

# **2016 TENNESSEE COVE LAKE MINE RESCUE CONTEST**



**DAY 1**

**WEDNESDAY, 8 JUNE**

**COVE LAKE STATE PARK  
CARYVILLE, TN**

## 2016 TENNESSEE COVE LAKE MINE RESCUE CONTEST

### Day 1 Superintendent Statement

Thank you for answering our call for help. You are at the Rocky Top Tennessee Coal Company Mine No. 1.

Last night 4 miners and a Foreman entered the mine to do maintenance on the 003 MMU. At 4 am the foreman said he heard a loud noise down toward the charging station where he had sent the scoop operator to change batteries.

He stated he was sending out three miners and he was going to find the scoop operator. He has not be able to be contacted since.

3 miners came to the surface via the intake escapeway but stated they heard what sounded like a roof fall as they traveled out.

You are currently at the fresh air base located at mouth of the 003 section panel.

This mine has a history of methane liberation, accumulations of water, and bad roof.

This mine is on a blowing ventilation system and the fan is on and can not be turned off due to ch<sub>4</sub> accumulating in other areas of the mine if shut off. The fan is being monitored and guarded. The ventilation is short circuited at the FAB.

No electrical power is currently available but we have electricians working on the problem. The team will be notified when power is available to pump water, etc.

All authorities have been notified.

The seam height is 7 foot. All outby areas have been explored and the mine map is up-to-date.

There is a trained mine rescue team here as a back up.

We have trained lifeline judges.

Please find the missing miners, thank you and good luck.

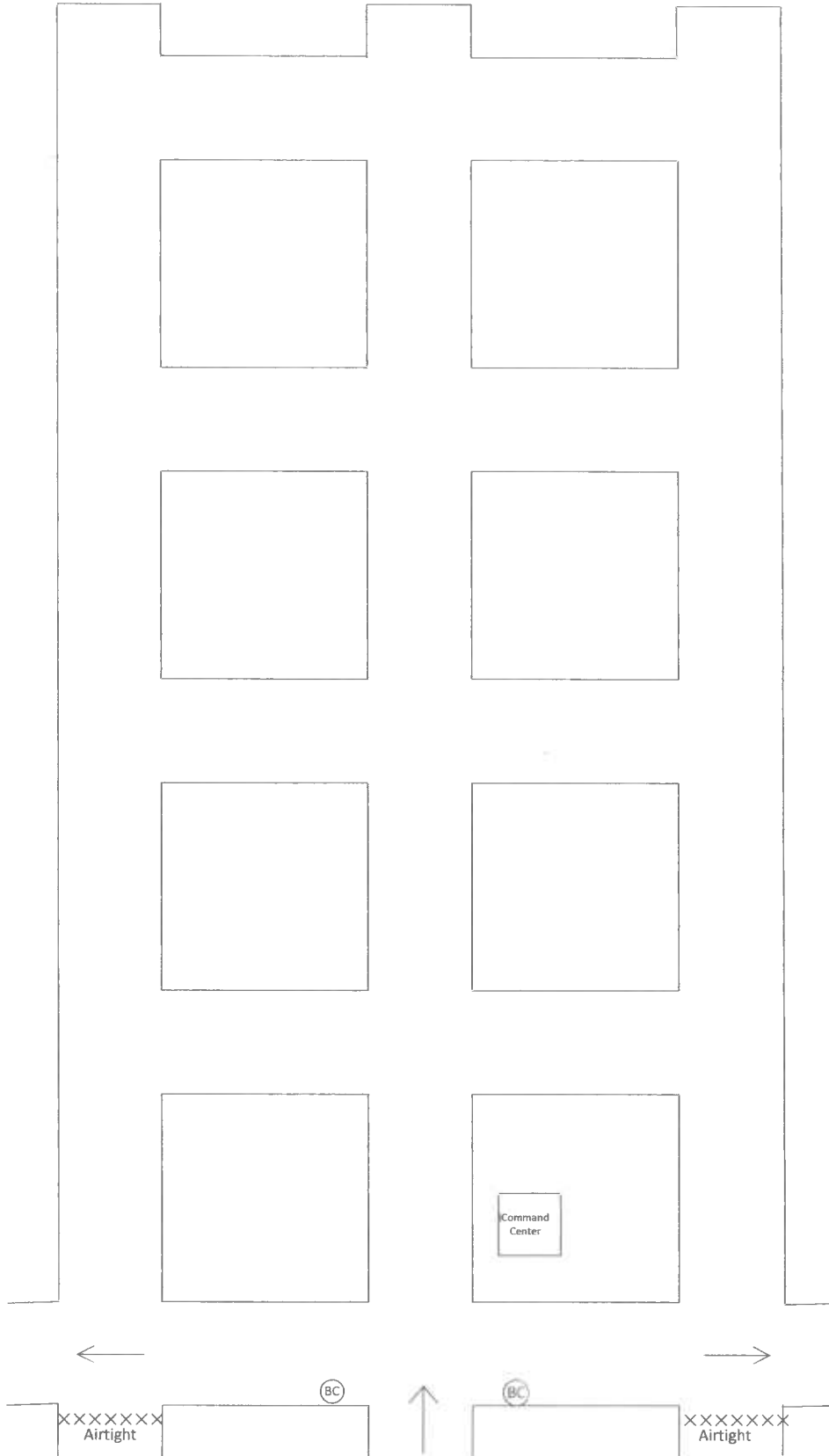
## **PROBLEM**

**ACCOUNT FOR ALL MISSING  
MINERS AND BRING SURVIVORS  
TO THE F.A.B.**

**EXPLORE ALL AREAS OF THE MINE  
THAT CAN BE DONE SAFELY**

**TEAMS CAN ONLY CARRY TWO  
SETS OF BRATTICE CLOTH WHILE  
ADVANCING OR RETREATING**

CCA Map

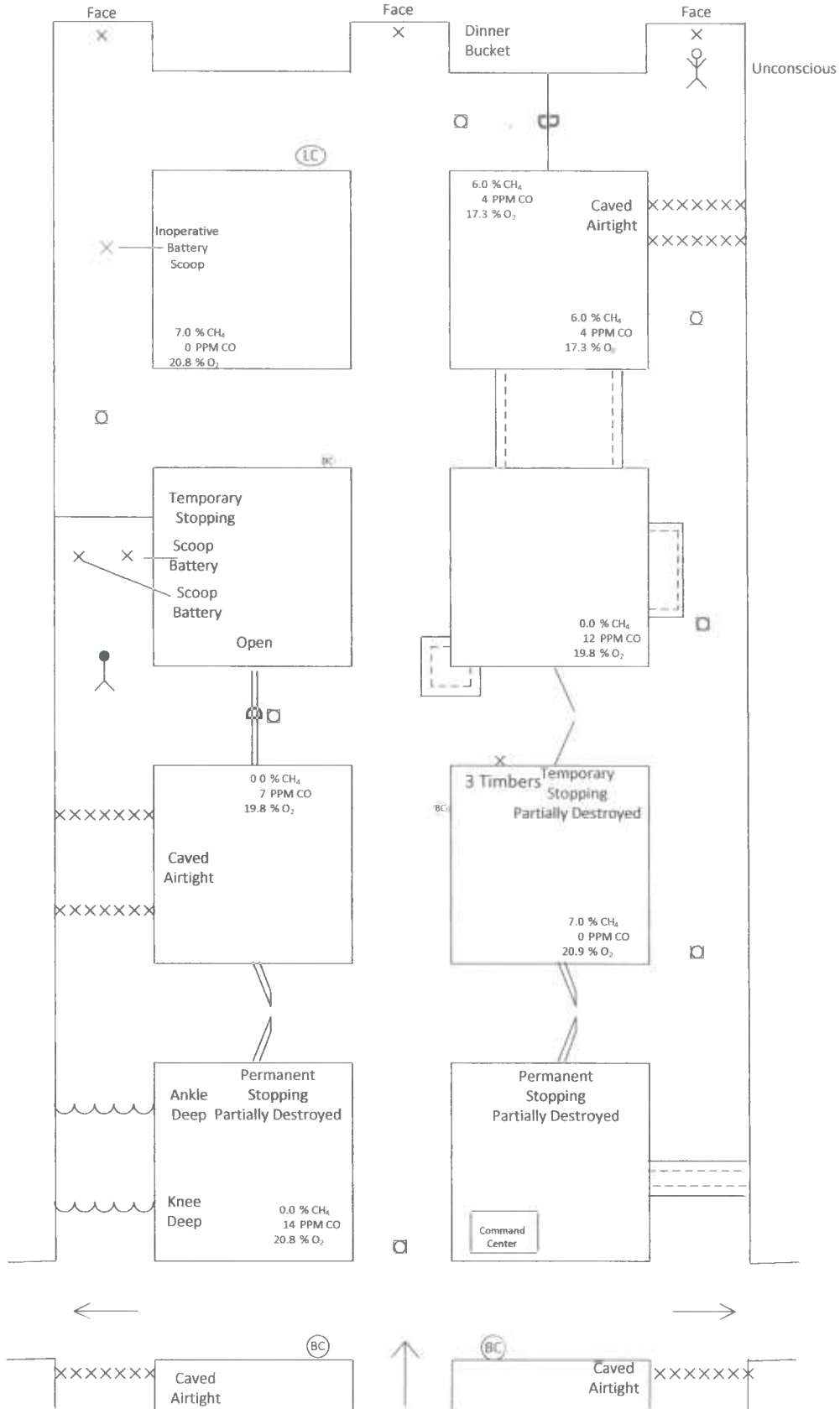


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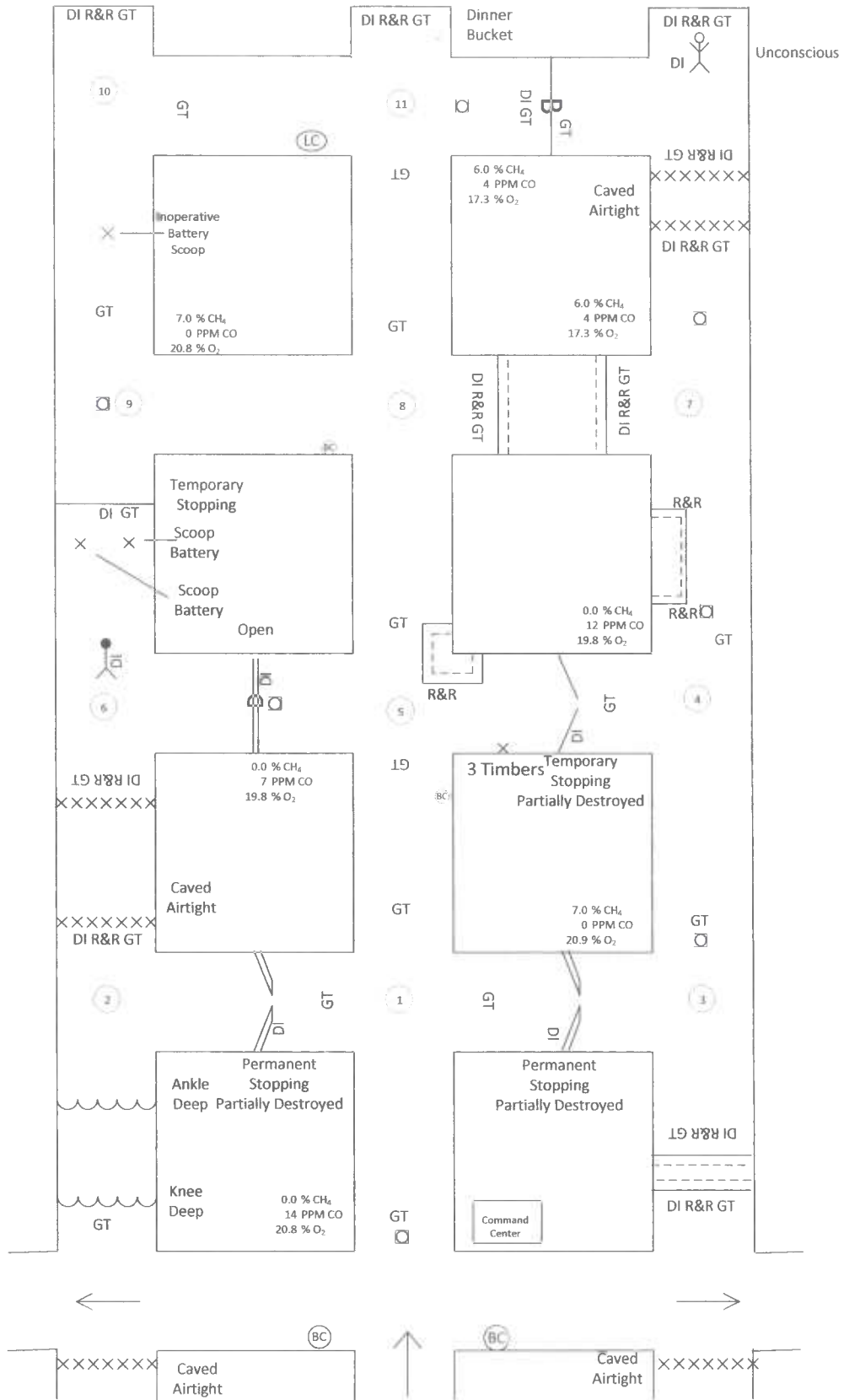
Score Electronic Map

Score BO Map





Scale: 1"=10'



Scale: 1"=10'

### Team Stop #1

After team checks all openings at FAB team will advance in the No. 1 or No. 2 entry to the first intersection.

The 50 foot team check must be made at this stop.

If team advances in the No. 1 entry, they will examine inby to the "Caved Airtight" and the right crosscut.

### Team Stop #2

Team will advance to the No. 2 entry in the first crosscut. Team will check inby and outby and the crosscut between 2 and 3.

### Team Stop #3

Team will advance into the No. 3 entry in the first crosscut. They will find a contaminant (7% CH<sub>4</sub>) inby in the No. 3 entry and will tie outby to the loose roof. The Captain will do an R & R test. Gas test will be made in both locations.

### Team Stop #4

The team can advance up either the No. 2 or 3 entry. If the team will advance up the No. 3 entry to the next crosscut they will examine the crosscut to the left and straight inby the No. 3 entry. They will find a "Partially destroyed" stopping in the crosscut and a gas placard with a contaminant (12 PPM CO) in the No. 3 entry.

### Team Stop #5

The team will tie across into the No. 2 entry. The Captain must do a R & R test of the entire intersection before anything is done at this team stop. It can be done as the team is moving to this team stop. The team will find clear air inby the No. 2 entry and will find a permanent stopping in the crosscut between 1 and 2 with a door open.



### Team Stop #6

The team will advance into the No. 1 entry in by the stopping. The team will find a "body" as they enter and the Captain must acknowledge it before passing it. The team will tie back to the "caved airtight" and to the permanent stopping in by in the No. 1 entry. Gas test and R&R test will be taken at these locations.

### Team Stop #7

The team will advance back over to the No. 3 entry where there is a contaminant or the No. 2 entry which is adjacent to it. If team travel up No. 2 entry they will have to return back to the No. 3 on the next team stop. If the team travels to the No. 3 entry, they will advance up to the 3<sup>rd</sup> crosscut in No. 3 entry. They will find "loose roof" in the left crosscut and both an irrespirable and contaminant in by in the No. 3 entry up to the caved airtight.

### Team Stop #8

The team will retreat and then advance up the no 2 entry to the 3<sup>rd</sup> intersection. The team will find a "loose roof" in the right crosscut and clear air in both the left crosscut and in by the No. 2 entry.

### Team Stop #9

The team will tie across into the No. 1 entry in the 3<sup>rd</sup> crosscut. They will find an explosive range of gas in the intersection, the temporary stopping out by and an inoperative scoop in by in the No. 1 entry.

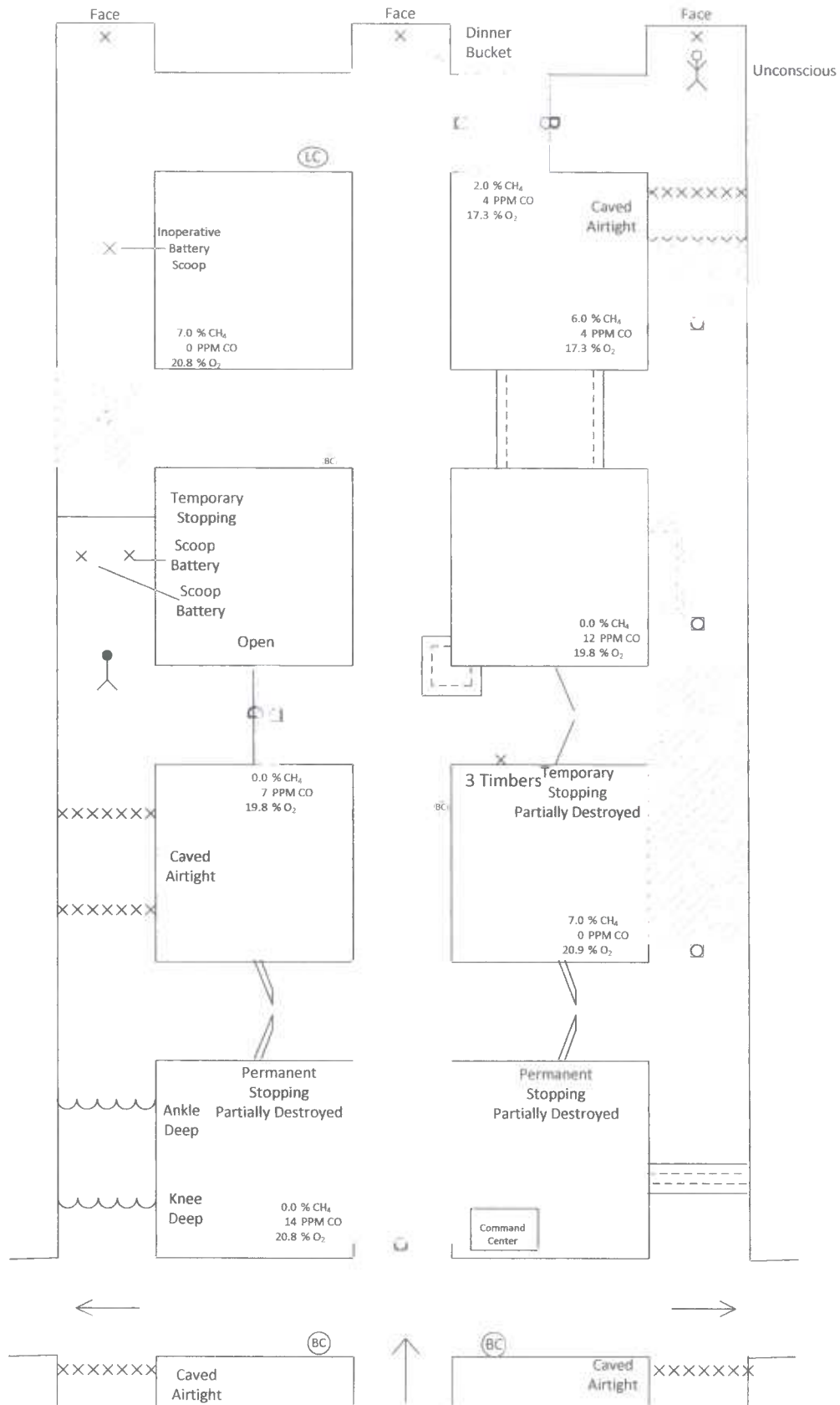
### Team Stop #10

The team will advance into the No. 1 entry in the 4<sup>th</sup> crosscut. They will find a face in by. The captain will R&R and Face test and gas test will be taken in the face and crosscut.

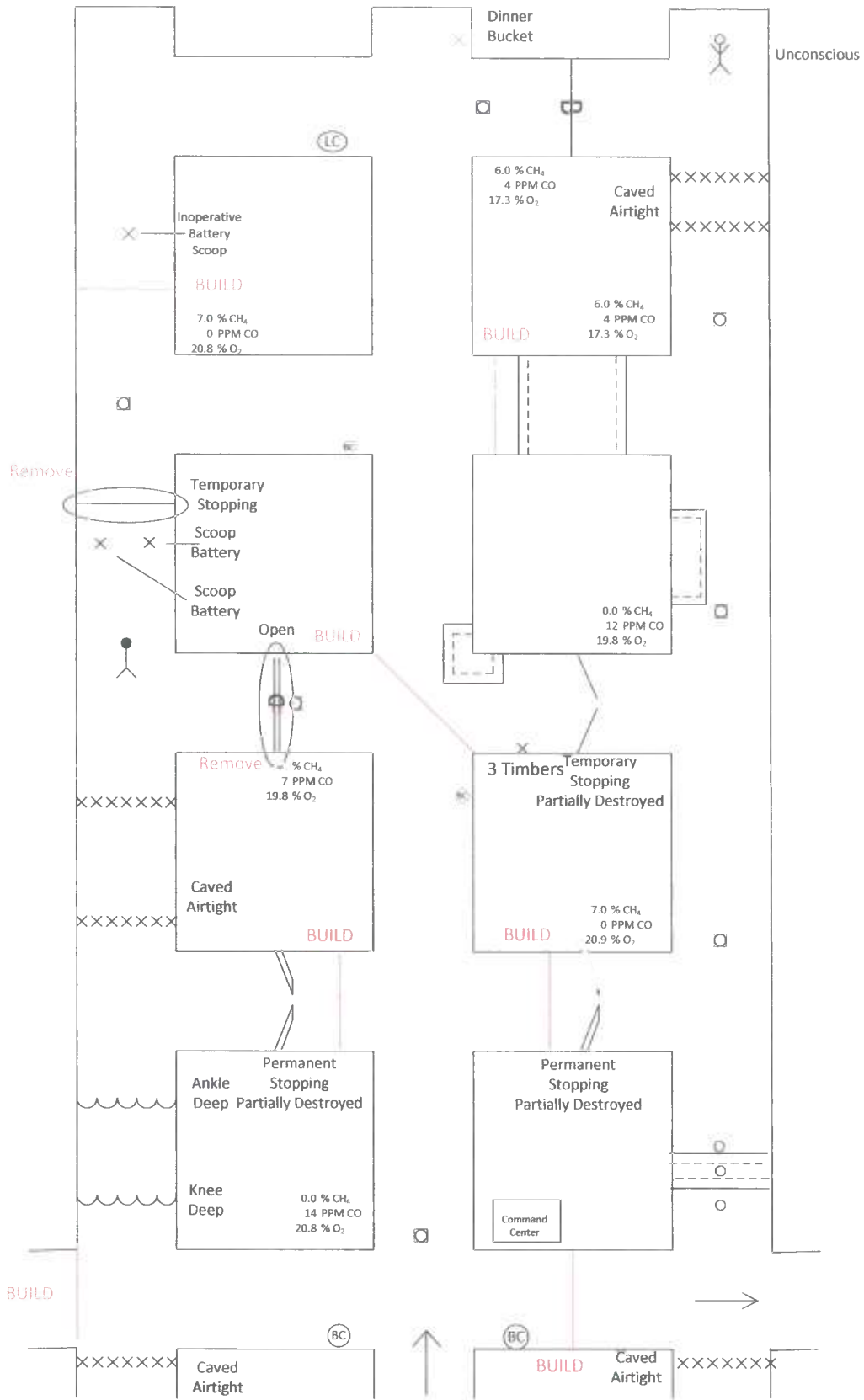
### Team Stop #11

The team will then advance across into the No. 2 entry to the 4<sup>th</sup> crosscut. They will find a contaminant and irrespirable gas in the right crosscut in front of a Barricade. At this point the team will have to ventilate.

# Gas Extent



Scale: 1"=10'



Scale: 1"=10'

