

**60th
REPUBLIC AREA
CHAMBER OF
COMMERCE
PROSPECTORS'
DAYS**

June 9, 10 and 11



**2017
MINING CONTEST**

SPONSORED BY:

REPUBLIC AREA
CHAMBER OF COMMERCE
and
KINROSS GOLD CORP.

MINING EVENTS CHAIR:

Ivan Brown

EVENT JUDGE:

Boyd Hewitt

363 Fish Hatchery Rd.
Republic, WA 99166

(509)775-8567

**MINING CONTEST
RULES**

**PLEASE NOTE AND
READ
CAREFULLY!**

Registration will be held:

**Saturday A.M. from 7:00
to 8:30 A.M. on Keller
Street**

Registration will close for all Men's & Ladies' events at 8:30 AM, Saturday, June 10th. A drawing for placement will be held following the close of registration.

All contestants will be responsible to know and follow the rules.

Contestants need to be at the contest site on Keller Street by 8:30 AM, Saturday, June 10, for review of contest rules and their order of competition for each event. The contest will begin at 9:00 AM.

Each contestant will be responsible to be on time for events entered. **Change of drawn order of competition in any event will only be allowed if a contestant is scheduled to compete in two or more events at the same time and will be decided by the Event Judge and Mining Events Chair.**

Any contestant considered to be intoxicated at the

discretion of any judge shall not be permitted to participate and all entry fees will be forfeited.

Contestants will only use equipment provided by the contest committee. Malfunction of the equipment will be handled by the determination of the Event Judge.

In case of a tie in any event, a coin toss shall decide the winner.

ALL-AROUND MINER

Contestants must compete in all events except Team Jackleg to qualify for ALL-AROUND MINER. The place you get in an event is the number of points you receive.

In case of a tie for ALL-AROUND MINER, the winner shall be determined by comparing times of the common timed events entered by each of the contestants. The lowest total time will determine ALL-AROUND MINER. If a winner is not determined by this procedure, a coin toss will apply.

In the event of unfavorable weather, the contest will continue.

KIDS' EVENTS

Register onsite for various kids' events for ages 3-14. No entry fee required. Prize money varies.

ENTRY FEES

Since this contest is a one-day event, each event will be limited to 20 entries on a first-come, first-serve basis.

MEN'S EVENTS

**JACKLEG DRILLING
TEAM JACKLEG DRILLING
SPIKE DRIVING
12-B MUCKING
HAND MUCKING
\$15 per participant per
event**

LADIES' EVENTS

**SPIKE DRIVING
HAND MUCKING
\$15 per each event**

PRIZE MONEY

Each event will pay five places, \$400, \$300, \$200, \$100 & \$50 respectively. The first three places in the All-Around will pay an additional \$600, \$400 and \$300.

Please send entry fee by check or money order to:

**Prospectors' Days
Mining Contest
Attn: Susan Byington
363 Fish Hatchery Rd.
Republic, WA 99166**

REGISTRATION FORM

Send this form along with the correct entry fees to:

**Prospectors' Days
Mining Contest
Attn: Susan Byington
363 Fish Hatchery Rd.
Republic, WA 99166**

Name: _____

Address: _____

Phone: _____

Employer: _____

I am entering the following:

____ HAND MUCKING

____ SPIKE DRIVING

____ 12-B MUCKING

____ JACKLEG DRILLING

____ TEAM JACKLEG

PARTNER: _____

____ LADIES' SPIKE DRIVING

____ LADIES' HAND MUCKING

Enclosed are my entry fees in the amount of \$_____.

WAIVER

In consideration of acceptance of this entry, I waive any and all claims for myself and my heirs against official sponsors of the PROSPECTORS' DAYS MINING CONTEST for injury or illness which may directly or indirectly result from my traveling to and from, or participating in these events. I further state that I am in proper physical condition to participate in these events.

Signature

Date

JUDGING PROCEDURES

MEN'S AND LADIES' HAND MUCKING CONTEST

Upon the start signal, the contestant shall push the car to the muck pile and fill the car with shovel of choice until the judge declares it full.

JACKLEG DRILLING CONTEST

Time will start when the judge says "Go" and end at the completion of the second hole. Machine and steel shall be a distance of approximately 15 feet from the face of the block, resting on the ground. Steel shall be out of steel puller and may be positioned in any manner the contestant sees fit.

On the start signal from the judge, the contestant shall chuck the steel, take the machine to the face of the block and collar one or both holes.

The judge will indicate when the steel puller touches the face on completion of the first hole and signal time to stop when the steel puller touches the face at the end of the second hole.

Any hole drilled by contestant into another block will result in disqualification - the judge's determination is final.

Any hole drilled into a void will, upon judge's determination, get a re-drill.

MEN'S SPIKE DRIVING

Use 2 - 60d up and 3 - 80d down. Use standard #4 single bit mine axe.

Each contestant shall drive 5 nails. Three (3) nails to be driven down, 1 nail in each colored area; with top of surface at approximately 24" above the floor. Two (2) nails to be driven up into the timber, 1 in each colored area, with bottom surface approximately 72" above the floor. All nails must be driven until the top of the heads are flush with the surface of the timber. Any nail that is bent may be straightened and driving continued. The contestant must start each nail individually.

The contestant may choose his axe. He will then be handed 5 nails and at the judge's signal he shall start.

The watch will be stopped when the contestant has driven all 5 nails and crosses the finish line.

12-B MUCKING CONTEST

The air will be shut off at the machine swivel. The contestant will energize the equipment himself as a safety measure.

The contestant shall start on the judge's signal at the dump point. The 12-B Mucker will be coupled to the car.

The contestant will muck until the judge declares the car full. The watch will stop when the contestant trams the full car to the stop point.

TEAM JACKLEG

Time will start when the judge says "Go" and end at the completion of the second hole.

Machine and steel shall be a distance of approximately 15 feet from the face of the block, resting on the ground. Steel shall be out of steel puller and may be positioned in any manner the contestant sees fit.

On the start signal from the judge, the contestant shall chuck the steel, take the machine to the face of the block and collar one or both holes.

The judge will indicate when the steel puller touches the face on completion of the first hole. The first driller may then remove the steel from the hole for the next driller or leave it in the hole. The first driller then must cross back over the start line before the second driller can start toward the drill. Driller number 2 will complete the second hole and the judge will signal time to stop when the steel puller touches the face at the end of the second hole.

Any hole drilled by contestant into another block will result in disqualification - the judge's determination is final. Any hole drilled into a void will, upon judge's determination, get a re-drill.

LADIES' SPIKE DRIVING

Use 3 - 60d down and standard #4 single bit mine axe. Each contestant shall drive 3 nails, one in each colored area, with top of surface approximately 24" above the floor.

All nails must be driven until the top of the heads are flush with the surface of the timber. Any nail that is bent may be straightened and driving continued. The contestant must start each nail individually.

The contestant may choose her axe. She will then be handed 3 nails and at the judge's signal she shall start. The watch will be stopped when the contestant has driven all 3 nails and crosses the finish line.