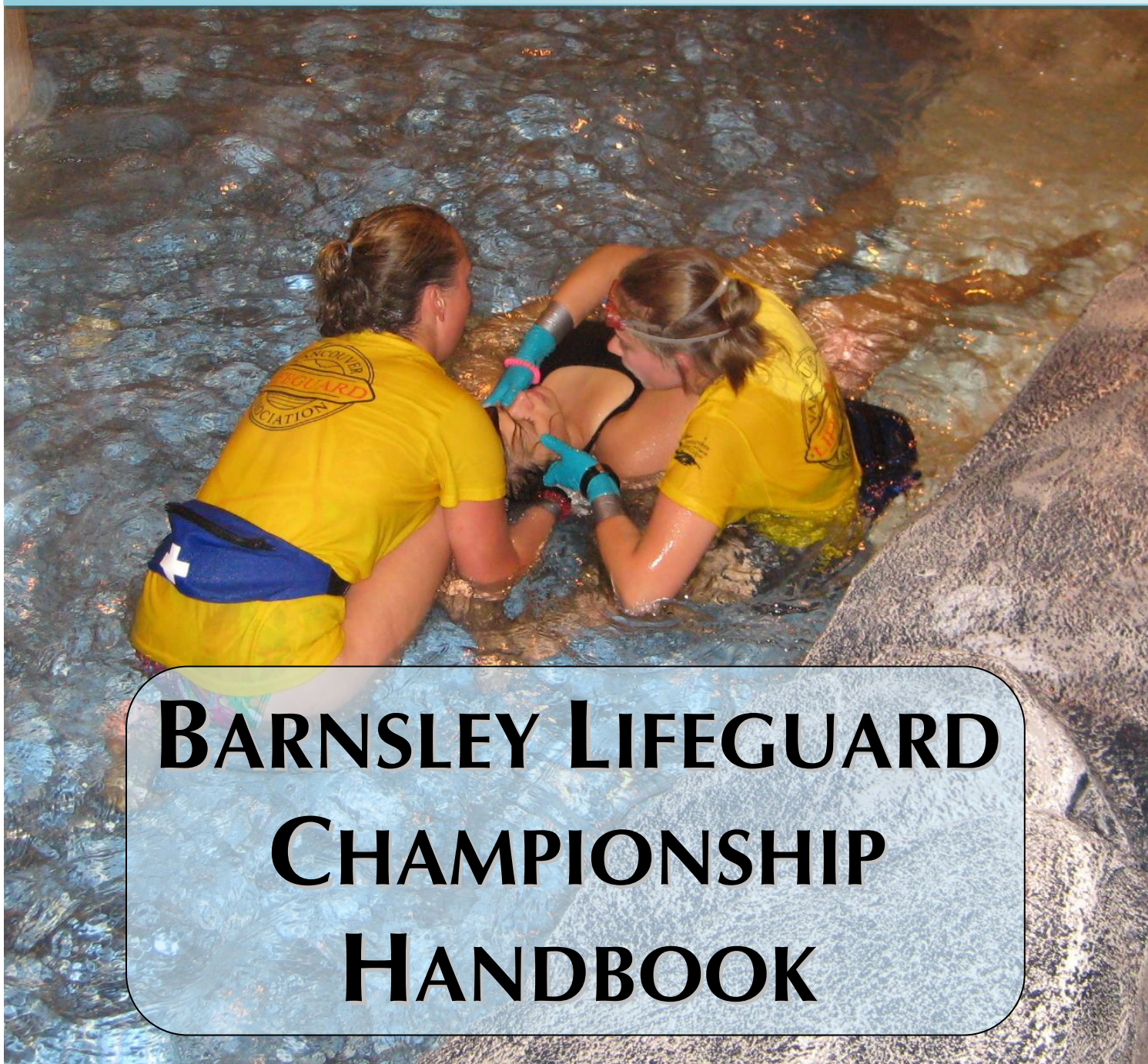




LIFESAVING SOCIETY

The Lifeguarding Experts



**BARNESLEY LIFEGUARD
CHAMPIONSHIP
HANDBOOK**

2008 Edition (Revision 2)

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OVERVIEW OF CHAMPIONSHIPS

Annually the BC & Yukon Branch of the Lifesaving Society presents lifeguards and lifesavers with opportunities to test their lifeguarding and lifesaving skills in fair and challenging environments. Participants in these competitions have the opportunity to learn new techniques, share ideas and learn more about lifeguarding and lifesaving. All competitors and athletes, whether new to the sport or seasoned veterans, benefit from these competitions.

The BC & Yukon Branch Lifeguard and Lifesaving Championships consist of the following events:

The Barnsley Championship	Pool Lifeguard Championship
The DB Perks Cup Championship	Pool Lifesaving Sport Championship
The Schon Cup Championship	Open Water Championship

The Barnsley Championship provides the public with an opportunity to watch and understand the many skills needed to effectively train lifeguards. As the standard setting agency for lifeguards and lifesavers, the Lifesaving Society organizes competitions to promote an appreciation of lifeguards as dedicated professionals.

The Pool Lifeguard Championship consists of four technical events & two fitness events

- Pool Simulations
- First Aid
- Priority Action Assessment (PAA)
- Individual First Aid
- Fitness #1: 4x50m Barnsley Relay
- Fitness #2: 4x25m Mannequin Relay

The winning team of the Barnsley Championships is awarded the coveted Barnsley Shield, which was donated in 1936 by George Barnsley of England to commemorate the Golden Jubilee (1886 – 1936) of the City of Vancouver. In the donation letter he expressed a desire that the Shield “encourage teamwork, rather than leaving individuals to flounder for themselves.”

If you have any questions or comments regarding the Barnsley Lifeguard Championship, please contact the Lifesaving Society Office at:

Phone: 604.299.5450

Email: guardcomps@lifesaving.bc.ca

CODE OF CONDUCT

1. While participating in the Lifeguard Championship, teams are representatives of themselves, of competition, of the Lifesaving Society, and of the lifeguarding profession in general. As such, teams and individuals shall conduct themselves in a professional manner during the entire duration of the competition and related activities.
2. The intention of these competitions is to compare, in a fair and unbiased manner, the participating lifeguard teams. In order to establish valid comparisons and determine a champion, both secrecy and a lock-up system are necessary. Any attempt to breach either of these is a serious offense.
3. Any action by a team, which attempts to disrupt or interfere with another team, is a serious offense.
4. Abuse or disrespect of any competition official or volunteer by any individual associated with a team, will not be tolerated.
5. Any action deemed to be unsportsmanlike conduct will not be tolerated.
6. Abuse of supplied equipment; willful damage to the venue site or property of others will not be tolerated.
7. Any protest against a competition event, action, team or posted score must be submitted in writing using a proper Protest Form to the Meet Manager or Head Referee within thirty minutes of the completion of the event, incident, or posting. Protests may not be conducted in any other manner.
8. The Lifeguard Championship is considered closed at the conclusion of the Awards Banquet. Any activity after that point is not considered a part, or related to, the Championship or the Lifesaving Society.

The Meet Manager, Head Referee, and Executive Director of the Lifesaving Society reserve the right to determine the outcome of any breaches of the code of conduct which may include, but not limited to, score adjustment, disqualification, or dismissal from the Championships. The penalty will be determined based on the perceived severity of the incident in question.

REGISTRATION DETAILS

REGISTRATION DEADLINE:

Early Registration Discount:	The Monday 2 weeks prior to the event
Final Registration Deadline:	48 Hours prior to event start

REGIONAL CHAMPIONS:

Regional teams placing the highest in their regional championship during the regular season will be given a discount when registering for the competition. It is the responsibility of the regional championship host to forward the qualifying team's information to the Branch office.

REGISTRATION COST:

Please refer to the current year's registration form for cost.

REGISTRATION INFORMATION:

At the time of registration teams must submit:

1. Completed Registration Form.
2. Signed Waiver Form(s) for each competitor.
3. Full payment*.

* Affiliates that are sponsoring teams have the option of being invoiced. No refunds will be granted for teams that do not show up to the competition or withdraw after the final registration deadline.

TEAM ELIGIBILITY REQUIREMENTS

1. All competitors must have a current National Lifeguard Service Award (any option) in order to compete in the Barnsley Championship.
2. Teams will consist of no more than four competitors. Each team must have at least one male and one female competitor.
3. The competitors who are placed in the initial lock-up for the first event may not be replaced by any alternate competitors for any events.
4. A rookie team must be made up of no less than 3 team members who have never previously competed at a Barnsley Championship.

ROLES OF OFFICIALS

Meet Manager – The meet manager is responsible for all necessary steps associated with the preparation, execution, and follow-up required of a successful competition. The meet manager works directly with the Lifesaving Society during preparation and follow-up of the event.

In addition to maintaining a smooth and timely competition, the meet manager will help enforce all rules, regulations, and codes of conduct of competitors throughout the event and will be consulted on all protests, score adjustments, disciplinary measures, and disqualifications.

Head Referee – The head referee shall have the authority to enforce all Lifesaving Society rules and decisions for the duration of the competition and may intervene at any stage to ensure that Lifesaving Society regulations are observed. The head referee shall consult with the meet manager on all questions not covered by the rules.

The head referee shall ensure that teams are duly informed of any score adjustments, disciplinary measures, and disqualifications affecting them.

Race Referee – The Race Referee shall manage all aspects of the fitness events including equipment setup/approval, clarification of rules to competitors/officials, and time management. All disqualifications will be delivered to the affected team by the Race Referee. The Race Referee reports to the head referee and/or the meet manager.

Safety Officer – The safety officer shall be responsible for ensuring that the competition facilities are safe, and that the appropriate equipment, procedures and personnel are in place to ensure the general safety of competitors, competition personnel, and spectators.

Event Organizer – Event organizers are assigned by the meet manager prior to the competition start date. They are responsible for the creation of the necessary simulations, required equipment, and applicable mark sheets. Event organizers are responsible for submitting all completed simulations to the meet manager for review at a date set by the meet manager.

During the competition, event organizers shall manage their event including setup, marshalling, instructions to judges/officials, and safety. The event organizers report directly to the head referee and meet manager.

GENERAL RULES & REGULATIONS

Equipment

1. The Branch will supply two V-Block spineboards for each team. No “fake” equipment may be used (pop bottle oxygen tank or a 'simulated' blanket). Any other equipment must be supplied by individual teams.
2. Any additional equipment supplied by the Branch is considered “pooled” and available for all teams to use. Any teams wishing to share equipment must make their equipment available to **all** teams prior to the first team competing.
3. A maximum of two oxygen tanks may be brought into any event. These oxygen tanks may or may not be supplied by the Branch. Prior to entering an event, teams must declare what oxygen units they are using to the event organizer. The oxygen tanks may be empty for competition purposes, but competitors are expected to demonstrate turning on the tank and adjusting flow rate.
4. The BC & Yukon Branch encourages the use of new and innovative equipment. Teams must inform event organizers if they are using specialized equipment (example: AED), prior to the start of the event. Event officials may, if deemed necessary, ask to see the competitors demonstrate competent use of the equipment to ensure that the competitors are suitably familiar with its proper use. It should be emphasized that while specialized equipment is encouraged, competitors can achieve full marks with the skills and equipment taught in NLS.

General Event Rules

5. Diving is not permitted in shallow water. A penalty will be assessed to any dive in shallow water. The penalty will be 25% of the maximum score possible for the event. In the event of a dive into shallow water, the simulation will not be stopped. Teams will be notified of the penalty before the results for that event are posted. Competitors will be informed by event officials prior to the start of the events of where safe diving is permitted and not permitted. Competitors are responsible for remembering this during the course of the events.
6. All communication devices **must be completely turned off** (not on silent or vibrate) during all lock-up events, to ensure event security. Personal cell phones, or 'simulated' cell phones, may not be used during any events
7. Teams wishing to use walkie-talkies must provide an extra walkie-talkie to an event official set to the correct channel to ensure that event security is maintained.
8. To ensure the safety of volunteers/victims, competitors are to simulate chest compressions, abdominal thrusts, rescue breathing, and any other procedures that may harm or potentially transfer a disease to volunteer victims.
9. In the event the competitor is performing skills on a mannequin, actual and proper ventilations and compressions must be shown.
10. In the event of a real emergency, on-duty lifeguards will respond. If a competitor is first to respond to a real emergency, on-duty lifeguards will take over as soon as it is safe to do so.

DESCRIPTION OF EVENTS

Pool Simulations

All four team members will guard the pool for eight 8 to 12 minutes during which time they must recognize and manage public relation incidents, water distress situations, and first aid emergencies. This event mirrors the pool simulations that are a standard part of the NLS program.

A lock-up system is in effect, with each set of simulations repeated several times within one grouping.

Teams are provided with a predetermined set-up time prior to the start of the simulation that will be the same for each team. Competitors will be informed of the amount of set-up time prior to the start of the event. This time is for set up only. Teams are not expected to, nor should they respond to, anything they observe during this time.

Some incidents may be preventable.

The procedure for clearing the pool shall be stated as in the “Pool Clear System” section of the Barnsley handbook.

Facility specific information such as the location of emergency phones, water feature control shut offs, etc. will be clarified at the Competitors’ meeting.

Pool Clear System

To simulate the clearing of an aquatic facility at a lifeguard competition and to minimize the inconvenience to the patrons, a pool clear flag system.

Flags of similar colour will be placed around the facility representing areas that have patrons in it. Competitors will be given the location of the flags prior to the event start.

During a major emergency, lifeguard teams may deem it appropriate to “clear the pool.” To do so, they will be expected to go around the pool removing the flags from their location, and dropping them on the pool deck.

Marks will be awarded depending on the number of flags pulled.

Competitors who clear the pool at an inappropriate time can expect to receive a mark penalty.

As in reality, competitors are expected to scan the facility while clearing the pool.

Competitors who are deemed to be collecting the flags in an unsafe manner OR in a manner in which could be viewed inappropriate by the public may receive a mark penalty.

Once a pool is cleared, if an emergency occurs in that area, a flag in that area will be REPLANTED in the closest flag holder by decision of the closest judge. A failure to replace a flag by a judge does NOT negate the responsibility of lifeguards to scan the pool.

Pool Simulation Rules

1. Teams **may not** wear gloves before entering the pool deck or during the set-up time. Gloves should not be worn until responding to an appropriate incident.
2. Teams are permitted to use whistles for communication. Any other sound-signaling devices must be approved by the Meet Manager or Head Referee prior to event start.
3. Teams may bring in a maximum of 2 spine boards for the pool sim event.

First Aid Event

Teams will enter a staged accident scene and must assess and manage simulated patients and bystanders for 6-12 minutes. Teams will not be told where the scene will be staged and it may be located indoors or outdoors.

A lock-up system is in effect, with each set of simulations repeated several times within one grouping.

Teams may enter the accident scene with staggered times. Competitors will not know the order in which they will enter until they are in the marshaling area, immediately prior to the start of the simulation. The order in which the lifeguards will enter the scene will be determined by the officials' discretion.

The second, third and fourth guards will enter the scene. The first guard entering the scene is not permitted to bring any equipment other than personal protective equipment such as gloves, a pocket mask, and/or protective goggles.

Teams will be allowed a maximum of 2 oxygen tanks to be used in the simulation. Branch-supplied oxygen may or may not be available.

The “trigger” for back-up guards to enter the scene will be consistent for all teams. The “trigger” may be a predetermined time from the start of the simulation, or may be based on the time that back-up was requested by the first guard.

In the event that a judge concludes that a competitor’s action or inaction would result in his or her own death, the competitor will be immediately retired from the event. The competitor will be asked to lie down on the spot. Officials will notify a team if they are providing treatment to a competitor who is not worth any marks.

The simulation area may have marked boundaries. If such boundaries exist, you may not cross them. Judges will inform you if you are "out of bounds".

If there is **no** phone available to competitors at the first aid scene, they will be notified of this **during** the event.

First Aid Event Rules

1. Footwear must be worn upon entering the First Aid event.

Priority Action Assessment

Teams will enter the pool area and will have 90 seconds to assess and treat patients in varying degrees of distress in and around the water. The emphasis of treatment is on maintaining basic life support while treating as many patients as possible in the allotted time. To receive full marks, teams should assess and treat those most seriously injured first.

A lock-up system is in effect, with each set of simulations repeated several times within one grouping. All teams will receive the same simulation. The general public will not be admitted to the event site during this event. The area that the competing teams are responsible for will be restricted to simulated victims and event officials.

Not all of the pool's edges may be used by competitors. If an area is out of the simulation, competitors may not bring victims to that wall, enter that deck space, or use anything in that area. The usable area will be communicated to competitors at the competitors' meeting and will be flagged off during the event.

Patients are divided into three categories:

PRIORITY 1	PRIORITY 2	PRIORITY 3
Patients in an immediately life-threatening situation.	Patients with serious injuries who, while not in an immediately life-threatening situation, may progress to become life threatening if left un-treated.	Patients with minor injuries, or public relations problems.
<i>Examples Include</i> <ul style="list-style-type: none"> • Airway obstruction • Cardiac or respiratory arrest • Arterial bleeding • Unconscious 	<i>Examples include:</i> <ul style="list-style-type: none"> • Conscious patients with head injuries • Serious burns • Moderate bleeding • Fracture 	<i>Examples include:</i> <ul style="list-style-type: none"> • Minor first aid • Public relations situations.

Teams are not required to verbally identify which category a patient is in.

Scoring for the event is divided into two parts, Priority Points and Treatment Points:

Priority Points: These points are based on how quickly a team assesses and begins effective patient management. To receive full marks, teams must begin assessment/treatment of Priority One patients within 30 seconds, Priority Two patients within 60 seconds, and Priority Three patients within 90 seconds. Teams do not need to treat patients in any specific order, however if teams delay in treating higher priority patients they will score lower than teams who identify and treat these patients earlier. For the purpose of Priority points, timing will stop when the lifeguard begins to perform an effective assessment and takes appropriate action to deal with the situation. Many lower priority patients can be effectively managed without the lifeguard making physical contact with them.

Treatment Points: These points are awarded for the appropriate assessment, care and handling of a patient. Points are also awarded for personal safety including the correct and appropriate use of barrier devices. Teams can achieve full marks with no supplies other than their own personal protective equipment.

The total number of patients in the simulation will not be known to competitors. The event is a drill and is not intended to present a realistic situation. Teams are not required to make an emergency phone call, complete incident reports, clear the pool, or any other similar actions.

PAA Event Rules

1. Teams may bring in whatever equipment they wish, however full points can be received with only PPE. Please note that any specialized equipment used for PAA must be approved by the meet manager and/or referee PRIOR to it's use.
2. Teams may not enter the PAA event wearing any type of fins.

Individual First Aid

A lock-up system is in effect. All teams will have the same 4 victims to treat during this event.

Team members will compete individually and will be given between 3 and 4 minutes to deal with an injured victim. Teams will be notified of the exact time limit before the start of the event.

Each team member will compete in a separate block with the top individuals from each block proceeding to a final round. The four individual placings for each team will be combined for a total team score. Teams will be ranked for event points based on their total team score in Preliminaries. Awards will be presented to the top placing individuals in finals.

Teams may bring in any equipment (with the exception of spine boards). Teams must divide equipment prior to marshaling, as each team member will be expected to perform independently of the others. The simulation may occur anywhere including in the pool area, and patients may or may not be in the water.

Individual First Aid Event Rules

1. Footwear must be worn upon entering the First Aid event.

4x50m Barnsley Relay

Competitor 1: With a dive start, competitor 1 swims 25m and touches the turn edge. At the turn edge, competitor will perform a vice-clamp on a face-up teammate (competitor 3) and transport them 20m maintaining immobilization and airway control throughout. Once the competitor’s head has completely crossed the 20m mark (marked by flags), they may release the victim and proceed to touch the starting edge. After being released, the victim must remain beside the lane rope until safe to exit the water.

Competitor 2: With a dive start, competitor 2 swims 40m followed by a 10m conscious DNS support carry on a victim (competitor 4) maintaining the victim’s shoulders at the water surface until touching the starting edge.

Competitor 3: With a dive start, competitor 3 swims 25m and touches the turn edge. At the turn edge, competitor will perform a control carry of their choice on a face-up teammate (competitor 1) and transport them 20m maintaining airway control throughout. Once the competitor’s head has completely crossed the 20m mark (marked by flags), they may release the victim and proceed to touch the starting edge. After being released, the victim must remain beside the lane rope until safe to exit the water.

Competitor 4: With a dive start, competitor 4 swims 40m and retrieves a 20lb brick at the bottom of the lane. The competitor must surface with the brick at least once before touching the starting edge to finish their leg. The brick does not have to be placed on the edge/wall. The competitor must be at the surface to touch the finish edge. If the brick is dropped, the competitor will be permitted to retrieve it.

The event is complete when competitor 4 touches the finish edge with brick in hand.

Victim Guidelines

Competitors may not substitute alternate people to act as victims. The following chart highlights which victim role each competitor **MUST** play

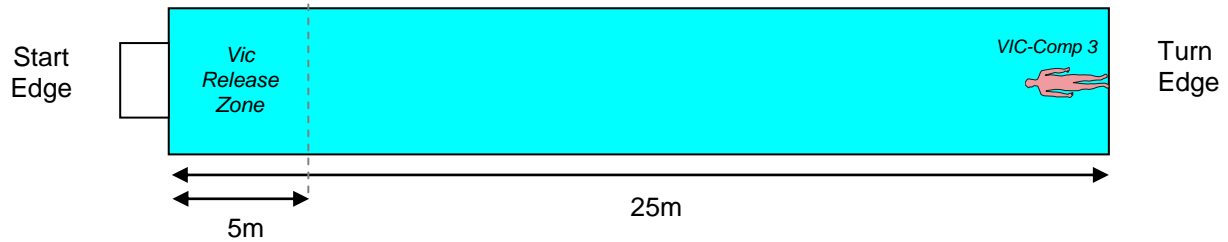
Competitor	Event Description	Victim Role
Competitor #1	25m Swim 20m Spinal Carry	“Tow/Carry Victim” for Competitor 3 (at turn edge)
Competitor #2	40m Swim 10m DNS Support Carry	N/A
Competitor #3	25m Swim 20m Unc Control Carry	“Spinal Victim” for Competitor 1 (at turn edge)
Competitor #4	40m Swim 10m Brick Carry	“DNS Victim” for Competitor 2 (10m from starting edge)

When acting as a “victim” competitors may not provide any propulsion (kicking, sculling, etc.) to aid their competitor. They must appear passive.

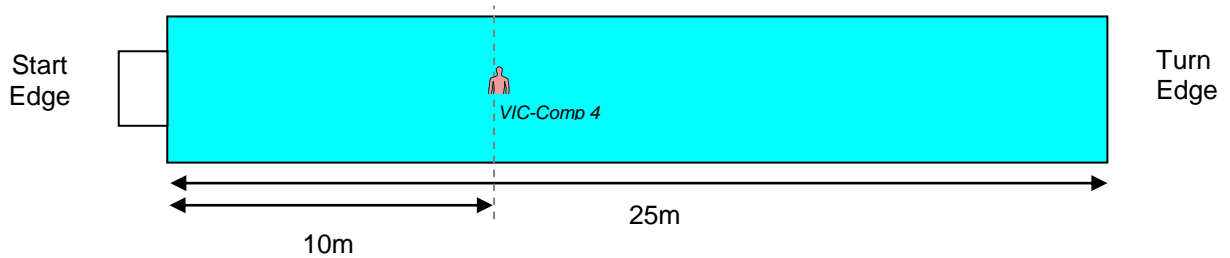
When victims are waiting at the turning edge to be picked up, they must be on their back with their feet on the pool edge or bulkhead.

4x50 Barnsley Relay LANE SETUP

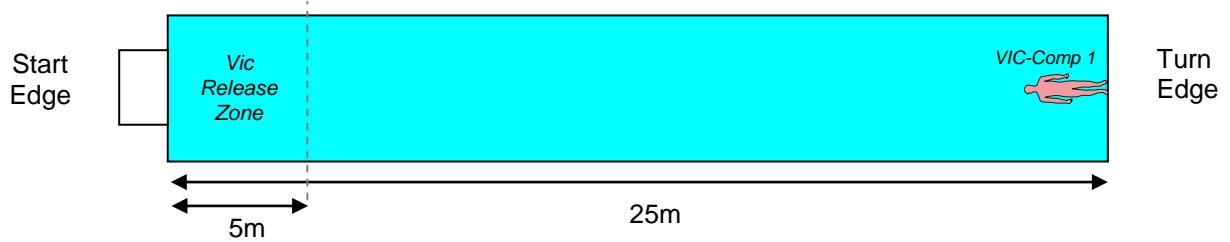
Leg 1: 25m Swim, 25m Spinal Carry



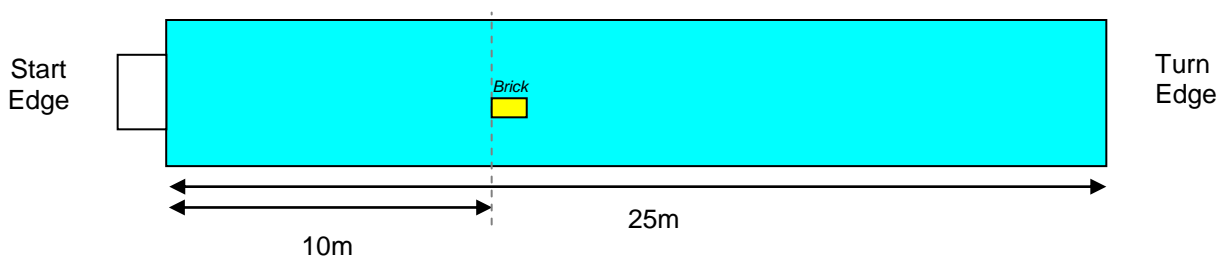
Leg 2: 40m Swim, 10m DNS Support Carry



Leg 3: 25m Swim, 25m Unconscious Tow/Carry



Leg 4: 40m Swim, 10m Brick Carry



DISQUALIFICATIONS:

Leg 1: 25m Swim, 25m Spinal Carry

- 1.1) False Start
- 1.2) Vice Clamp support not used
- 1.3) Vice Clamp not maintained
- 1.4) Immobilization not maintained
- 1.5) Consistent compromise of victim airway
- 1.6) Victim released prior to competitor's head passing 20m mark
- 1.7) Victim providing propulsion/aid
- 1.8) Using any lane fitting (rope, wall, etc) to gain an advantage
- 1.9) Failure to complete

Leg 2: 40m Swim, 10m DNS Support Carry

- 2.1) Start before previous competitor touches starting edge
- 2.2) Inadequate support of victim at water surface
- 2.3) Victim providing propulsion/aid
- 2.4) Using any lane fitting (rope, wall, etc) to gain an advantage
- 2.5) Failure to complete

Leg 3: 25m Swim, 25m Unconscious Tow/Carry

- 3.1) Start before previous competitor touches starting edge
- 3.2) Approved control carry (double arm, head carry, double chin, modified body or cross chest) not used
- 3.3) Consistent compromise of victim airway
- 3.4) Victim released prior to competitor's head passing 20m mark
- 3.5) Victim providing propulsion/aid
- 3.6) Using any lane fitting (rope, wall, etc) to gain an advantage
- 3.7) Failure to complete

Leg 4: 40m Swim, 10m Brick Carry

- 4.1) Start before previous competitor touches starting edge
- 4.2) Competitor does not surface before touching the finish edge
- 4.3) Brick not in hand to finish leg
- 4.4) Using any lane fitting (rope, wall, etc) to gain an advantage
- 4.5) Failure to complete

4 X 25 Manikin Relay

Competitor 1: Starts in the water grasping the manikin with one hand (its mouth and nose above the surface) and holding the pool edge with the other. On an acoustic signal, the competitor carries the manikin 25m to touch the turning edge. The second competitor, who must be in contact with the turning edge with at least one hand, may touch the manikin only after the first competitor has touched the turning edge.

Competitors 2: carries the manikin 25m to touch the start/finish wall. The third competitor, who must be in contact with the wall with at least one hand, may touch the manikin only after the second competitor has touched the edge.

Competitor 3: carries the manikin 25m to touch the turning edge. The fourth competitor, who must be in contact with the turning edge with at least one hand, may touch the manikin only after the third competitor has touched the turning edge.

Competitor 4: completes the event by carrying the manikin 25m to touch the finish edge with any part of the competitor's body.

1. Competitors will start in the water holding a manikin with one hand (its mouth and nose above the surface) and the pool edge with the other hand.
2. When all competitors have assumed their starting positions, the starter shall give the command "Take your marks." When all competitors are stationary, the starter gives the acoustic starting signal.

Surfacing, carrying, and towing manikins:

Surfacing the manikin: Competitors may push off the bottom when surfacing with the manikin. Competitors must surface submerged manikins using at least 1 hand.

Carrying the manikin: When a manikin carry is required, competitors must carry (not push) the manikin with at least 1 hand, and:

- Keep the manikin's mouth and nose above the surface (see note below).
- Chin carries are acceptable where the pressure is clearly on the chin. Avoid carrying the manikin by the throat or covering the mouth or nose.

Mouth and nose above surface: Events in which manikins are used to simulate a rescue within a race environment. Throughout the race competitors must demonstrate every intention of maintaining the manikin's mouth and nose above the surface.

Competitors shall not be disqualified if water covers the manikin's mouth and nose from time to time. However, officials may disqualify competitors who do not maintain the mouth and nose of the manikin above the surface for the majority (51%) of the carry or tow. In judging whether the mouth and nose are above the surface, officials shall disregard the bow wave or wash created by the competitors and/or manikins.

Equipment:

The BC & Yukon Branch will provide manikins.

Disqualifications:

1. A false start.
2. Not starting the event holding the manikin's face out of the water with at least 1 hand.
3. Using incorrect manikin carry technique as detailed above.
4. Not keeping the manikin's mouth and nose above the surface for the majority of the carry and during changeovers as detailed above.
5. Taking assistance from any pool fitting (e.g. land ropes, steps).
6. The manikin changing hands:
 - Outside the designated changeover zone
 - Before the incoming competitor touches the edge
7. The outgoing competitor releasing the pool edge before the previous competitor has touched the edge.
8. Releasing the manikin before a changeover.
9. Releasing the manikin before touching the finish wall.
10. Failure to touch the finish edge.

Teams disqualified during a fitness event will receive a point value less than the last place finishing team as is deemed appropriate by the head referee.

FINALS EVENTS

Finals events will be held in the following categories:

- 1) Pool Simulations
- 2) First Aid
- 3) Priority Action Approach
- 4) Individual First Aid (individuals only)

The teams that make finals will be determined by overall team marks after preliminary events. The number of teams going to finals will be determined by the Meet Manager and Head Referee on the day of the competition.

Once qualifying teams have been announced, they must be available for lock-up within 30 minutes or they may lose their position. The top placing team that did not make Finals will be offered the chance to be a demonstration team for Finals. Marks for any demonstration team will not be calculated.

Any team that places first in a preliminary event will automatically compete in that Finals event regardless of overall preliminary standing.

For Finals, the event organizers have the freedom to change the event structures or rules at any time without notice.

SCORING AND VERIFICATION

Event weighting for the Barnsley Lifeguard Championship is as follows:

Pool Simulations:	40.0%
First Aid:	30.0%
Priority Assessment:	10.0%
4X50 Medley Relay:	7.5%
4X25 Manikin Relay:	7.5%
Individual First Aid:	5.0%*

*Note: Only the team score of individual first aid from prelims is used in calculating the overall champions. Individual First Aid Finals is purely an individual event with no bearing on team standing.

Standard Event Scoring

All marking sheets shall use a rubric style of marking with each skill being marked as a 0, 1, 2, or 3 using the following criteria:

0	Not attempted, or detrimental to the patient
1	Item attempted, but performed below NLS/SFA standard
2	items performed at NLS/SFA standard
3	item performed at NLS/SFA standard with exceptional attention to detail

All scores are calculated using a relative scoring method in which the top scoring team receives full marks for that event with all other teams compared to their performance.

Example of Relative Scoring (First Aid – 30%):

	Score /1200	Calculation	Points
Team A	957	$957/1024 *30$	28.04
Team B	1024	$1024/1024 *30$	30.00
Team C	754	$754/1024 *30$	22.09

Fitness Scoring

To ensure proper scoring of fitness events, a spread factor (“SF”) is used to give appropriately weighted final points.

Example of Fitness Scoring (Event = 7.5%) with SF=1.0

	Time	DQ?	Adjust	Calculation	Points
Team A	165 sec		165 sec	$[(2*(165/165))-SF]*7.5$	7.50
Team B	155 sec	YES	205 sec	$[(2*(165/205))-SF]*7.5$	4.57
Team C	175 sec		175 sec	$[(2*(165/175))-SF]*7.5$	6.64

Note: A team that is unable to complete a fitness event (DNF) will receive a score of 0.

Ties

When a tie exists in an event final, all tied teams will be co-champions of that event.

When a tie exists in the overall preliminary scores to determine a finalist, selecting the team to advance will be determined in the following order:

- Highest Score in Pool Simulations
- Highest Score in First Aid
- Highest Score in Priority Assessment
- Highest Score in Individual First Aid

When a tie exists for the overall Pool Championship, selecting the team to win the title will be determined in the following order:

- Highest Score in Pool Simulations
- Highest Score in First Aid
- Highest Score in Priority Assessment
- Highest Score in Individual First Aid

Verification

One member of each team will be given an opportunity to verify the totaling of mark sheets following each event. It is the responsibility of the team to sign off on their marks. If a team is unable to be contacted for verification within 30 minutes of event end, they will forfeit their right to verify marks.

All marks verification must occur at the scoring location, and may not be discussed with other teams during this time.

Note: A judge's score may not be contested.

PROTESTS

All teams shall have the right to protest any action or inaction that they deem to be unfair in nature. All protests must be submitted in writing using an official Barnsley protest form to the meet manager or head referee within 30 minutes of incident. This process must be followed to ensure that protests are conducted in a professional manner. In order to maintain a positive spirit of competition, protests should not be trivial and should be contained to this official process. The following protests will not be considered:

- Judge's score
- Patron count
- Inconsistent water features
- Incidents that are out of the control of officials and pool staff

DISQUALIFICATIONS

In the event of a breach of the code of conduct, or other action deemed inappropriate by any official, the details of the event will be given to the meet manager and/or head referee. The offending individual will have an opportunity to explain the situation to the meet manager and head referee. Upon consultation, in some cases with the Society Executive Director, a decision surrounding disqualification will be made and the competitor/team informed. An individual or team may be disqualified from one event or the entire competition, depending on the nature and severity of the incident. In the event of an inappropriate incident during an event, the marksheets for that event may not be totaled or returned to the competitors involved.

AWARDS

Barnsley Shield

The coveted Barnsley Shield is presented to the top placing overall team.

Top Rookie Trophy

This is presented to the top placing Rookie Team. See the "Registration Information" to see how to qualify as a "rookie team".

Steward Schon Sportsmanship Trophy

To honour the memory of long-time competition supporter Stewart Schon, competitors vote for the most sportsmanlike competitor from the championship. This individual will be awarded the Stewart Schon Sportsmanship Trophy.

Circuit Championship

The Circuit Championship Trophy is awarded for the team that consistently places the highest at recognized lifeguard competitions throughout the season in the Branch.

Individual Skills Golden Tank

This trophy is awarded to the competitor who places highest in the Individual First Aid event.

Event Medals

The top three placing teams in each event, as well as the top three teams overall, receive Barnsley Medals.

APPENDIX A

