been supported.
	5 discounts per person Entering an area of unsafe rib, caved, or water over knee deep
l. J. K.	Failure of any team to not stay within 1 crosscut of another team when exploring4 discounts Failure to airlock where required by 2016-2017 NATIONAL MINE RESCUE RULES rules4 discounts Failure of a team to check each entrance before advancing in the opening inby the fresh air base2 discounts Failure of a team to not have an apparatus check at the first team stop and each 20 minutes there after5 discounts Failure of the team to Don apparatus and check equipment at the Fresh Air Base as required by 2016-2017 NATIONAL MINE RESCUE RULES rules2 discounts
1. The Writte	en Test will be held at the beginning of the Skills Competition. answer a question correctly. Each wrong answer2 point discount
3. The 5 tear	m members and briefing officer will take a 10 question written test. vill be open book and taken from the following reference books:
	 i. IG-7 (3028) Manual for Mine Rescue training – Coal (March 2008) ii. IG-7a (2013) iii. Mine Fires Prevention-Detection-Fighting, Don Mitchell 3rd edition

- iv. MSHA SM3 First Aid Manual (2006 edition) This manual will be replace with MSHA's Mine Emergency Response manual when it is completed.
- **5.** Teams must furnish their own reference books and electronic devices are prohibited.
- **6.** 30 minutes will be allowed for the test.
- **7.** Teams must be isolated from each other until all tests are complete.

First Aid Skill Sheets

Skill Requirements

1. Materials List

12	Triangular Bandages
6	Adhesive compresses
12	Sterile gauze, (4"x4") and/or 4" Compresses
6	Roller Bandages
2	Blankets
1	Disposable Blanket
1	Scissors, EMT Utility
6	Pairs of Examination Gloves
2	Mask/face shields or masks and goggles combination meeting blood borne pathogen requirements (mine rescue apparatus face mask suffices)
1	Compliment of splints (may be pre-padded but not assembled)
1	Long back board with straps (Aluminum, Wood, etc.)(Cravat bandages or straps cannot be preassembled on the back board)
1	Burn Sheet, Sterile (40" x 80" minimum)
1	Rigid Extrication Collar
2	Trauma Dressings (minimum of 10" x 30")
2	Tourniquets
2	Occlusive Dressing
1	Care- Vent

Wheeled Stretchers can be used to carry supplies: However, patients cannot be transported on wheeled stretcher to FAB. Patient must be transported using a back-board, basket stretcher, stokes, etc. "Patient must be secured and carried to the FAB."

- 2. Teams must clean all materials from the mine after completion of the problem.
- 3. Life threatening injuries are: difficulties in breathing, spinal injury, skull fracture, open/sucking chest wound, life threatening bleeding, shock or life threatening open fractures.
- 4. Teams must treat all life threating injuries before transport to the fresh air base and any other time during the problem before the clock is stopped.
- 5. Teams must furnish all materials from the materials list.
- 6. If CPR is part of the problem, a care-vent on a manikin must be used.
- 7. Teams must follow any written instructions given to them.
- 8. Protective equipment must be donned prior to patient contact (gloves, masks, and eye protection eyeglasses are acceptable). (Apparatus face shield will be considered eye protection)
- 9. Teams are required to perform an Initial Assessment and rapid assessment inby the fresh air base and a detailed assessment at the fresh air base.

Failure to comply with the above 9 requirements will result in a 5 point discount for each infraction

- 10. Judges must be very clear to the teams if an injury is life threatening.
- 11. Injuries will be identified by card, envelopes or labels attached to the patient at or as near the location of the injury as possible or envelopes handed to the team at a required time or location. Injury descriptions and if it is life threatening will be bold letters and at least ¼ -inch in height.

- 12. Tail Captain does not have to remain stationary. He can move to assist in treatment of injuries.
- 13. The Captain's primary responsibility is to declare the area safe; he can verbally assist the team as they perform first aid.
- 14. All required first aid treatment must be scored by the attached skill sheets.
- 15. The Skills First Aid Manual will be MSHA 2016-2006 SM3.

SCENE SIZE-UP

STEP	ACTION	ISCOUNT
Scene Safety	Observe the area to ensure team and patient safety * (Captain Verbalizes Area is Safe)	1
Team	Don protective gloves and/or any other protection if	
protection	needed to protect against blood borne pathogens. (BSI)	1
Mechanism of	If possible, determine what forces caused the injury or	
Injury	evidence of a medical problem. *	
	Ask patient (if conscious) what happened	1
Communication	, ,	n
	of the injured person.	1

INITIAL ASSESSMENT

STEP	ACTION DISCO	DUNT
Stabilization of Spine	During the assessment avoid unnecessary movement or rough handling of patient (Apply manual immobilization to neck if suspected spine injury)	1
Assess mental status	Determine if patient is alert and responsive or nonresponsive* * (Verbally describe the level of consciousness)	1
Assess airway	Look for absence of breathing (no chest rise and fall), or breathing less than 6 or more than 24 breaths per minute. <u>Unconscious Patient</u> : Ensure airway is open by feeling air from nose or mouth or failure of chest or abdomen to rise and fall or skin is blue or gray <u>Conscious Patient</u> : * Verbalize that airway has been assessed Correctly execute head-tilt/chin-lift or jaw thrust maneuver, depending on the presence of cervical spine (neck) injuries If present, treat sucking chest wound Card will be given to team when checking the chest area for breathing. (refer to skill sheet)	1

Assess circulation	Unconscious Patient: Check carotid pulse* (5 – 10 seconds) Note: If no pulse perform CPR (refer to skill sheet)	1
	Conscious Patient: * Verbalize circulation has been assessed	
Check for Bleeding	Visual examination of patient (rapid head to toe visual assessment) Judges must identify life threatening bleeding on placard (will be at least ¼ inch and in RED) Note: Stop and Treat serious bleeding if found (refer to skill sheet)	1

RAPID ASSESSMENT/FINAL ASSESSMENT

A Rapid Patient Assessment will be performed after the initial assessment has been performed and before the patient is transported to the Fresh Air Base (FAB). This assessment is to determine any life threatening injuries. Treatment must start immediately on life threatening injuries as they are located.

A Final Assessment must be performed at the Fresh Air Base before the clock stops.

The Skill Sheet below is for Rapid and Final Assessment.

STEP	ACTION	DISCOUNT
Examine for	Check Head	1
life	Check Neck	1
threatening	Check Chest	1
injuries	Check Abdomen	1
	Check Pelvis	1
Verbalize	Check Legs	1
each area examined	Check Arms	1
	Check Back Surfaces	1

CARE-VENT - Manual ventilation and cardiac compressions

ACTION

Patient mask or attach the Care Vent DRA to the patient's full face mask. A tilt action is used to hyper-extend the neck and move the jaw forward. This helps displace the tongue away from the back of the throat and maintain an open airway. If the patient's chest does not rise or the gas escapes around the mask or the pressure relief system operator, reposition the patient's head and adjust your hand position to obtain an effective mask and an open airway. If mask indicates signs of vomit, remove immediately and clear the airway. Ensure the mask and valve is free from obstruction. Restart ventilation immediately after cleaning airwav. Ventilation If manual ventilation is to be used, depress the manual button and observe the rise of the patient's chest. Release the button when the chest rise is adequate.

Allow the device to cycle once and then apply the full face

CARE-VENT - Automatic ventilation

STEP

Preparing

Evaluation

STEP ACTION DISCOUNT

If no respiratory effort is observed, position yourself above

the patient's head. Turn on the gas supply.

Monitor the patient's skin, nail bed and lip color.

DISCOUNT

1

Preparing Patient	Allow the device to cycle once and then apply the full face mask or attach the Care Vent DRA to patient's full face mask. A tilt action is used to hyper extend the neck and move the jaw forward. This helps displace the tongue away from the back of the throat and maintains an open airway.	1
Ventilation	Continue ventilation at an appropriate rate until relieved or spontaneous breathing returns. If mask indicates signs of vomit, remove immediately and clear the airway. Ensure the mask and valve is free from obstruction. Restart ventilation immediately after cleaning airway.	1
Evaluation	If no respiratory effort is observed, position yourself above the patient's head. Turn on the gas.	1

CPR

STEP	ACTION DISCO	UNT
Establish Unresponsiv eness	Tap or gently shake shoulders "Are you OK?" *	1
Determine Patient is not	Determine unconsciousness without compromising possible cervical spine (neck) injury	1
breathing	Look , listen, feel for absence of breathing (no chest rise and fall) or gasping, which are not considered adequate	1
Checks for Pulse	Correctly locate the carotid pulse - on the side of the rescuer, locate the patient's windpipe with your index and middle fingers and slide your fingers in the groove between the windpipe and muscle in the neck	1
Start Chest Compressio ns	Locate the compression point on the breastbone between the nipples	1
	Place the heel of one hand on the compression point and the other hand on top of the first so hands are parallel	1
	Do not intentionally rest fingers on the chest	1
	Keep heel of your hand on chest during and between compressions	1
	Give 30 compressions	1
	Compressions are at the rate of at least 100 per minute (30 compressions delivered within 18 seconds)	1
	Compression depth. at least 2 inched for an adult	1
Ventilations Between	Kneel at the patient's side near the head	1
Compression s	Correctly execute head-tilt/ chin-lift or jaw thrust maneuver depending on the presence of cervical spine injuries	1

	Place barrier device (pocket mask / shield with one way valve / Care-Vent) on manikin	1
	Give 2 breaths 1 second each	1
	Complete breaths and return to compressions in less than 10 seconds (This will be measured from the end of last down stroke to the start of the first down stroke of the next cycle.)	1
	Provide 5 cycles of 30 chest compressions and 2 rescue breaths	1
Continue Chest	To check for pulse, stop chest compressions for no more than 10 seconds after the first set of CPR	1
Compression s	If no signs of circulation are detected, continue chest compressions and breaths and check for signs of circulation after each set	1
	A maximum of 10 seconds will be allowed to complete ventilations and required pulse checks between sets (this will be measured from the end of the last down stroke to the start of the first down stroke of the next cycle)	1

LIFE THREATENING BLEEDING

External

STEP	ACTION DISC	COUNT	
Direct	Takes appropriate body substance isolation	1	
pressure	Cover wound with a clean cloth or your gloved hand and	1	
	apply direct pressure on the wound		
	If controlled, bandage dressing in place, if not controlled continue skill		
NOTE: If not o	controlled, Judge must now inform the person that the wo	und	
continues to			
Elevation	If wound is on an arm or leg and there is no fracture, elevate	1	
	extremity above heart level as you apply pressure unless		
	spine injury is suspected.		
	controlled, <mark>Judge</mark> must now inform the person that the wo	und	
continues to	bleed		
Digital	Apply pressure to appropriate pressure point and notify judge	1	
pressure	verbally that bleeding is controlled (Apply pressure to blood		
	vessels leading to area -in arm, press just below armpit; in leg, press	3	
	against groin where thigh and trunk join.)		
	If controlled, bandage dressing in place, if not controlled continue		
	skill		
NOTE: If not o	NOTE: If not controlled, Judge must now inform the person that the wound		
continues to	bleed		
Tourniquets	Apply between the wound and the heart as close to the		
	wound as possible (Approximately 1 inch above the wound)	1	
	but never over a joint. Tighten till bleeding is controlled. Do		
	not loosen. Make note of time applied. Mark T or TK on		

-		
	forehead.	
	Improvised Tourniquet:	
	Apply a bandage around the extremity above the wound (one inch above but not on a joint) and tie a half knot in the bandage	
	Place a stick or pencil on top of the knot and tie the ends of the bandage over the stick in a square knot	
	Twist the stick until the bleeding is controlled, secure the stick in position Factory Tourniquet:	
	Apply per manufacturer recommendation above the wound (one inch above but not on a joint)	
Shock	Verbally state that person will be treated for shock (refer to shock skill sheet)	

LIFE THREATENING BLEEDING

<u>Internal</u>

STEP	ACTION	DISCOUNT
Examinatio	Monitor breathing and pulse	1
n		
Treatment	Keep patient still	1
	Loosen restrictive clothing	1
	Nothing by mouth	1
	Treat for shock (Refer to shock skill sheet)	1
Transport	Transport to fresh air base as soon as possible	

Sucking Chest Wound

STEP	ACTION	DISCOUNT

Expose	Expose entire wound	1
wound		
Seal wound and control	Apply direct pressure "gloved hand" as needed to stop the bleeding	1
bleeding	bleeding	
Apply an	Place occlusive dressing over wound	1
occlusive	Ensure dressing is large enough not to be sucked into the	
dressing	wound	
	Seal on three sides - Affix dressing with tape	1
Monitor	"Monitor patient closely for increasing difficulty breathing" if	1
Patient	breathing becomes difficult "shallow or rapid" release	
	dressing and have patient exhale - reseal	
	Place the patient on the injured side to allow expansion room	1
	for the uninjured lung if there is no spinal injury or other injuries	
	would prohibit	
Transport	Transport to fresh air base as soon as possible	1

SHOCK

STEP	ACTION	DISCOUNT
GILD	V(-11()N)	111577111811
SILF	ACHON	DISCOUNT

Assess for Shock	Assess for shock and verbally state treatment for shock	1
Treatment	Keep victim lying down	1
	Cover with blanket to prevent loss of body heat	1
	Elevate according to injury	1

This procedure is performed in most cases. Place the patient flat, face up and elevate the legs or foot end of the back board 8 to 12 inches. Do not elevate any limbs with possible fractures or pelvic injuries until they have been properly splinted and/or placed on a spinal board. Remember to consider the mechanism of injury for every patient. Do not elevate feet if you are treating a person with: head injury, heart attack, stroke, or chest injuries	
Reassure and calm the patient	1

Open Wounds

STEP	ACTION	DISCOUNT
Control Bleeding	Use direct pressure to control bleeding	1
Dressing	Apply sterile dressing over entire wound	1
	Do not remove dressing, if bleeding continues apply	1
	additional dressings directly over first dressing	
Bandaging	Cover all edges of dressing (dressings completely covered)	1
	Do not bandage too tightly.	1
	Do not bandage too loosely.	1
	Do not cover tips of fingers and toes, unless they are injured.	1
Embedded objects	Do not remove embedded objects unless obstructing airw	ay. 1
	Stabilize with a bulky dressing	1
	If object is too large to transport, cut off only enough to allow for transportation	1
	Check for exit wound	1
Impaled	Examine; inside & outside	1
Objects in	If end not impaled in mouth - pull it out	1
the Cheek	Position head for drainage: if spinal injury, immobilize 1st and board	tilt 1
	Dress outside of wound	1
	Gauze on inside only if patient alert, (Simulate only in contest and state, "I would leave 3-4 inches of gauze outside of mouth.")	1 1

BURNS

STEP ACTION DISCOUNT

Type of Burn	Determine Type of Burn – Thermal, Electrical, Chemical	1
BURN	Keep site clean and keep the patient warm	1
CARE	Separate Sites - burned areas that might come in contact	1
(All Types)	with each other when bandaging	
	Remove jewelry	1
	Apply moist dressings to first and second degree burns. Dry	1
	dressings to third degree burns	
	Do not apply ointment, sprays, butter or ice to burned areas	1
	Do not break blisters	1
Chemical	Brush off dry powders	1
burns	Consider flushing with large amounts of water	1
Electrical	Ensure safety before removing patient from the electrical	1
burns	source	
	Look for both an entrance and exit wound	1
	Monitor the patient closely for respiratory and cardiac arrest	1

Fractures

STEP	ACTION D	ISCOUNT
Assess	Examine possible inured site for signs and symptoms of	1
Injured Area	fracture:	
	Assess for circulation and movement below the fractured sit	te 1
Immobilize	Splint in position found - Do not attempt to straighten any	1
suspected	painful, swollen, deformed extremity.	
fracture		
	Provide manual immobilization - immobilize the limb and	1
	apply splint	
	Check that splints are long enough to support joints above	1
	and below suspected fracture	
	Pad improvised splints to ensure even contact and pressure	e 1
	between the limb and the splint.	
	Secure fractured area to splint by applying bandaging	1
	material above and below the fractured site	
	Secure all splinted/fractured limbs for transport	1
	Re-Assess for circulation and movement below the fracture	d 1
	site	

RIB FRACTURE

STEP	ACTION	DISCOUNT
Assess	Assess for severe pain with each breath	1
Patient for	Tenderness over fracture	1

Possible rib	Deformity at site of fracture	1
fracture	Inability to take a deep breath	1
Treatment	Apply thick padding over injured ribs	1
	Apply two medium cravat bandages around the chest firmly	1
	enough to afford support centering the cravats on either side of the injury	
	Support the arm on the injured side in a sling	1

SKULL OR SPINAL FRACTURE

STEP	ACTION DIS	COUNT
Assessment	Determine if patient is to treated for possible skull or spinal injuries; This includes: All unconscious patients Deformity of the skull Open Wound – Clear fluid coming from ears and/or nose Pupils may be unequal in size; impaired vision	1
	Partial or complete paralysis	
Treatment	Manually stabilize the head until patient is secured to your backboard	1
	Use modified jaw thrust to open airway if the airway is compromised	1
	Apply cervical collar.	1
Transport	Position patient on backboard (Refer to log roll skill sheet)	1
	The patient must have his head, arms, pelvic area, uppe legs and both legs below the knees secured to the stretcher. Straps or cravats must be used. (See figure 18 page 37 MSHA SM3 First Aid Manual) Note: Patient MUST be secured to back board to prevent movement during transport. If patient is allowed to move/slide/etc. on back board during transport discount for endangering patient. Example: If during transport the backboard is tilted and the patient slides on back board.	

Use blanket roll, padding, rolled up coats, etc. to stabilize the head and neck	1
Treat for shock (use shock skill sheet)	1

FOUR MAN LOG ROLL

STEP	ACTION DIS	COUNT
Prepare for	Stabilize the neck and head and open airway by modified	1
the Roll	jaw-thrust	
	Place spine board parallel to the patient	1
	Position one person at the shoulder, one at waist and one at	1
	the knee	
	Shoulder rescuer extends patient's arm over the head on the	1
	side the patient will be rolled	
	Rescuers will place hands under patient's shoulder, upper	1
	arm, waist, buttocks, knees and mid-calf	
Roll	Roll patient in unison on side toward the rescuers	1
	Waist rescuer pulls spine board against patient	1
	On command roll patient as a unit onto board	1
		1