



MEL & ENID ZUCKERMAN COLLEGE OF PUBLIC HEALTH

# Western Mining Safety and Health Training Resource Center

## Very Good Day

### Rules for the Very Good Day Card Game (Revised and Expanded Edition)

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# Very Good Day

## The Hazards Recognition Card Game



Welcome to the Very Good Day mine. After spending what felt like way too long going through the on-boarding process you then got to jump into training in an area you are very passionate about -- site-specific safety and health. The training was useful (at least you now know the general layout of the mine, the support facilities, and the offices where your boss sits), you know the names of your crew, and the answer to the ever-important question, “where’s the bathroom”; but you are eager to get to work. As you start second-shift (1600-0400 hours) as Area Supervisor, you are ready to show your stuff. Now get to work!

### Game Pieces

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**Area Cards** – Identify the work areas in the game (Mill, Pit, Office, Leach Pad, Dump). When the player draws an Area card, he/she becomes the supervisor of that area.

**Hazard Cards** – Identify hazards that players might encounter while working in the game.

**Control Cards** – These cards are used to “control” the Hazard cards.

### Objective

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**Control the hazards** – You win the game by controlling the most hazards. First player with no control cards left wins.

### Playing the Game

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Sort and organize the playing cards into three separate face-down decks – Areas, Hazards, and Controls.

- Each player draws 3 Area card and places it face-up in front of them. These are the areas the player will be supervising today.
- Each player draws 7 Control cards and holds these in their hand so others can’t see them.
- You can only place one Control card on one Hazard card.

#### Rules of a Round:

- To start the game, the youngest player starts play by drawing a Hazard card. The player must determine if the listed hazard might be encountered in their designated work area.
- If you have an appropriate Control card: If the hazard is from the player’s work area, they announce the hazard to the other players and then place the card in front of them, face up. The player then chooses an appropriate Control card, from their hand, that will mitigate the hazard and describes how the hazard has been controlled. The Control card is placed across the Hazard card, in front of the player. This player’s turn is complete and game play continues in a clockwise fashion.

- If you do not have an appropriate Control card: If the player does not have an appropriate Control card for the hazard, they must stop work in their Area. They then draw one Control card from the deck, using it if they can. If they cannot, then their turn is over and the player to their left (clockwise) can now place an appropriate Control card on the original players hazard from their hand. If they do not have an appropriate Control, the second player does nothing and the third, then fourth, and so on – until a player can control the original players hazard using a Control from their hand. If no Control is placed on the original players hazard by the other players and the turn has circled back to the original player with no control in place, then the whole mine must shut down and each player must draw control cards, one at a time in clockwise order, until an appropriate Control card is picked and played.
- The Challenge: Once a player presents a hazard card and selects their control another player (The Challenger) can choose to challenge the decision if they believe that they hold a more effective control card. The Challenger can then play their control card while the player loses their turn and keeps their control card. This is done by consensus of majority vote.
- **REMEMBER – each time a Control card is played, the person placing that card must describe the hazard and how the control works to mitigate the risk to workers.**
- This isn't my Hazard card: If the hazard drawn is not from your area, then determine the work area where the hazard most likely will be encountered and present the Hazard card to the supervisor of that area. If the supervisor who now has the new Hazard card can control the hazard, they must immediately do so. If they cannot, then the next player to the left of the supervisor who originally picked the uncontrolled Hazard card from the deck can try to control the hazard, repeating as above.
- I am a winning Hazard Controller! First person with no Control Cards in their hand wins!
- Counting your individual Points: Each player is responsible for counting the points at the bottom of their cards. Once a total is calculated it must be shared with the instructor.

***NOTE: If you are playing the game right, no hazard is ever left uncontrolled.***