

2016 Price Utah Written Statement

Thank you for responding to our mine emergency. Last night 5 miners were working in the 2 west section. They reported a major fault had occurred in the power center in the section and asked for the power to be cut off in the mine. A fresh air base has been established in crosscut 20.

A Command Center has been set up outby the fresh air base. No power is available at this time but the electrical crew is working on it. Your team will be notified when power is available for your team.

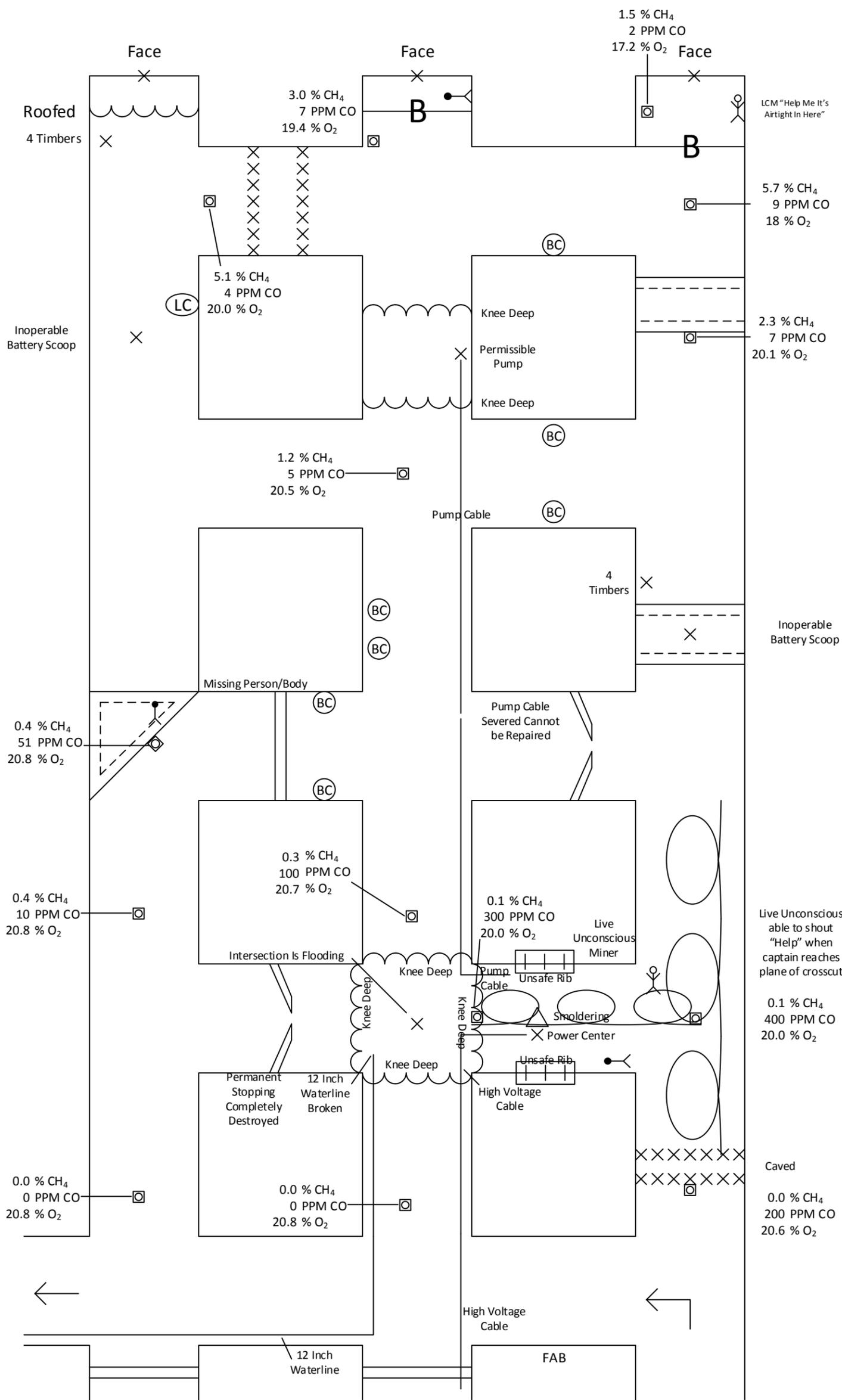
The fan on the surface is running, exhausting, guarded and cannot be reversed.

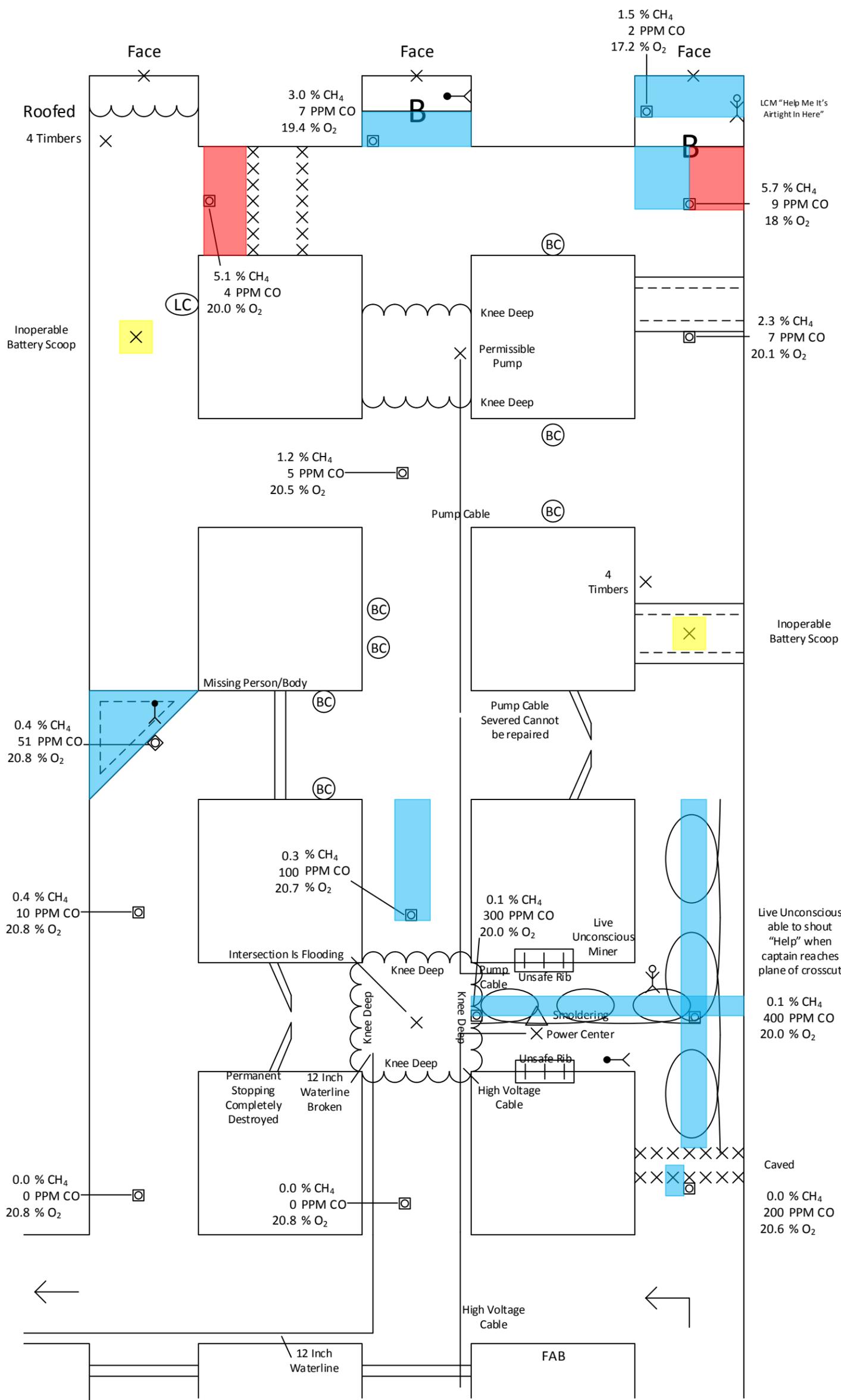
All officials and backup teams are present.

The mine map is up to date.

Price Utah 2016 Written Problem

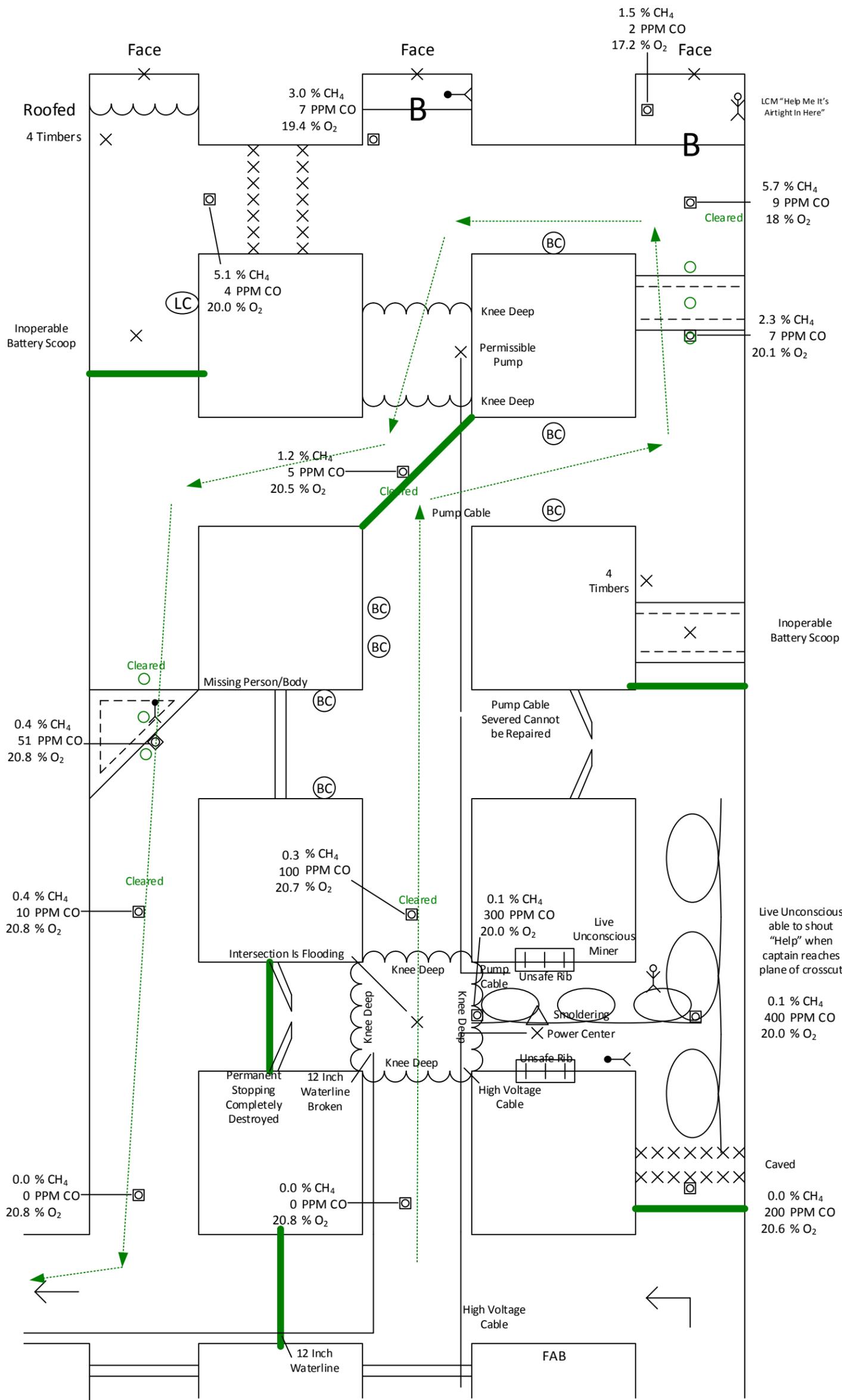
Account for the 5 missing miners.



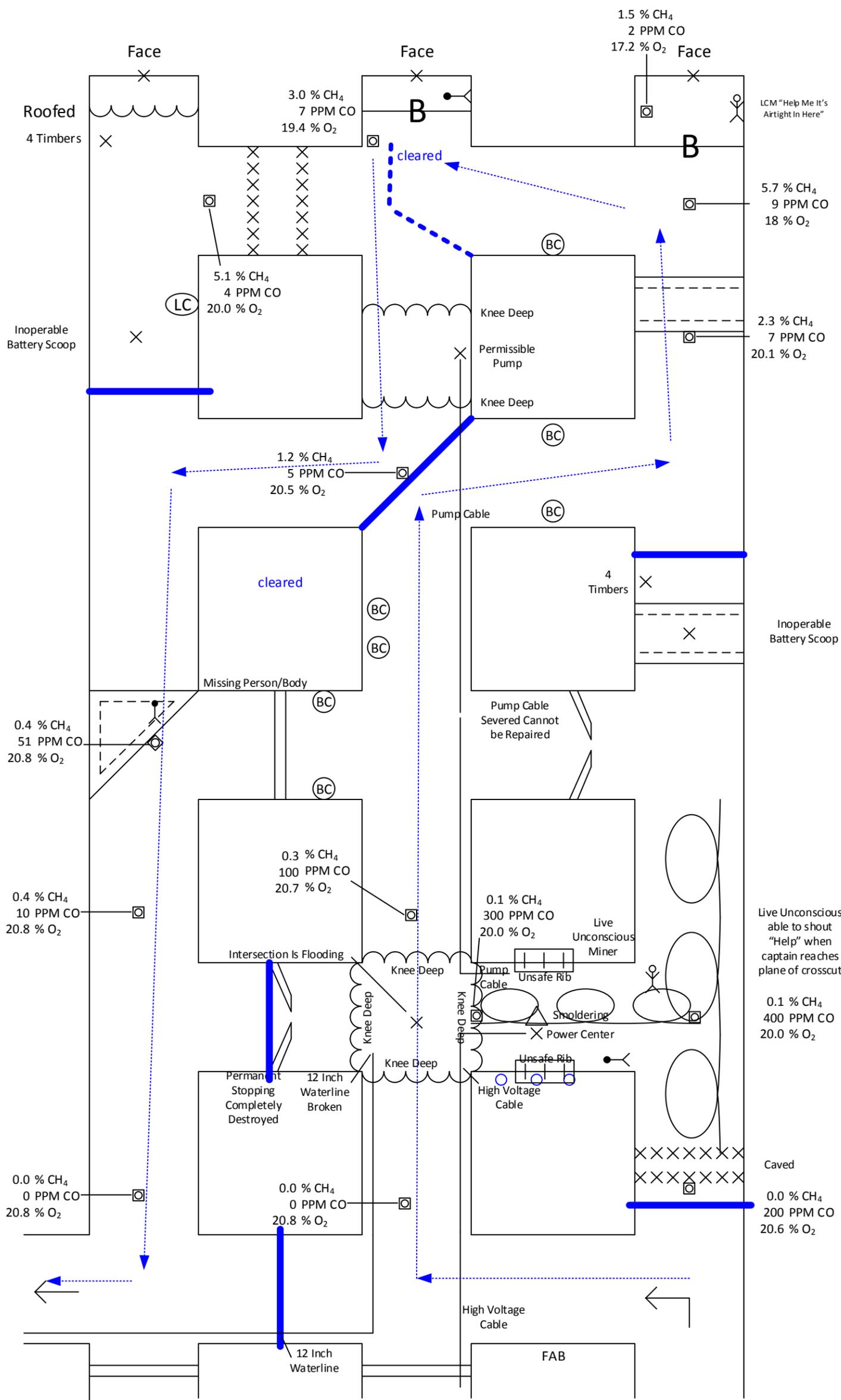


Water in 2 entry goes over knee deep as soon as # 5 team member advances into crosscut 1 toward 3 entry and remains for remainder of problem

VENT 1

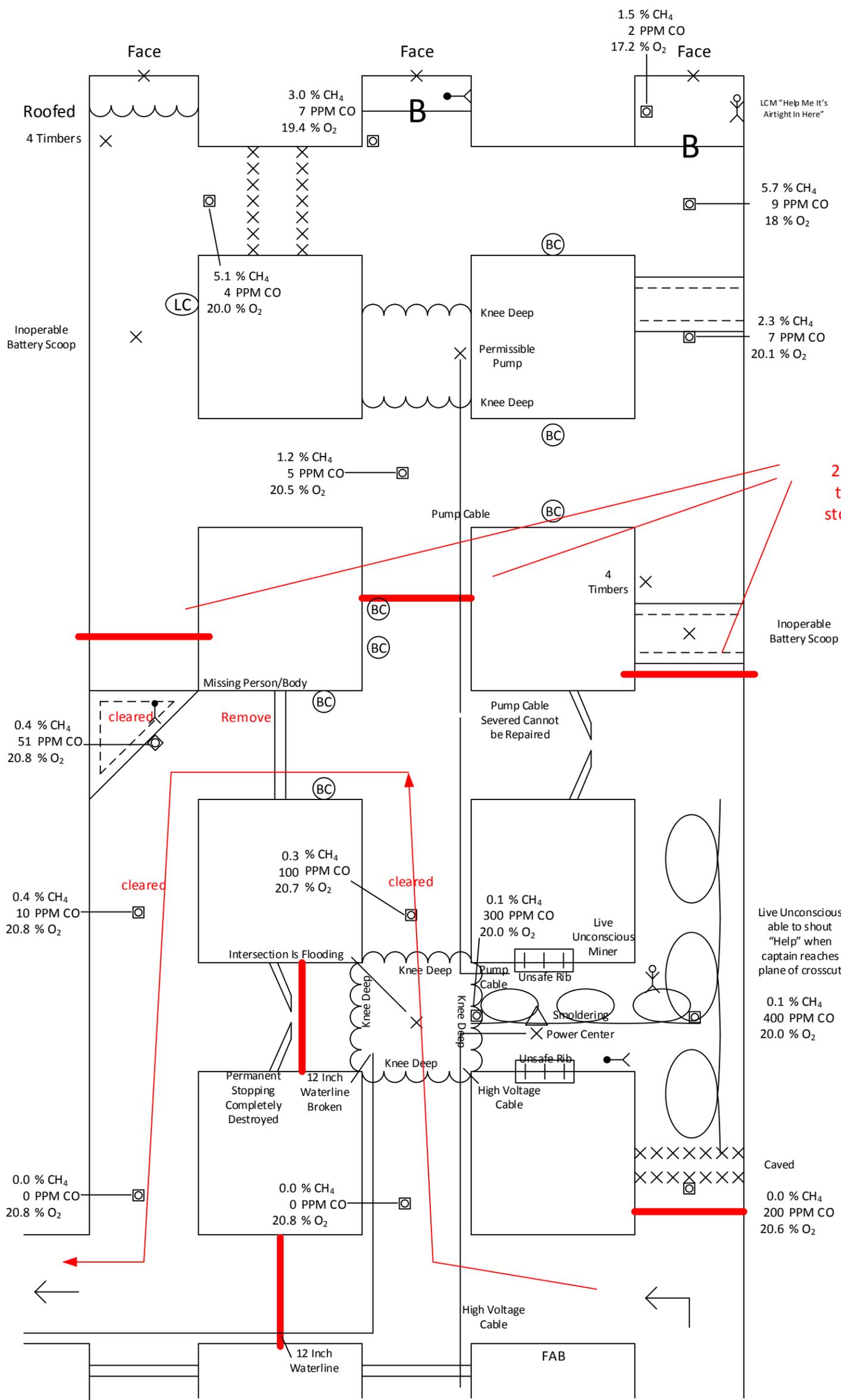


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Live Unconscious able to shout "Help" when captain reaches plane of crosscut

Water in 2 entry goes over knee deep as soon as # 5 team member advances into crosscut 1 toward 3 entry and remains for remainder of problem



Vent 1
ALT

2 of these 3
temporary
stoppings are
required

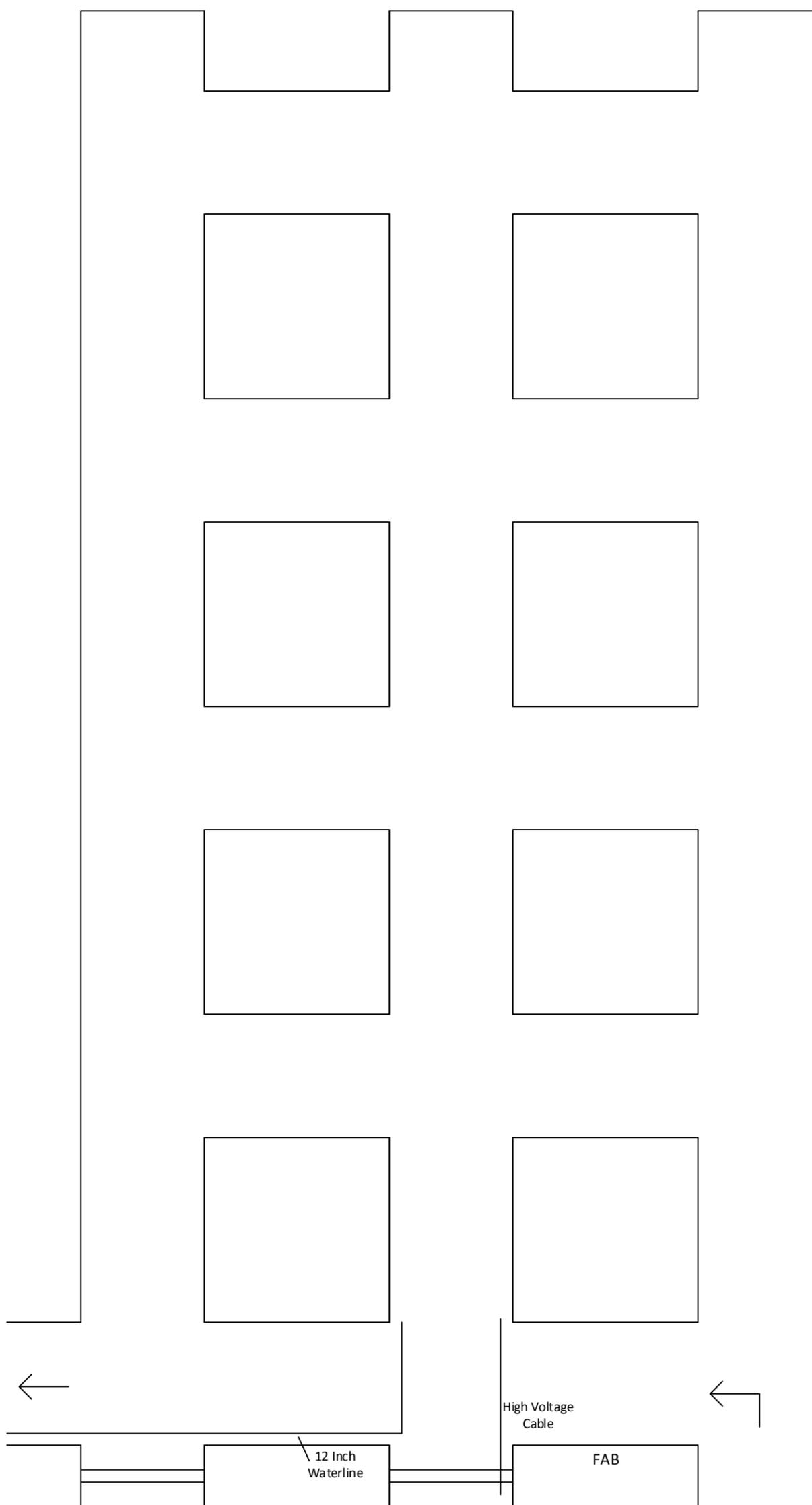
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of problem

Final Vent
Team Name

Captain
Signature

Chief Judge
Name: Print



Price Utah 2016 Judges Instructions

1. Initial opening checks of each entry. Contaminant found in 3 entry.
2. Team stop 1 - (apparatus check required) In 2 entry (Rule 44) Contaminant in 3 entry
Team must travel to entry 3 after breaking all planes. As soon as # 5 member exits intersection water placards change to over knee deep. Team in smoke (all members must stay on lifeline) Radio teams must install lifeline through smoke. Zig zag roof test required through unsafe ribs, fire can be extinguished. As captain approaches 3 entry plane, patient shouts "Help" then becomes unconscious. Team is in verbal contact with patient.
3. Team stop 2 – Pt. required to be put under apparatus and on stretcher. Team is blocked from retreating back through water and cannot retreat out 3 entry. Must explore inby to take Pt. to FAB.
4. Team stop 3 – Team is out of smoke. All normal areas can be explored, inby intersection to unsafe roof etc. Team must advance to 2 entry.
5. Team stop 4 – Team can explore all normal areas and must advance and build airlock to continue to 1 entry.
6. Team stop 5 – Captain must do zig zag RR test through intersection and break outby plane. Missing person can be seen in unsafe diagonal roof. Team must advance outby in 1 entry.
7. Team stop 6 – All areas can be explored. Team must advance outby to FAB to deliver Pt. Team must travel to 2 entry and advance inby XC 2 (Rule 44) Contaminant in 1 entry.
8. Team stop 7 – All areas can be explored. Team must travel to 1 entry.
9. Team Stop 8 – All areas can be explored. Teams must travel to 3 entry.
10. Team Stop 9 – All areas can be explored. Contaminant found in 3 entry, inby xc 3 and unsafe roof. 4 timbers found outby. Captain can make unsafe roof after discovering timbers. Team must retreat to 1 entry crosscut 2 and set timbers and touch, assess missing person (body) and DI. Team must advance in 2 entry inby XC 3.
11. Team Stop 10 – Team finds irrespirable inby and barricade without response. Can't Vent yet.
12. Team stop 11 – Team finds explosive and irrespirable gases, barricade with response, but can't vent barricade yet. Must advance to 1 entry.
13. Team stop 12 – Team finds 4 timbers. And water roofed. Now has means to vent Barricade in 3 entry.
Team should timber through unsafe roof in 3 entry between XC 3 and 4. If team uses timbers in unsafe roof in 3 entry between xc 2 & 3 see Alt. Vent 1
Vent 1 - team can vent barricade in 3 entry safely by building temp. stoppings; in xc 1 1-2e, 3e inby FAB, a diagonal (/) in 2 entry at xc 3, in 1 entry inby xc 3 (or in xc 4 1-2e), in 3 entry outby xc 3, and in FAB 1-2e (vent change) Rule 30 F
Team can breach barricade without airlock and bring LCM to FAB.
Vent 2 - Team can use line curtain to vent barricade in 2 entry. Must airlock into barricade.
Alt. Vent 1 – Teams must clear irrespirable gas in 2 entry between xc 1 and 2 out 1 entry in order prior to sending irrespirable inby xc 3 in 3 entry to vent barricades (3 separate ventilations required)
Vent 1 becomes Vent 2, Vent 2 becomes Vent 3.

End of Problem