

2014 Delta, CO Mine Rescue Contest Day 1

Our mine experienced an incident 3 days ago, where 7 miners failed to report outside. Teams have been exploring and have established this fresh air base in the east mains about 4 crosscuts from where 3 south turns to the right and continues inby.

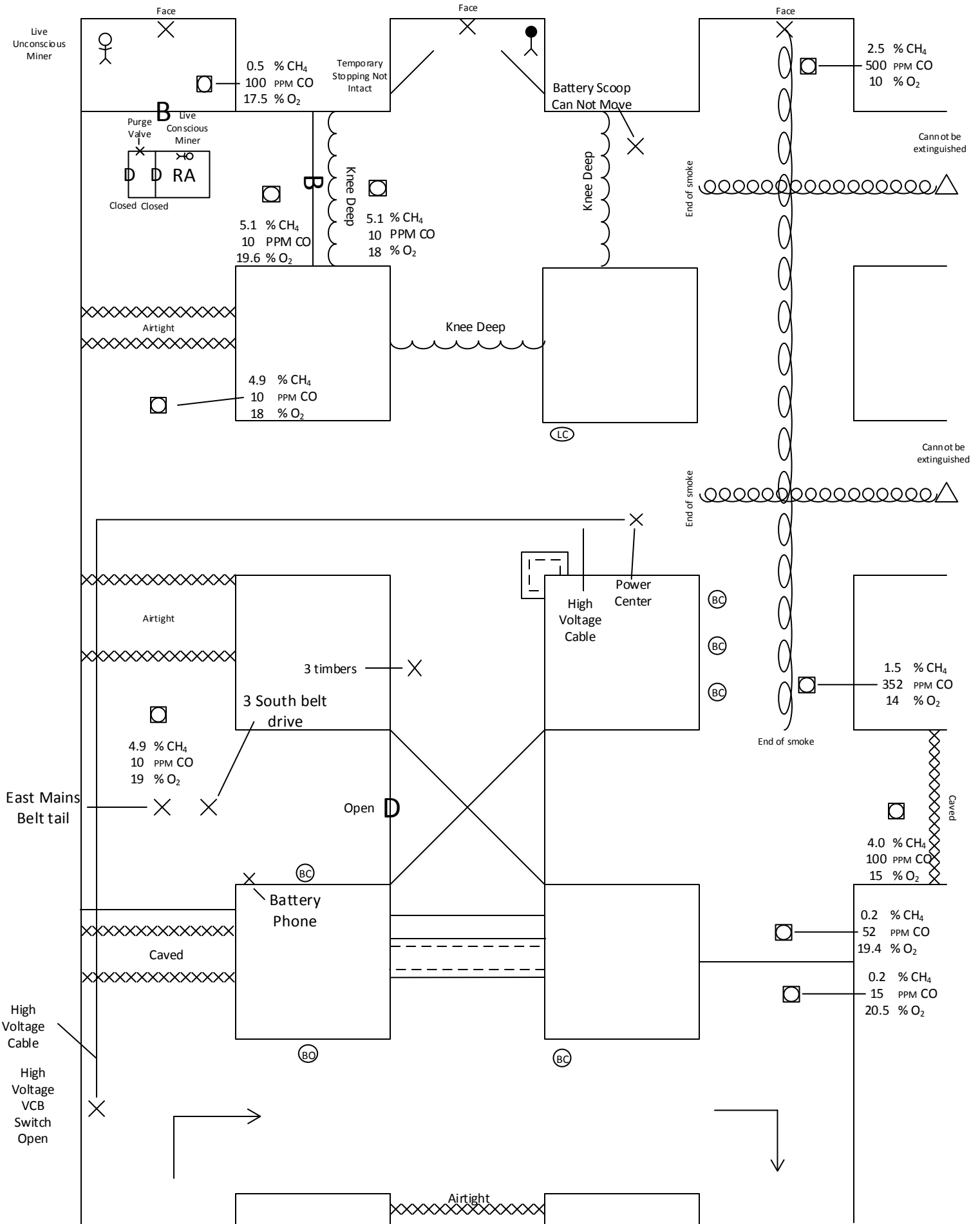
The mine has a history of methane, water, unstable roof in areas, and has had spontaneous combustion issues at times.

The mine is ventilated by a blowing fan on the surface, which is running, guarded, being monitored and cannot be reversed or turned off.

Electrical power inby the Fresh Air Base is available if necessary at a vacuum circuit breaker switch located in the FAB.

The map we have for your team is up to date.

All authorities and backup mine rescue teams are present.



Delta Day 1

FAB – Teams start clock, go under O2, app checks, check all 3 entrances.

Team stop 1 – teams must advance in 3 entry to XC 1 (50 ft. app check). Can make OC, smoke and cave.

Team stop 2 – teams can advance in 3 entry towards XC 2 (will not exceed the 2 XC limit). Can make end of smoke, more smoke inby and inextinguishable fire.

Team stop 3 – teams can travel across XC 2 to 2 entry. Zig zag roof & rib check necessary through intersection. Can make knee deep water inby intersection.

Team stop 4 – teams must tie outby in 2 entry to XC 1. GT's required at both sides of overcast. Can make temporary stopping outby intersection in 2 entry and must make GT through open door of overcast.

Team Stop 5 – teams must go through open door in overcast and travel to 1 entry. Can make temporary stopping outby and cave inby.

Team stop 6A, 6B or 6C – are optional regarding sequence. Teams have means to airlock and explore to 6 A, 6 B or continue to 1 entry through XC 2 (Stop 6 C). AIRLOCKS MUST BE BUILT WHEN TEAMS EXPLORE AREAS 6 A AND 6 B (blowing fan).

The # 5 member must not travel inby XC 2 or exploration is unsystematic until areas 6 A and 6 B are explored.

Team stop 7 A and 7 B are optional regarding sequence. Teams can make barricade, explosive mixture, inextinguishable fire in XC 3, and both faces in 2 and 3 entries.

No response from barricade in XC 3.

Teams must ventilate gases in front of barricade 1.

Blowing fan! Teams must build in all 3 XC's off 3 entry or irrespirable pushed into unexplored with miners unaccounted for. Unsafe roof area in 2 entry must be timbered.

Vent 1 - clears smoke and gas in 3 entry and gases outby barricade.

Teams must airlock into barricade.

Team stop 8 – RA encountered. Barricade 2 encountered. No response from barricade 2. LCM in RA can be brought out of RA. Pt. can walk out.

Teams must airlock into barricade 2. (rebuild outer barricade)

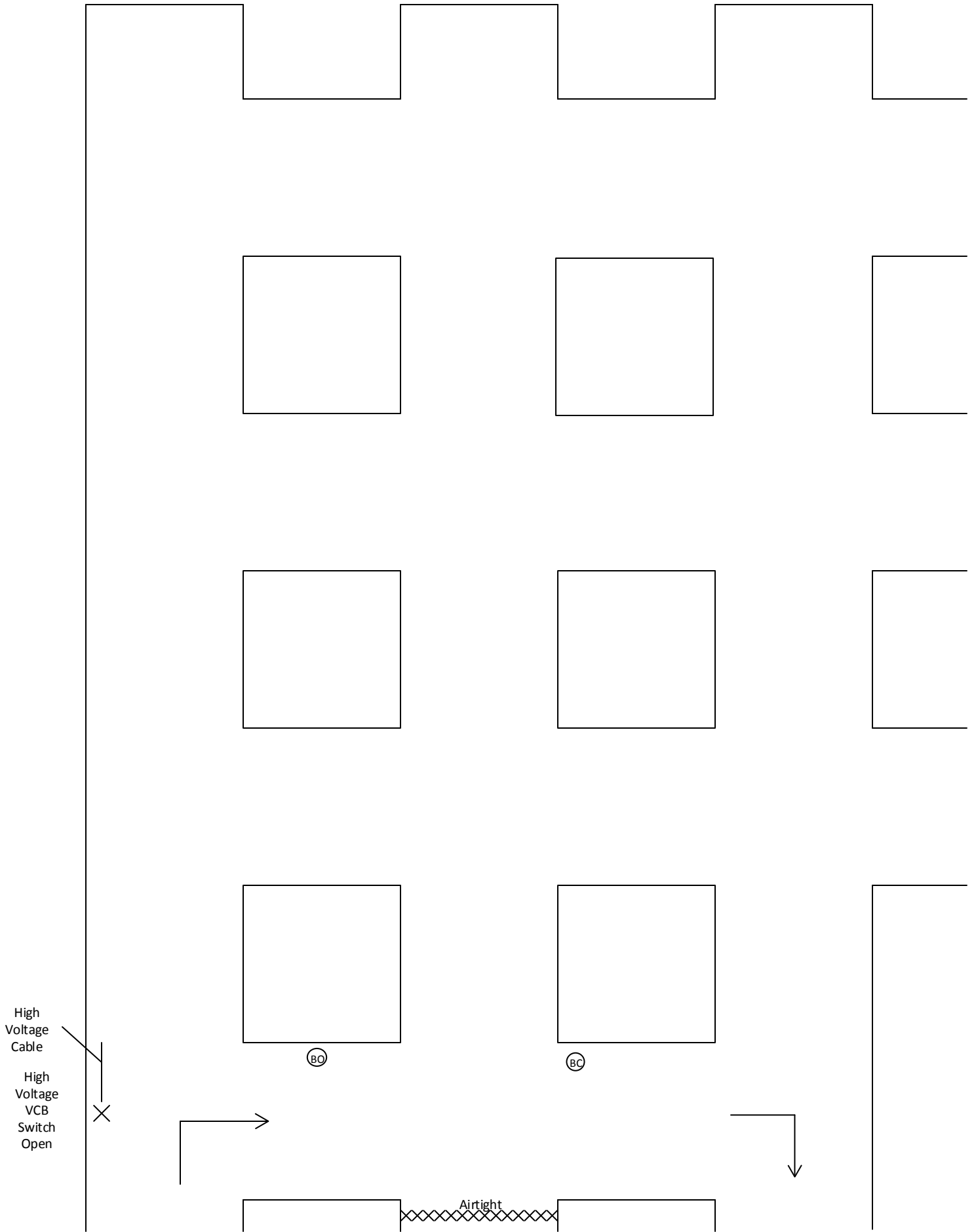
LUM encountered.

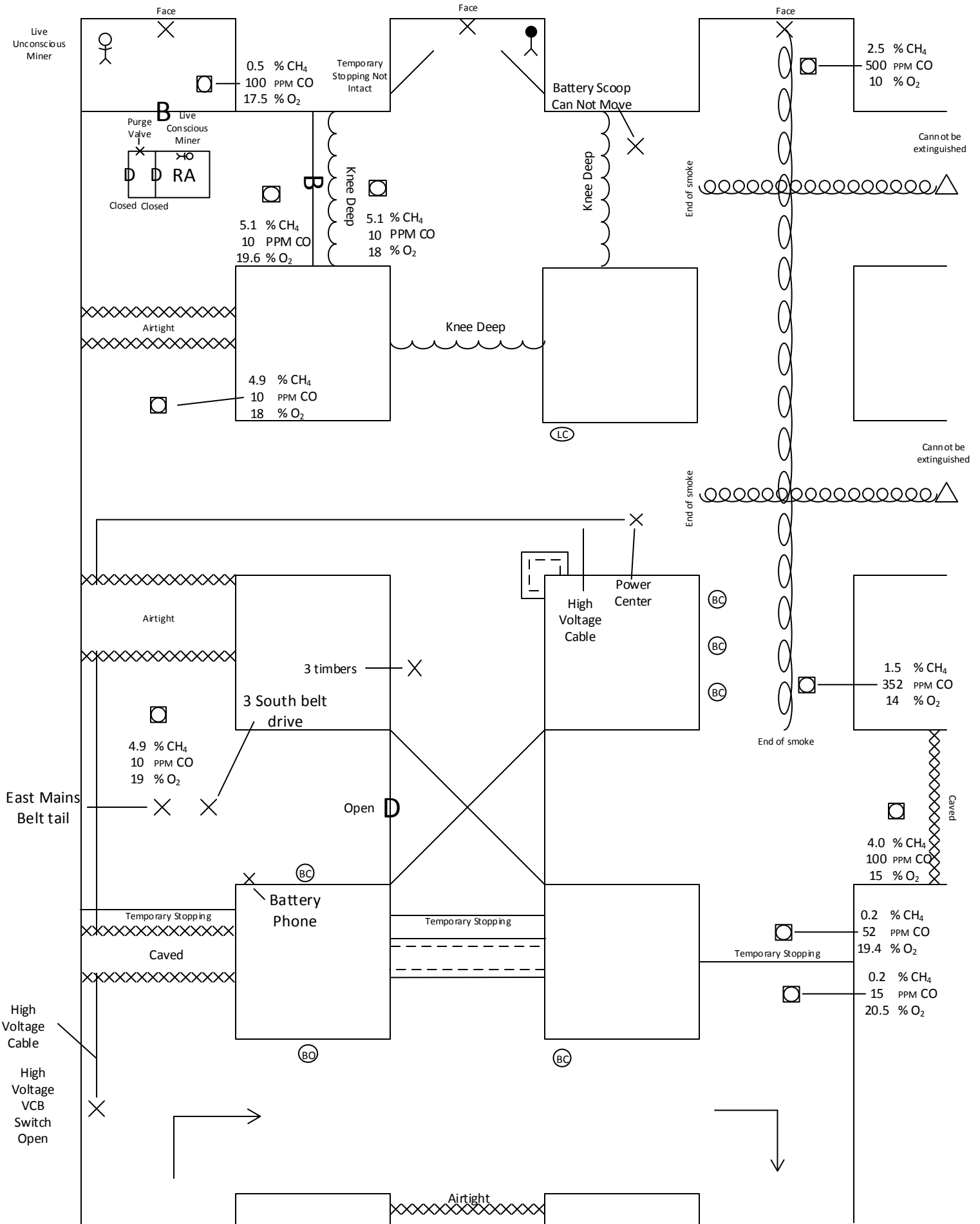
Teams must protect Pt. 2 with SCBA, and bring out on stretcher.

Estimated time for this problem is 60 minutes.

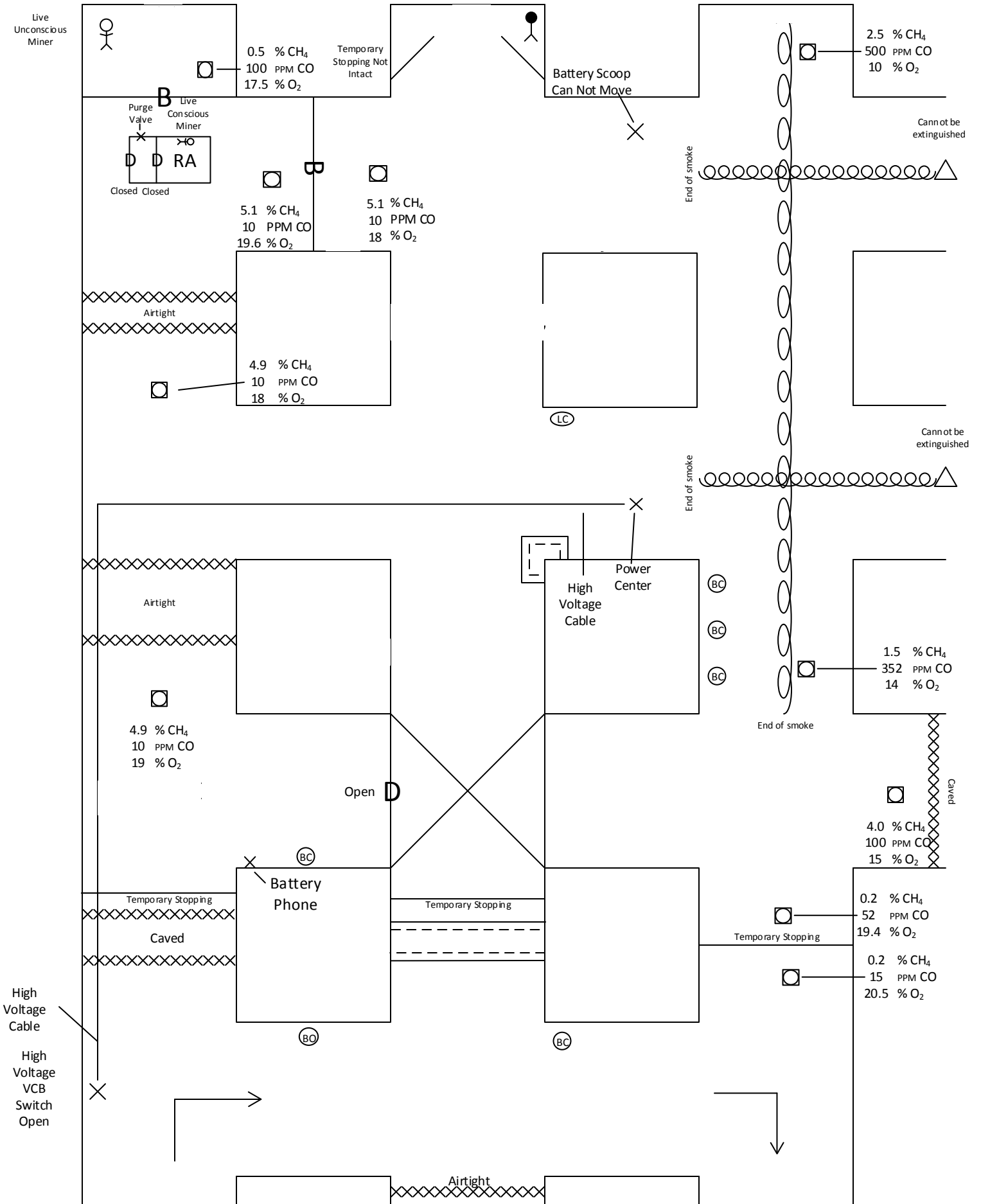
Problem:

1. Explore the entire mine if it can be done safely.
2. Account for 7 missing miners and bring any survivors to the Fresh Air Base.
3. Your team has 65 minutes to complete this problem.



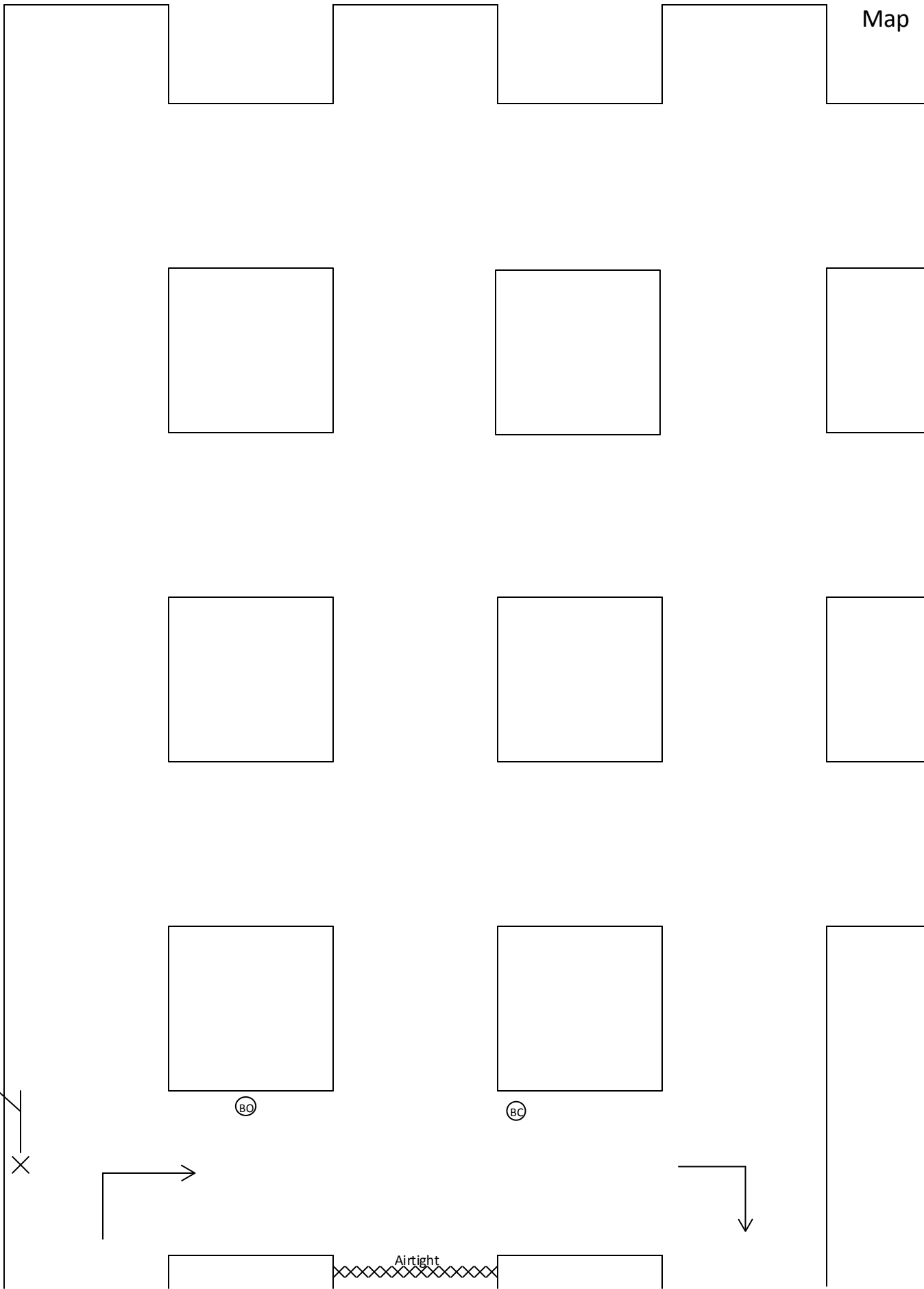


BO
MAP
KEY



Briefing
Officer
Map

High
Voltage
Cable
High
Voltage
VCB
Switch
Open



BO

BC

Airtight

