

Price Utah Day 2 Problem

Explore the entire mine if it can be done safely.

Account for 5 missing miners

2015 Price Utah Day 2

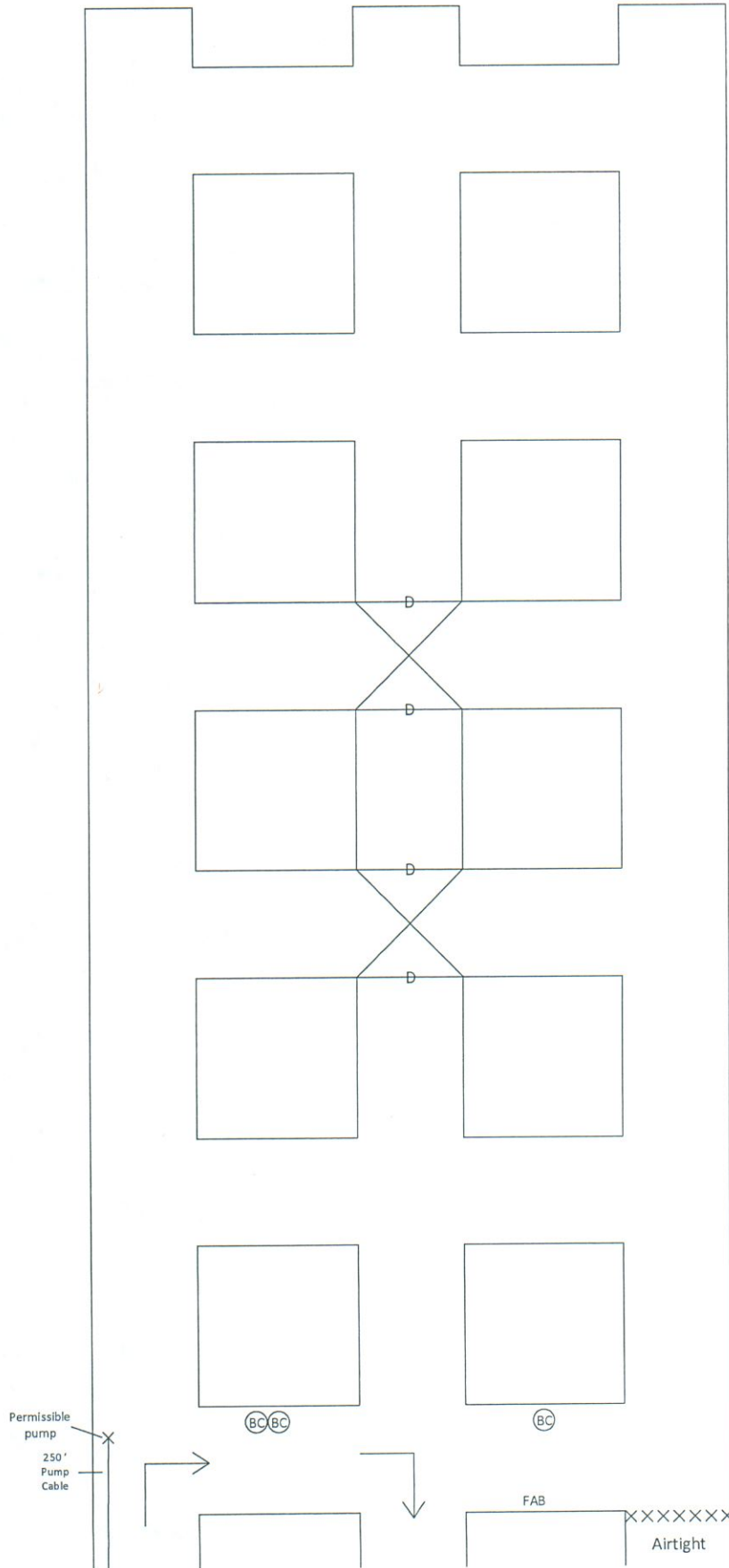
Thank you again for responding to our mine emergency. Yesterday, as you know, rescue teams accounted for 5 missing miners 1 the 2 left development section. Overnight , teams established a fresh air base in crosscut 16. There are 5 miners still Missing.

The Command Center is still outby the fresh air base and any electrical power needed is controlled by swatches in the command center.

The Surface Fan is running, exhausting, guarded and cannot be reversed.

All officials and backup teams are present. An up to date map will be provided for your team.

Final Vent



Price Utah Day 2 judges instructions

1. Initial opening checks of each entry.

2. Team stop 1/2, 1/5/6— teams required to pump water in 1 or 3 entry (1 temp stopping necessary outby team/water prior to pumping) Apparatus check required.

-if water pumped in 1 entry, cave in xc 1 made, team can proceed to **Stop 2/3** xc 2, cave inby xc 2 made, team can proceed across xc 2 to 2 entry **Stop 3/4**, team can make cave in 2 entry between xc 2 and xc 1, team can proceed across xc 2 to 3 entry to **Stop 4/5**. Now team should pump water in 3 entry and make **stops 1/5/6 and Stop 6/2**. But are not required to. (blocked in 3 entry). Both water in 1 and 3 are required to be pumped only to vent.

-If water pumped in 3 entry, teams can make **stop 1/5/6** and can airlock through xc 1 to 2 entry and make **stop 6/2**.

3. Team stop 7 — team will tie across xc 3 to 2 entry.

4. Team stop 8 — team can enter OC open door and tie outby in 2 entry to OC, team will tie across xc 3 to 1 entry. RA reached DI required at pt., can walk out with respiratory protection due to low O₂ in 1 entry.

5. Team stop 9 — outby unsafe roof made in 1 entry.

6. Team stop 10/11, 10/11/12 — optional due to gases in 1 and 3 entries inby xc 3. **10/11/12** — barricade made, response from barricade is " Help, get me out"

7. Team stop 11/12 — xc 4 will be tied across after all 3 intersections made and if captain made LC in 1 entry inby xc 4 team has materials to vent barricade in 3 entry.

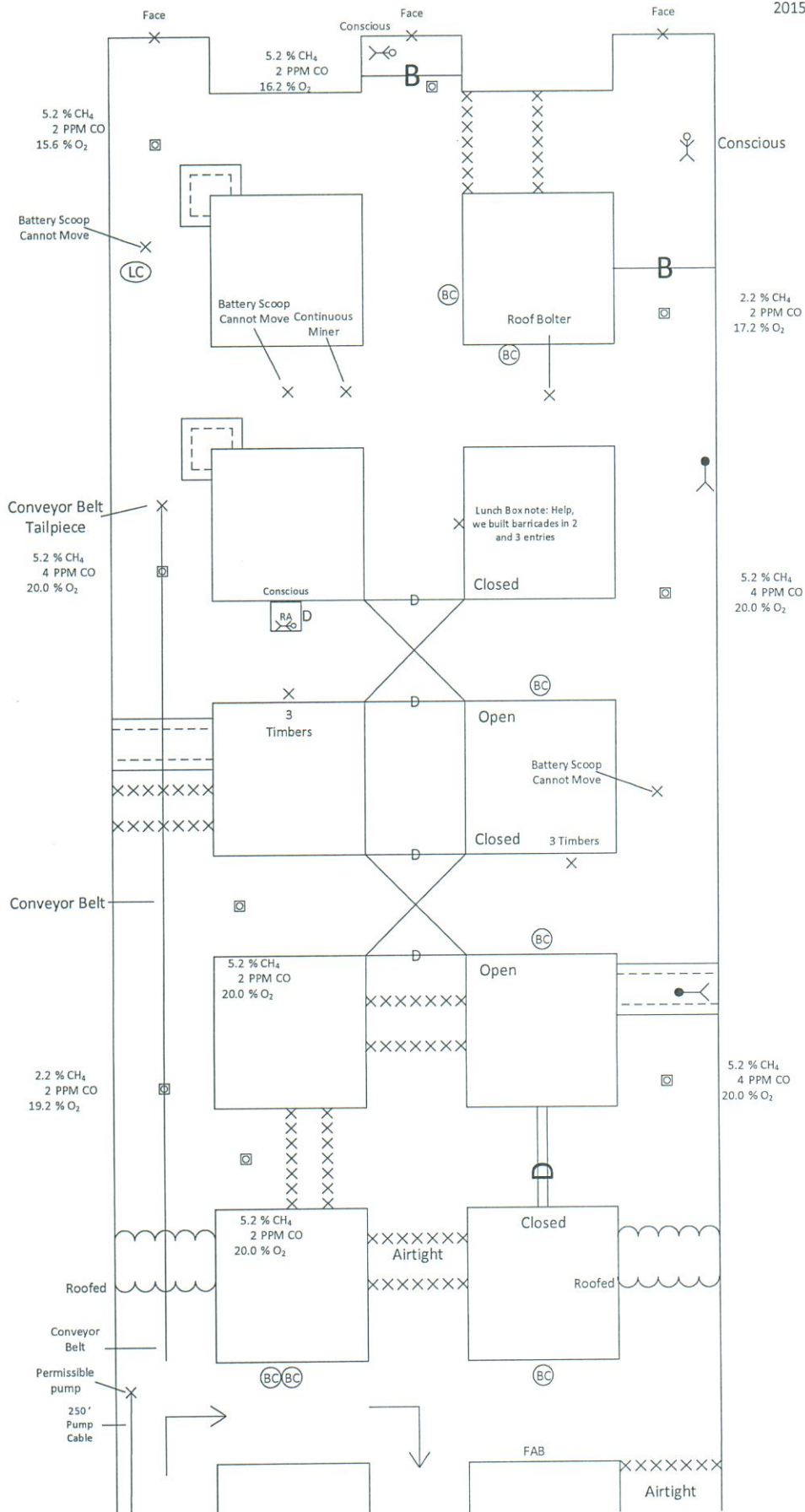
Vent 1 — team must timber unsafe roof in 3 entry between xc 1 and xc 2, required to remove explosive mixtures in xc 2.

Vent 2 — Team must timber unsafe roof in 1 entry to reach unexplored area between unsafe roof and cave to vent through, required to vent barricade in 3 entry.

8. Team stop 13 — team must airlock into barricade, pt. can walk out. Captain can make all areas inside barricade.

9. Team Stop 14/15 — team reached 2nd barricade (in 2 entry), response is " Help, it's airtight behind me". Once xc 5 has been explored, **stop 15/14** made, team can vent barricade, breach it and remove pt. (can walk)

10. Vent 3 — remove pt. from barricade 2, walk out.
End of problem



VENT 1

