

TAYLOR GOLD PANNING SOCIETY

**Declare that the
following are the**

OFFICIAL RULES AND REGULATIONS

for the

WORLD'S INVITATIONAL GOLD PANNING CHAMPIONSHIPS

**as amended by Taylor Gold Panning Committee in 2006
and applied to**

WORLD CLASS 'A' INVITATIONAL CHAMPIONSHIPS

PEACE RIVER OPEN (CLASS 'B') CHAMPIONSHIPS

MEDIA CHAMPIONSHIPS

and

CELEBRITY CHAMPIONSHIPS

The Taylor Gold Panning Committee, hereafter known as the Committee, tries to eliminate all errors in any correspondence or literature passed to the public or contestants. In the event of a discrepancy, these rules will be taken as the true and final version.

1. All officials and judges will be selected by the Committee.
2. All assistant timers will be selected by the Committee and/or the Head Timer.
3. All decisions by the Committee and the Head Timer will be final.

HEAD TIMER

The Head Timer will be selected by and supported by the Committee for the duration of the stated Gold Panning Event.

The Head Timer will:

1. Start and stop all events.
2. Oversee and co-ordinate all timers and score keepers.
3. Insure that the rules and amendments as laid out by the Committee are followed.
4. Be the final authority on all procedural decisions.
5. Adjudicate all scores and declare final standings and winners of all events.

ELIGIBILITY

WORLD CLASS 'A' INVITATIONAL GOLD PANNING CHAMPIONSHIPS

A panner must have won or placed (second or third) in a recognized gold panning event, or show proof to the Head Timer that he or she is qualified to pan in class 'A' events.

Recognized events:

- Peace River Open
- Barkerville
- Likely
- Edmonton
- Red Deer
- Any Provincial Championship
- Any U.S. State Championship
- Any other event that the Committee deems acceptable

Once a panner has qualified for Class 'A' events, panner does not have to re-qualify.

Once a panner has qualified for the 'A' event, they are no longer allowed to compete in any of the other Peace River Open Panning Events.
For all Juvenile Events maximum age limit is 14 years of age.

Once a juvenile has won the Juvenile Gold Panning Event, he or she is qualified to pan in class 'B' events and are no longer allowed to compete in the Juvenile Panning Events.

TIME LIMITS

Time Limits for each event:

Class 'A'	Round 1 – Fine	5 minutes
	Round 2 – Skill	3 minutes
	Round 3 – Speed	1 minute
Class 'B' Adult	Round 1 – Fine	10 minutes
	Round 2 – Skill	5 minutes
	Round 3 – Speed	2 minute
Class 'B' Juvenile	Round 1 – Fine	15 minutes
	Round 2 – Skill	10 minutes
	Round 3 – Speed	3 minute
Media	Round 1 – Fine	15 minutes
	Round 2 – Skill	10 minutes
	Round 3 – Speed	3 minute
Celebrity	Round 1 – Fine	15 minutes
	Round 2 – Skill	10 minutes
	Round 3 – Speed	3 minute

SCORING

Fine – 15 Flakes Maximum 10 Points

1. Panner with the fastest time will receive 10 points, minus 2 points for each flake of gold lost.
2. Panner with the second fastest time will receive 9 points, minus 2 points for each flake of gold lost.
3. Panner with the third fastest time will receive 8 points, minus 2 points for each flake of gold lost.
4. Panners placing fourth or lower will each receive 7 points, minus 2 points for each flake of gold lost.

Skill – 5 flakes Maximum 10 Points

1. Skill panning will be scored in the same manner as fine panning.

Speed – Pennyweight Nugget Maximum 10 Points

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| 1. Panner with the fastest time | 10 points |
| 2. Panner with the second fastest time | 9 points |
| 3. Panner with the third fastest time | 8 points |
| 4. Panner with the fourth fastest time | 7 points |
| 5. Panner with the fifth fastest time | 6 points |
| 6. Panner with the sixth fastest time | 5 points |
| 7. Panner with the seventh fastest time | 4 points |
| 8. All remaining Panners who have
Acquired a nugget | 3 points |

PROCEDURES

1. Contestant will draw a number and have his/her name and number entered on score sheet.
2. Contestant will use pan and panning barrel corresponding to his or her number.
3. The contest will consist of three different pan offs:
 - Round 1 – Fine 15 Flakes of Fine Gold
 - Round 2 – Skill 5 Flakes of Medium Gold
 - Round 3 – Speed 1 (one) Pennyweight Nugget (24 grains)

4. For each round, contestant will be given a loaded pan corresponding to number drawn by contestant.
5. After receiving pan, contestant will take his/her place at the panning barrel corresponding to number drawn and on pan.
6. Contestant must not commence panning or place pan in water until instructed by timer.
7. All events will be started by the Head Timer, counting down from:
'READY,' 'THREE,' 'TWO,' 'ONE,' 'GO.'
8. Both hands must be on the edge of the pan until the pan is submerged in the water. 'Dumping' will result in a score of 0.
9. Contestant must not submerge pan until instructed to by Head Timer. Each round will be started by Head Timer, and timed by Head Timer and Assistant Timers.
10. When a contestant is satisfied with the pan, contestant calls 'GOLD' and steps away from the panning barrel with their pan. When a contestant calls 'GOLD' the timers will stop their watches and that is the time recorded.
11. Once a contestant calls 'GOLD,' contestant must not place hands in, or rotate the pan before it is returned to the judges.
12. **Pans cannot be drained after expiration of time or calling 'GOLD.'**
13. Contestants must immediately stop panning at the expiration of time.
14. Pans must be placed flat on judges table.
15. After placing pan on judges table, contestant must immediately go to a neutral area.
16. Gold must be visible to judges. Judges cannot search pan for gold or separate two or more flakes of gold.
17. Panners may not pan through gravel in the barrels to try to retrieve any lost flakes.
18. Any panner who has a score of 0 will have their time recorded at the maximum for the event, regardless of when they call 'GOLD.'

SPEED

In conjunction with and supplementing the above rules, SPEED panning will be as follows:

1. Each contestant will proceed, one at a time, by number drawn. All contestants except the active panner must stay clear of the working area.
2. If contestant wishes, contestant may remove nugget from pan before calling 'GOLD.'
3. Once a contestant has called 'GOLD', the Head Time Keeper must be able to see and remove the nugget from the pan. The contestant must be able to show gold to judges, without putting contestants hand in pan. If contestant cannot show gold, contestant will receive no time for this round.
4. If time has not expired, and contestant has not called 'GOLD,' contestant may return to barrel in an attempt to recover lost nugget.

Ties

In the event of a tie:

1. The tying contestants' times will be individually added together for the three events: Fine, Skill and Speed. The contestant with the lowest individual combined time will be the winner.
2. The contestant with the second lowest combined time will be second, and so on down the time scale for all tying contestants.
3. In the event contestants have identical combined times, the lowest time in the Fine panning will determine the winner.
4. If contestants are still tied, the lowest time in the Skill panning will be used to determine the winner.
5. If contestants are still tied, the lowest time in the Speed event will determine the winner.
6. In the event contestants are still tied, then each tying contestant will be given a pan consisting of 15 flakes of fine gold, 5 flakes of coarse gold, and one pennyweight nugget for a final pan off. The same rules and scoring as used in the Fine event will apply.

FALSE START

1. In the event of a false start, the competitor will be supplied a new pan immediately, and the round will continue.
 2. In the event of any other false starts by the same contestant, he or she will receive no time in that particular round.
 3. Only one false start is allowed for each contestant for the entire event.
- i.e. A false start happens to Panner #2 in the FINE panning. He or she will be given a new pan, and the event will continue. Then, Panner #2 starts too soon in the SPEED round. He or she will take no time in that round.

PROTESTS

1. Anyone wishing to protest any procedure or scoring error or anything of a like nature must do so before final scoring is announced.
2. Protest must be written and submitted to Head Timer and accompanied by a \$5.00 protest fee.
3. If the protest is valid, corrective action will be taken, and the \$5.00 protest fee will be refunded.
4. If the protest is found to be invalid then the \$5.00 protest fee will be forfeited to the Committee.

TAYLOR GOLD PANNING COMMITTEE

**Declare that the
following are the**

OFFICIAL RULES AND REGULATIONS

for the

ADULT and JUVENILE CLASS 'C' CHAMPIONSHIPS

as approved by Taylor Gold Panning Committee in 2006

ORGANIZATION

1. All officials and judges will be selected by the Committee.
2. All decisions by the Class 'C' Event Coordinator will be final.
3. The only event held for the Class 'C' competition is the Speed event.
4. Trophies will be awarded to the Adult First Place and Juvenile First Place finishers only.

PROCEDURES

1. Contestant will have their name entered on score sheet. Contestants may only enter once for this competition.
2. After receiving their pan, the contestant will take his/her place at the Class 'C' panning barrel.
3. Contestant must not commence panning or place their pan in the water until instructed by the Class 'C' Event Coordinator.
4. All contestants will be started by the Class 'C' Coordinator, counting down as follows: **'READY,' 'THREE,' 'TWO,' 'ONE,' 'GO.'**
5. Both hands must be on the edge of the pan until the pan is submerged in the water.
6. The contestant must not submerge their pan until instructed by the Class 'C' Event Coordinator.
7. When a contestant is satisfied with the pan, the contestant calls 'GOLD' and steps away from the panning barrel with their pan. Once the contestant has called 'GOLD' the Class 'C' Event Coordinator will stop their watch and that is the time recorded. If contestant wishes, contestant may remove nugget from pan **before** calling 'GOLD.'
8. Once a contestant calls 'GOLD,' the contestant must not place their hands in, or rotate the pan before it is returned to the Class 'C' Event Coordinator.
9. Pans cannot be drained after calling 'GOLD.'
10. Pans must be placed flat on the Class 'C' Event Coordinator's table.
11. After placing their pan on judges table, contestant must immediately step away from the table.
12. The Class 'C' Event Coordinator must be able to see and remove the nugget from the pan. If the contestant cannot show gold, the contestant will receive no time.
13. Placements will be determined as follows:
 - Panner with the fastest time First Place
 - Panner with the second fastest time Second Place
 - Panner with the third fastest time Third Place

TIES

In the event of a tie each tying contestant will be given a pan consisting of one pennyweight nugget for a final pan off. The same rules will apply.

FALSE START

1. In the event of a false start, the competitor will be supplied a new pan immediately, and the round will continue.
2. In the event of a second false start by the same contestant, he or she will receive no time.

PROTESTS

1. Anyone wishing to protest any procedure or scoring error or anything of a like nature must do so before final scoring is announced.
2. Protest must be written and submitted to Class 'C' Event Coordinator and accompanied by a \$5.00 protest fee.
3. If the protest is valid, corrective action will be taken, and the \$5.00 protest fee will be refunded.
4. If the protest is found to be invalid then the \$5.00 protest fee will be forfeited to the Committee.

BANNOCK BAKING RULES

1. There is no age limit for bannock baking, however, anyone under 14 must have parental supervision during fire building.
2. Competitors may use only the equipment supplied. They may use their own axe and they may use a gold pan for baking.
3. Competitors may use only the ingredients supplied.
4. Competitors have only one attempt; no going back for more ingredients to try again.
5. Competitors have a maximum of 1 hour to complete baking their bannock.
6. Score is based on a scale of 5 for the following:
 - Appearance
 - Texture
 - Taste

CLAIMSTAKING

Early prospectors had to pace off their "claim" to certain dimensions. In our event, competitors are given a certain distance to pace off within a set area. Each competitor is given the use of a hammer and a numbered stake. When the competition is over the stakes closest to the actual distance are declared the winners. If there are two equal stakes, those competitors must have a pace off to see which one is closest to a different distance. The Juvenile Event is for those 14 years and under; winners may be asked to provide proof of age. The Adult Event is for those 15 years and older.

METAL DETECTING

Modern day "prospectors" use metal detectors to find valuables. In our event, several coins are "planted" within a specified area. The object is to find as many coins as possible. Those with the most coins are the winners. If there is a tie, those with the highest dollar value in coins are the winners.