



Information for First Aid Judges

The following is a guide to assist you when judging Standard level First Aid for a Mine Rescue Team. *All demerits must be fully explained and legible or they will be removed by the chief judge.*

Pulse and breathing rates/characteristic are as found unless indicated otherwise by a judge. Rate and characteristic for both must be recorded on the casualty card.

Examination Gloves are required for all skin to skin physical contact with casualties, and/or contact with contaminated items. Once initial contact with the casualty has been made and no bodily fluids are present, medical gloves are not required for additional contact (i.e. manual pulse check, checking a facemask seal, etc.)

Pulse Oximeter is to be used once the Pre-Care vitals have been taken (and recorded) manually. The pulse rate measured by the Pulse Oximeter is then to be monitored and recorded during Post-Care and Continual-Care stages of the casualty treatment.

Treatment for shock is treating according to signs and symptoms.

Casualty cards are not required for uninjured persons. However, a casualty card is required for anyone receiving breathing apparatus. Ex. SSR 90M

Treatment demerits will not be applied if the injury is not found.

Primary Survey

	Unconscious casualty	Conscious casualty
Circulation	Pulse Check (10 seconds)	Verbal Response
Airway	Position airway, look for obstruction	Verbal Response
Breathing	Look, listen, and feel (3-5 seconds)	Verbal Response
Circulation	Rapid Body Survey for gross bleeds & life-threatening injuries	Head to toe check (visually)

Secondary Survey – Unconscious Casualty

Pulse & breathing rate/characteristic.

Head-to-toe physical examination for life threatening injuries. Only if the mechanism of injury indicates it is necessary.

Secondary Survey – Conscious Casualty

SAMPLE

Pulse & breathing rate/characteristic if applying breathing apparatus

Vitals for uninjured, under apparatus can be confirmed verbally. Physical examination is required only if SAMPLE or the mechanism of injury indicates they are necessary.



Applying First Aid Demerits

- No demerit will be applied if the team completes the required step in an acceptable manner.
- The full demerit value (number in brackets) will be applied if the required step is not completed.

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Rough Handling

There will be a maximum of 5 demerits per incident and no more than 10 per casualty. Discretion must be used when issuing demerits for rough handling. (Example: 5 demerits would be issued only when a team has done the worst thing possible to the casualty and from there the demerits must come down accordingly) Any rough handling demerits must be written clearly and approved by the Chief Judge.

Load and Go Injuries

Definition:

"Load and Go" means dealing with any life-threatening injuries, then loading and transporting the casualty immediately with NO secondary survey (other than a pulse and respiration count) or the treatment of non-life-threatening injuries.

Load and Go Does Not Mean Do NOTHING!

Attempt to treat or correct the life-threatening problems
Load and go should be initiated as soon as possible
Document all actions including the decision to initiate load and go on casualty card

Examples of Load And Go Situations (this list is not all-inclusive)

Any airway problem in which there is a risk of loss of the airway
Cardiac / respiratory arrest or chest pain
Any head injury no matter the level of consciousness
Anaphylaxis
Abdominal evisceration
Major fractures, such as a fractured femur or pelvis
Uncontrolled hemorrhage
Partial or complete loss of a limb
Critical burns
Spinal injuries
Deteriorating vital signs