

NATIONAL MINE RESCUE

POST 11 CONTEST

May 4, 2017

Thanks for answering our call for help! You are located on the surface of our highwall mine, The Post 11 Ruff Times Mine. Here is what we have been able to find up to this time.

When I arrived this morning I noticed that the mine fan was not running. I checked and it appears that it stopped about an hour ago. The security guard told me that the third shift mine foreman was outside a little while ago but he went home and left the face boss in charge. Right after he left the face boss called out and said that something was wrong in the face of #2. I'm not sure what could be wrong because our new air shaft is in the face of the #2 entry and everything was looking good yesterday. I have tried to reach the section every way that I know how but no one will answer me. According to the work schedule there was a face boss and a crew of four that went in to get everything ready for dayshift. I was going to go look for them but when I tried the door at the fan there is something wrong with it and it will not open. I encountered low O₂ when I started in the #2 entry and an area of unsafe roof in the #3 entry. That is when I called for help. This is not a very big mines please help us find our missing miners.

I called in an electrician and he has checked the fan and said that is ready whenever you need it. He said that the exhausting fan can be started whenever you need it. All the power in the mine has been disconnected locked and tagged out and is being guarded. The mine is walking height. All of the regulatory agencies have been notified and have their personnel here. There are additional mine rescue teams here to serve as your back up. GOOD LUCK & BE CAREFUL!

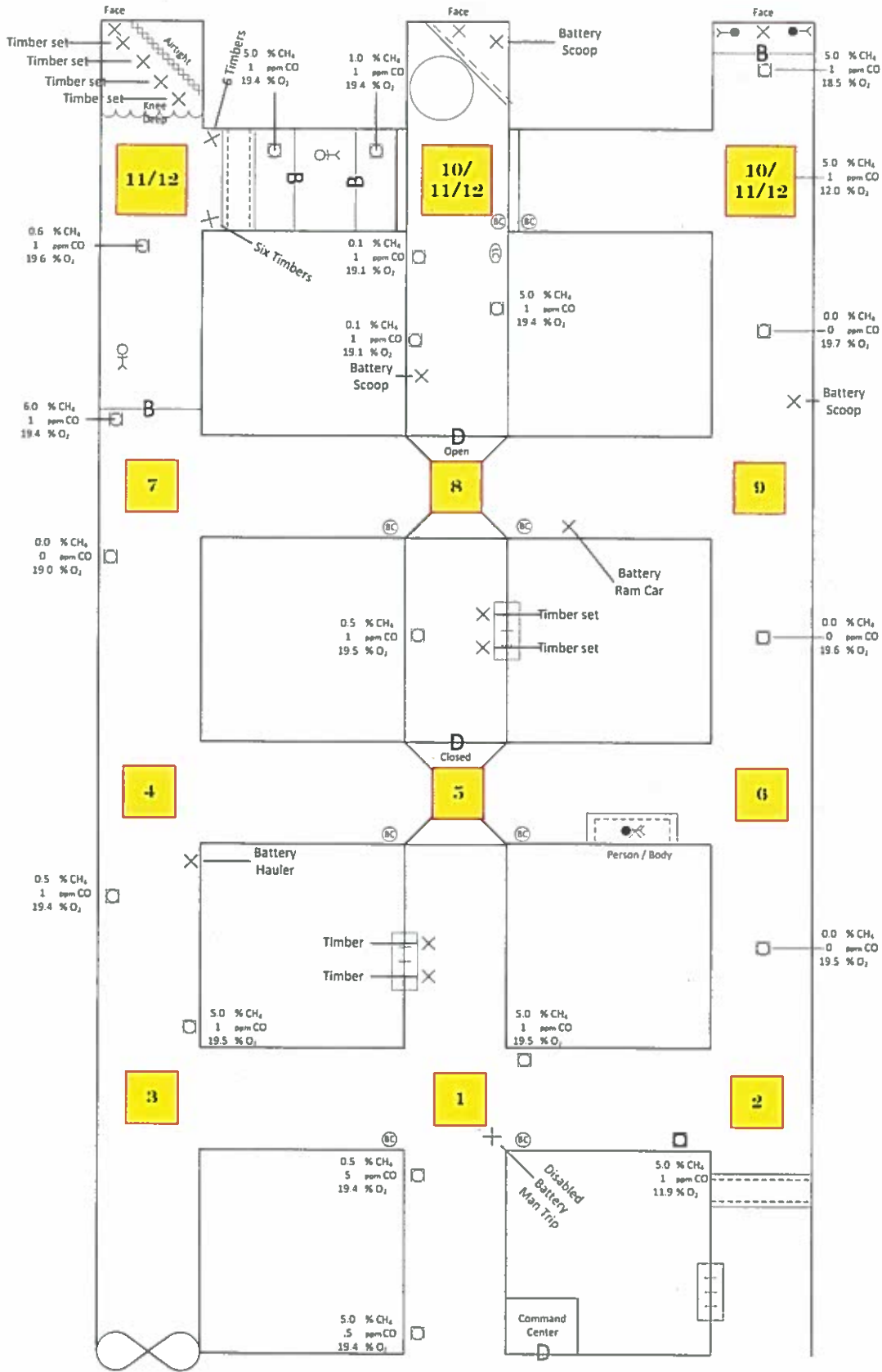
MINE RESCUE

WRITTEN INSTRUCTIONS

- **ACCOUNT FOR ALL MISSING PERSONS**
- **BRING SURVIVORS TO THE SURFACE**
- **FAN CAN BE STARTED BY REQUESTING IT TO BE TURNED ON BY THE COMMAND CENTER / BRIEFING OFFICER**
- **ONCE THE FAN IS STARTED IT CANNOT BE REVERSED OR STALLED**
- **EXPLORE THE ENTIRE MINE IF IT CAN BE DONE SO SAFELY**
- **THE TEAM MUST NOTIFY THE COMMAND CENTER OF ANY CH₄ LEVELS ABOVE 10% BEFORE ADVANCING TO THE NEXT TEAM STOP**
- **THE TEAM MUST NOTIFY THE COMMAND CENTER OF ANY CO ABOVE 5ppm BEFORE ADVANCING TO THE NEXT TEAM STOP**

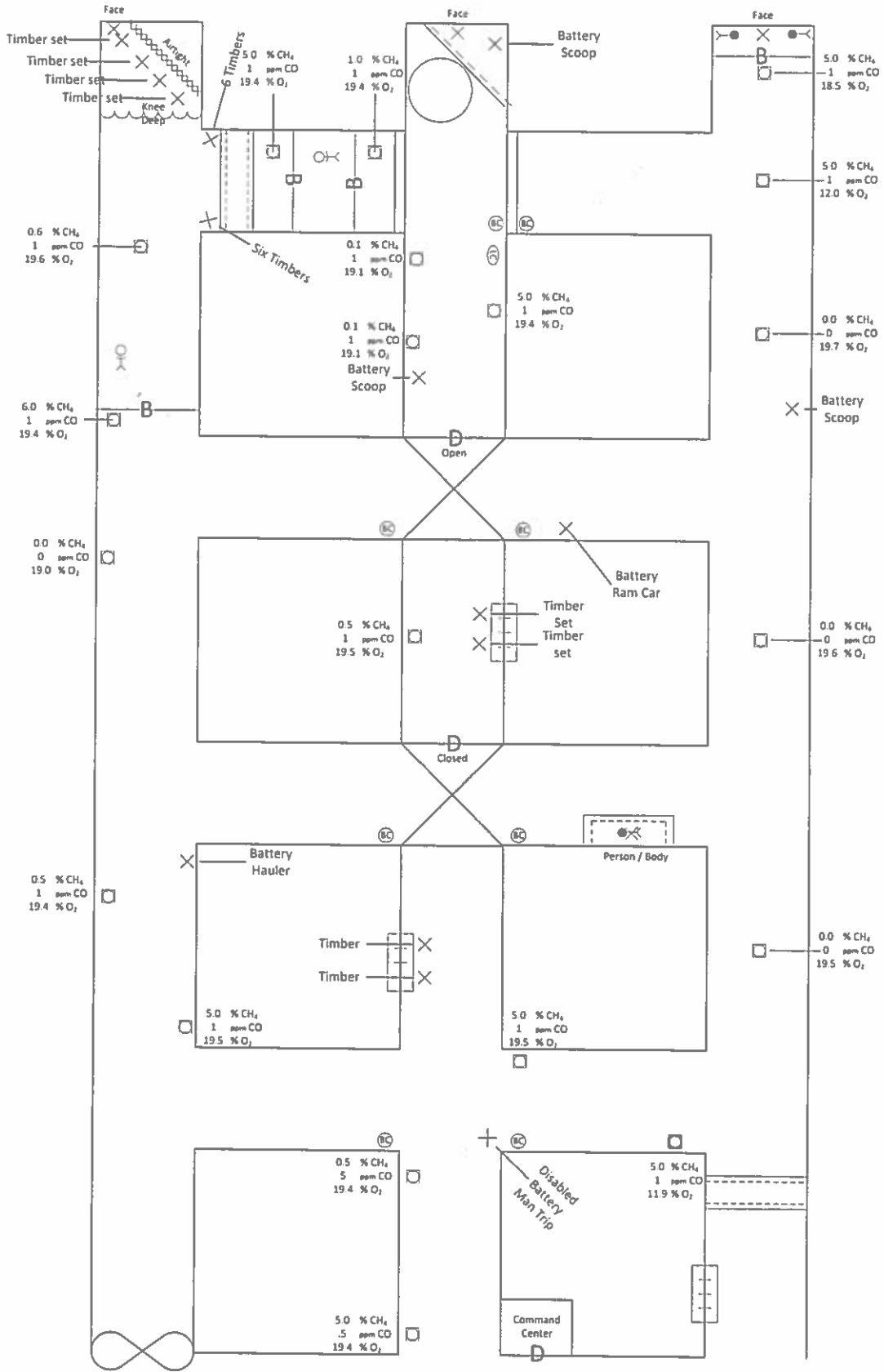
Team Stop Map

Team Working Order # _____



Contest Map

Team Working Order # _____



WORKING PROCEDURES:

When the team enters the Fresh Air Base, the Superintendent will introduce himself to the team captain. The Briefing Officer and the Command Center Attendant will report directly to the command center. The team will then have 4 minutes to arrange their equipment, lay out their lifeline etc. If the team captain does not start the clock within 4 minutes the Superintendent will start the clock. The team does not have to unload and test stretchers. They must however check their gas detectors after the clock has started as well as their communications between the team and the command center. Teams must go over standard lifeline signals with the lifeline judges unless wireless communications are used. Time for the briefing officer and the command center attendant to get set up is included in the 4 minute time.

F.A.B.

The team is located on the surface of a underground highwall mine. The captain should make the three entrances prior to the team going underground. In the #1 entry he will find an exhausting fan and the captain's D&I and a gas test are required at this location. In the #2 entry, the captain will find an explosive and irrespirable atmosphere, extending to a non-explosive and irrespirable atmosphere extending into the intersection. A gas test is required in this area. In the #3 entry he will find an unsafe rib on the left side of the entry, then the captain will encounter unsafe roof across the entry where a R&R, the captain's D&I are required at the unsafe roof and a gas test is required in this area.

TEAM STOP #1

At team stop #1, an apparatus check must be made with all team members underground. The captain will find a disabled battery mantrip in the intersection, to the left the team will find a brattice cloth, a gas test is required in this area, inby the intersection in the #2 entry the captain will find an unsafe rib on the left side, two timbers, and the wall of an overcast at which the captain's D&I, and a gas test is required at the wall of overcast. To the right the captain will find an explosive and respirable atmosphere extending to an explosive and irrespirable atmosphere which extends into the intersection. A gas test is required in this area. The team will find a brattice cloth.

TEAM STOP #2

The team should travel to the #3 entry the contaminated entry, because the team does not know the extent of the gas in the #3 entry. (Rule 45-B) The captain will find the unsafe roof outby in the #3 entry at which an R&R, the captain's D&I, and a gas test is required in this area. Inby the captain will find a non-contaminate atmosphere that extends into the next intersection and a gas test is required in this area. The team should return to the #1 entry.

TEAM STOP #3

The team will travel outby to the fan, where the captain's D&I's are required. A gas test is required in this area. The captain will find the #1 entry has an explosive atmosphere extending inby the #1 entry to a non-explosive but irrespirable atmosphere which extends into the next intersection and a gas test is required in this area. On the right side of the entry the captain will find a battery hauler.

TEAM STOP #4

The captain will travel up the #1 entry, because #2 is blocked and there is a contaminate in the #1 entry. The captain will find an irrespirable atmosphere inby the intersection that extends inby the #1 entry. A gas test is required in the area. To the right the team will find a BC and a gas test is required in this area

TEAM STOP #5

The captain will find and overcast with a door closed on the inby side, the captain's D&I and a gas test is required at the inby wall of the overcast. On the outby side the captain will find the outby wall of the overcast where the captains D&I and a gas test is required. To the right the team will find an elongated unsafe roof on the outby rib with a person in it. A gas test is required in this area.

TEAM STOP #6

At this stop the captain will find a respirable and non-explosive atmosphere outby & a respirable and non-explosive atmosphere inby. A gas test is required in this area.

TEAM STOP #7

The captain will find a barricade in the face of #1 entry with a response, "Help, Help, Get Me Out Of Here" The captain must D&I the barricade and a gas test is required. The captain will find an irrespirable and explosive atmosphere in front of the barricade. To the right the team will find a BC and a gas test is required in this area. (The team cannot ventilate the barricade at this time.) When the team does ventilate the barricade the patient will have to have some type of respiratory protection on to travel through the irrespirable atmosphere in the #1 and #2 entries.

TEAM STOP #8

The captain will find an overcast wall with a door on the inby side which is open, the captain's D&I and a gas test are required at this location. On the outby side of the overcast at the wall the captain's D&I and a gas test are required at this location. As the captain travels through the door they will find a battery scoop, then they will find a non-explosive & irrespirable atmosphere extending to an explosive and irrespirable atmosphere which extends to a non-explosive & irrespirable atmosphere, a gas test is required in this area. To the right the team will find a battery ram car. A gas test is required in this area.

TEAM STOP #9

The captain will find outby the respirable and non-explosive atmosphere. Inby on the right rib line the team will find a battery scoop, then the team will find a respirable and non-explosive atmosphere. A gas test is required in this area.

TEAM STOP #10

[Team Stops #10 & #11 May Be Interchanged]

Advancing up the #2 entry as the next team stop, the team will find a permanent stopping on both sides, the captain's D&I's and a gas test are required at both locations. Inby the team will find the airshaft and diagonal unsafe roof, the captain must do a zig zag R&R test, the captain must D&I the unsafe roof and the face and a gas test is required at the face. "At this point the barricade in the #1 entry can be ventilated if the team used this as team stop #10."

(See First Vent Map)

TEAM STOP #11

Advancing up the #3 entry as the next team stop, the team will find a non-explosive and irrespirable atmosphere in the intersection, then they will find an explosive and irrespirable atmosphere in front of a barricade with no response. The captain's D&I and a gas test are required at this location. To the left they find a permanent stopping, the captain's D&I and a gas test are required at this location. At this point the barricade in the #1 entry can be ventilated if the team used this as team stop #10.

(See First Vent Map)

TEAM STOP #12

(Team Stops #11 & #12 May Be Interchanged)

Advancing up the #1 entry as the next team stop, the team will find non-explosive & respirable atmosphere extending into the intersection. In the face area the team will find water knee deep, then on the right side a caved airtight diagonal, a R&R, the captain's D&I and a gas test are required at this location, the face requires a R&R, the captain's D&I and a gas test. To the right the team will find unsafe roof, a R&R, the captain's D&I and a gas test is required in this area. The team will also find twelve timbers at this location, 6 on the outby rib and 6 on the inby rib. At this time the team must return to the person in the elongated unsafe roof and timber into them and find that it is a body.

TEAM STOP#13

The team will build the air shaft off in the face of #2 entry and will build outby in the #2 entry to open the door on the left side of the overcast. At this time the person in the barricade between the #1 & #2 entries will call for help, "Help, Help, Get Me Out Of Here" The team will find an non-explosive and irrespirable atmosphere extending to the barricade. At the barricade the captain's D&I and a gas test are required.

(See Second Vent)

TEAM STOP #14

The barricade in the #3 entry. Once the team ventilates the barricade they will find the last two missing people.

(See Third Vent)

FIRST VENTILATION

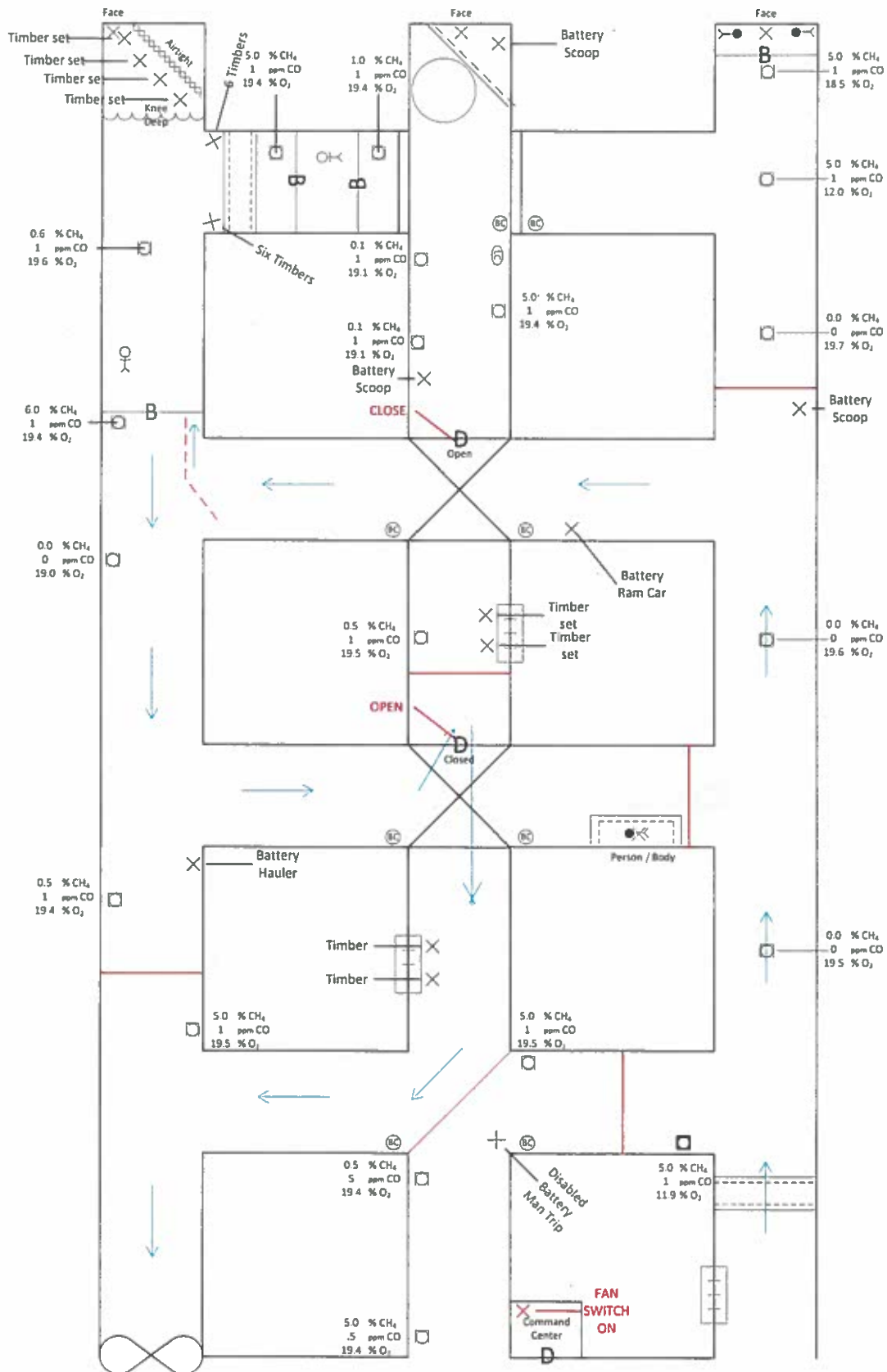
For the first vent the team should bring the air in the #3 entry, Build in the A x-cut between the #2 & #3 entries, build in the B x-cut between the #2 & #3 entries, Build between the C & D x-cuts in the #3 entry, Close the man door in the overcast in the C x-cut #2 entry, wing the barricade, Build between the A & B entries in the #1 entry, Build between the B & C x-cuts in the #2 entry, Open the door on the overcast in the B x-cut, Build an angle in A x-cut to isolate the disabled battery mantrip, turn the fan on, Wing the barricade.

(The Fan Must Be Turned Off Before the Team Exits the Mine Because It Cannot Be Stalled or Reversed)

(To Remove The Patient They Must Have Some Type Of Respiratory Protection On Because Of The Irrespirable Atmosphere In The #2 Entry.)

1st Vent Map

Team Working Order # _____

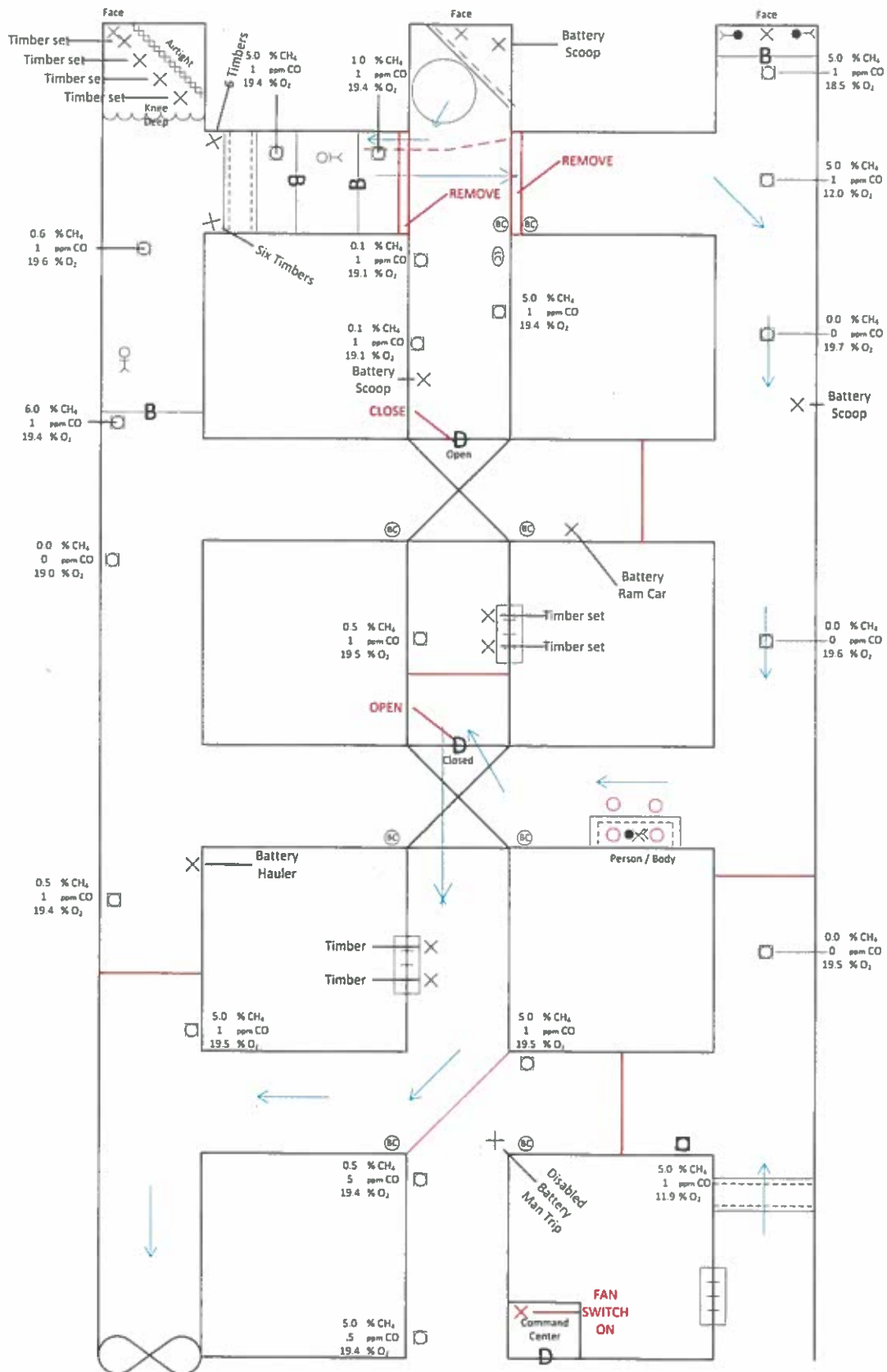


SECOND VENTILATION

Starting at the air shaft, The team should remove the permanent stopping on the left hand side of the #2 entry in the L.O.C.C., remove the permanent stopping on the right hand side of the #2 entry in the L.O.C.C., Build between the C & D x-cut in the #2 entry, Build in the C x-cut between the #2 & #3 entry, Build between A & B x-cut in the #3 entry, Build between the #1 & #2 entry at x-cut A, Open the door on the overcast, Build in the #2 entry between the A & B x-cut, Build an angle in the #2 entry at A x-cut to isolate the disabled mantrip, Turn the fan on, Wing the barricade.

2nd Vent Map

Team Working Order # _____

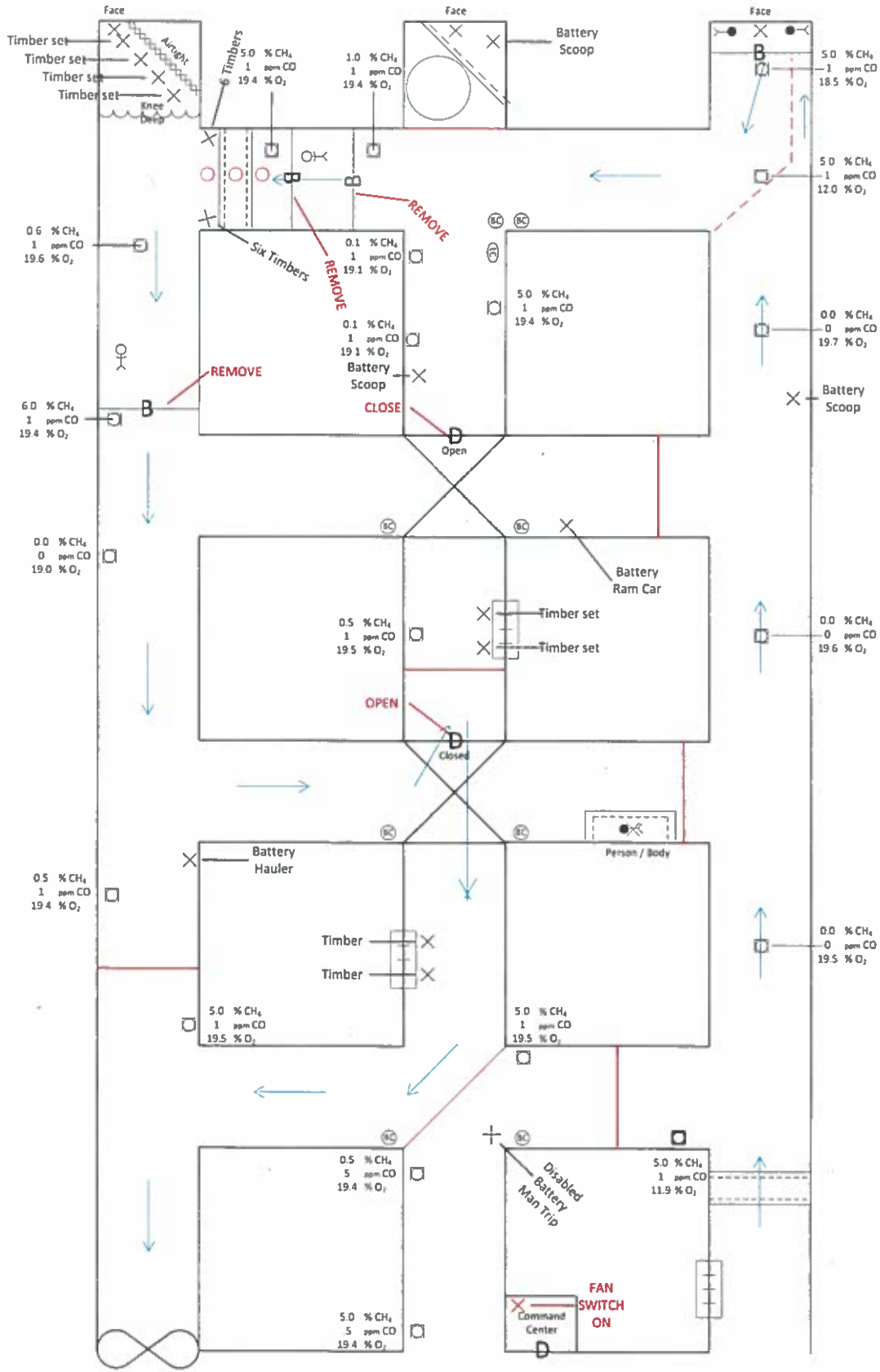


THIRD VENTILATION

Starting outside, The team should build in x-cut A between the #2 & #3 entry, Build in B x-cut between the #2 & #3 entry, Build in C x-cut between #2 & #3 entry, Build the air shaft off, Remove both barricades in the L.O.C.C. between the #1 & #2 entry, Timber through the unsafe roof between the #1 & #2 entry in D x-cut, Remove the barricade in the #1 entry, Close the door on the overcast in the #2 entry in x-cut C, Build in the #1 entry between x-cuts A & B, Build in the #2 entry between x-cut B & C inby the over cast door, Build an angle in the #2 entry at A x-cut to isolate the disabled mantrip, Turn the fan on, Wing the barricade.

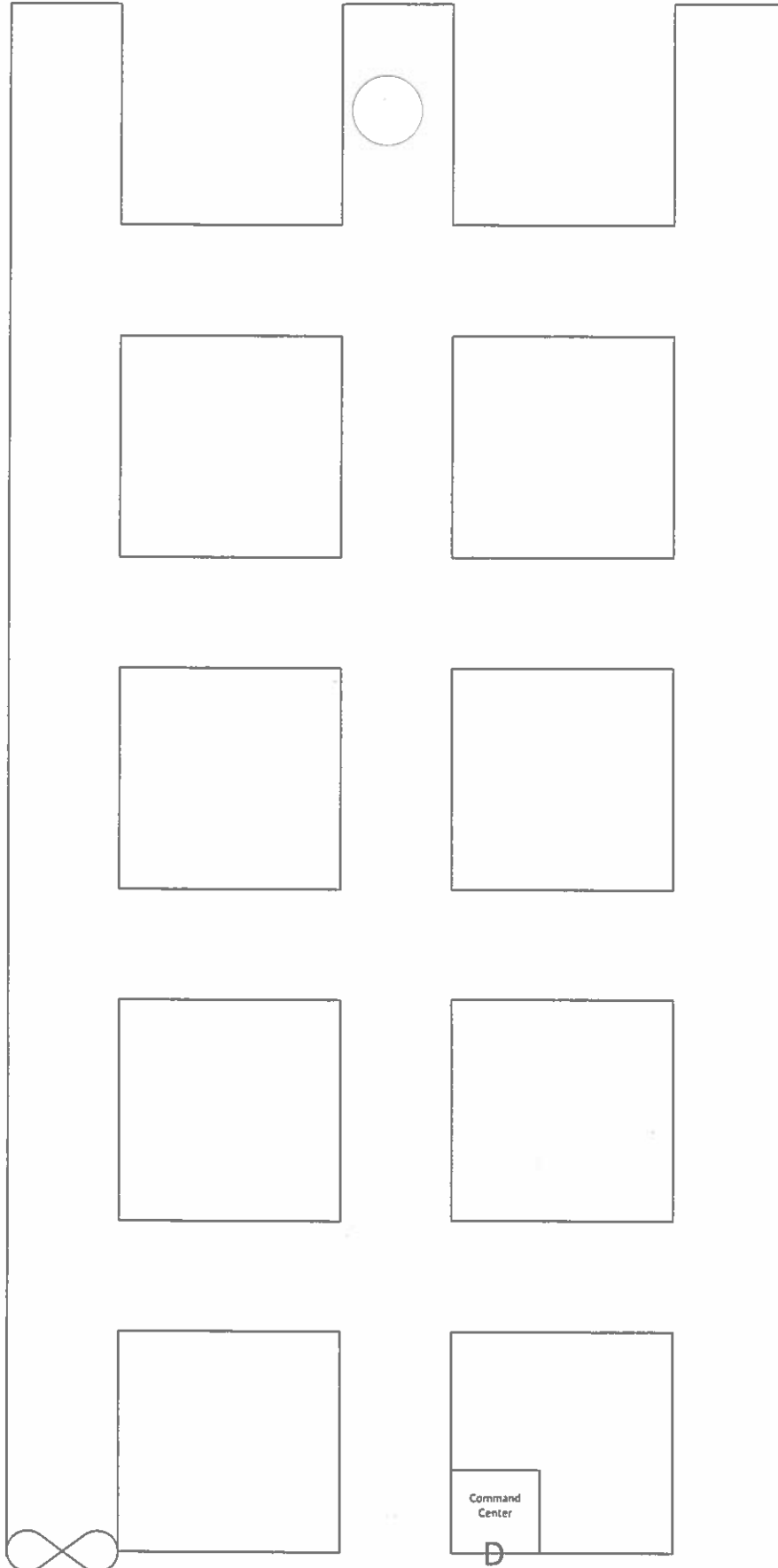
3rd Vent Map

Team Working Order # _____



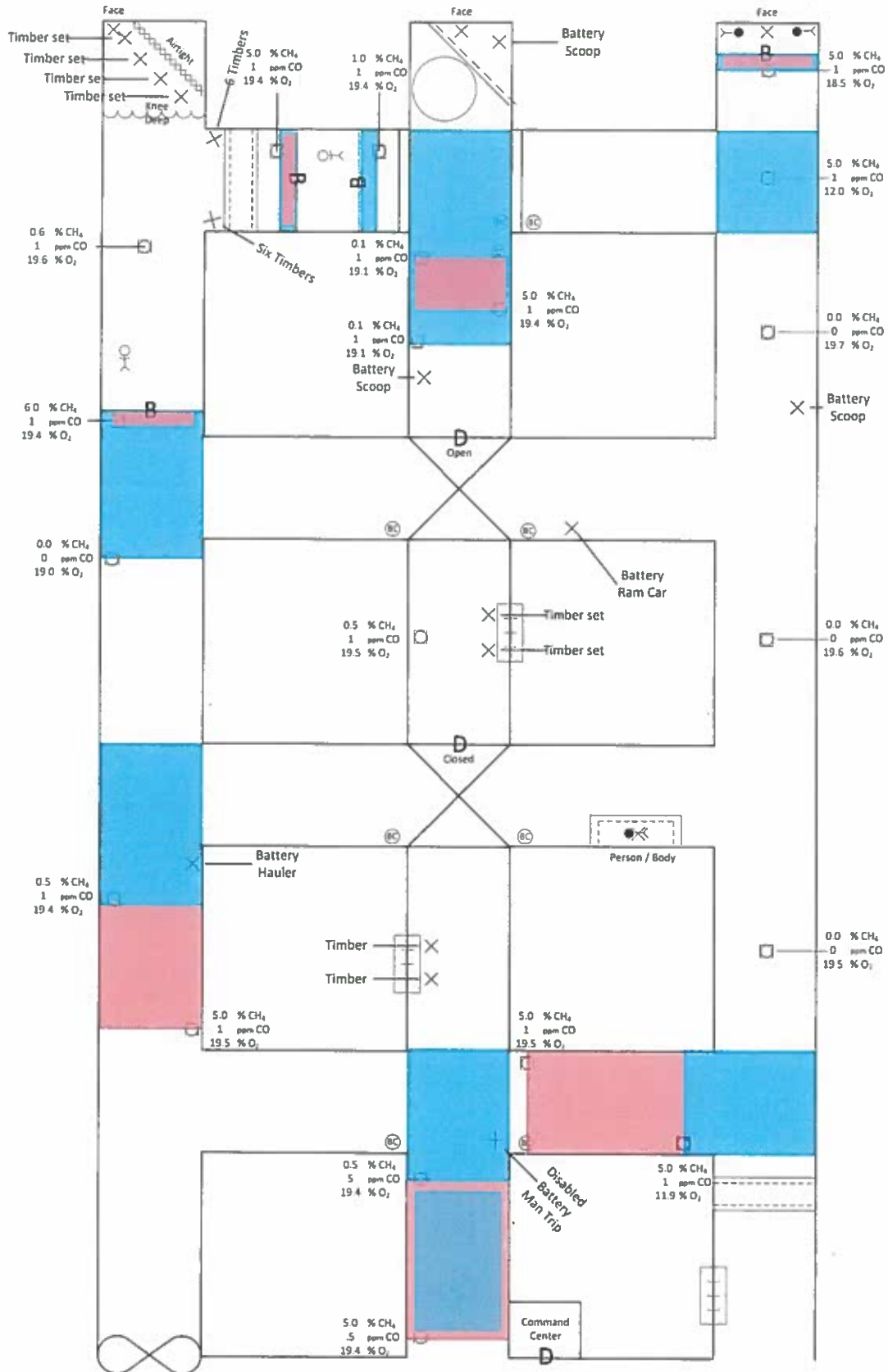
COMMAND CENTER MAP

Team Working Order # _____



Extent Of Gas Map

Team Working Order # _____



**HELP, HELP,
GET ME OUT
OF HERE**