

**2018
KENTUCKY
RIVER MINE
RESCUE
CONTEST
DAY 2**

**KENTUCKY RIVER MINE RESCUE CONTEST
SUPERINTENDENT STATEMENT DAY 2
JUNE 14, 2018**

Thank you for coming to help us. You are located at the fresh air base of the Haz-Co #1 mine. This is a very large mine with multiple working sections and interconnected fans and air courses.

A mine rescue team was able to explore to the area inby the area you will be exploring. They were stopped by water in the number 1 entry, and unsafe roof in the number 2 and number 3 entries. Another team was able to setup a safe return and intake inby that you can use to ventilate through.

The outby fan is exhausting and ventilating the fresh air base.

The inby fan is off. Due to automatic closing doors the inby fan must be running in order to ventilate through the area you will be exploring.

The mine has a history of bad roof, water and methane. The mine maps are up to date. We have a competent life line person to give and take life line signals if necessary.

Please find the 4 missing miners that were in this area of the mine that you will be exploring. Thank you and good luck.

PROBLEM DAY 2

THE OUTBY FAN CANNOT BE REVERSED OR TURNED OFF. DO NOT STALL EITHER FAN, AS IT WILL CAUSE DAMAGE TO THEM.

IF THE OUTBY IS RUNNING AND THE AREA IS NOT AIR LOCKED IT WILL MOVE AIR THROUGH THE AREA YOU ARE TO EXPLORE.

TO PREVENT STALLING ONE FAN HAS TO BE BLOWING AND THE OTHER EXHAUSTING WHEN USING BOTH FANS.

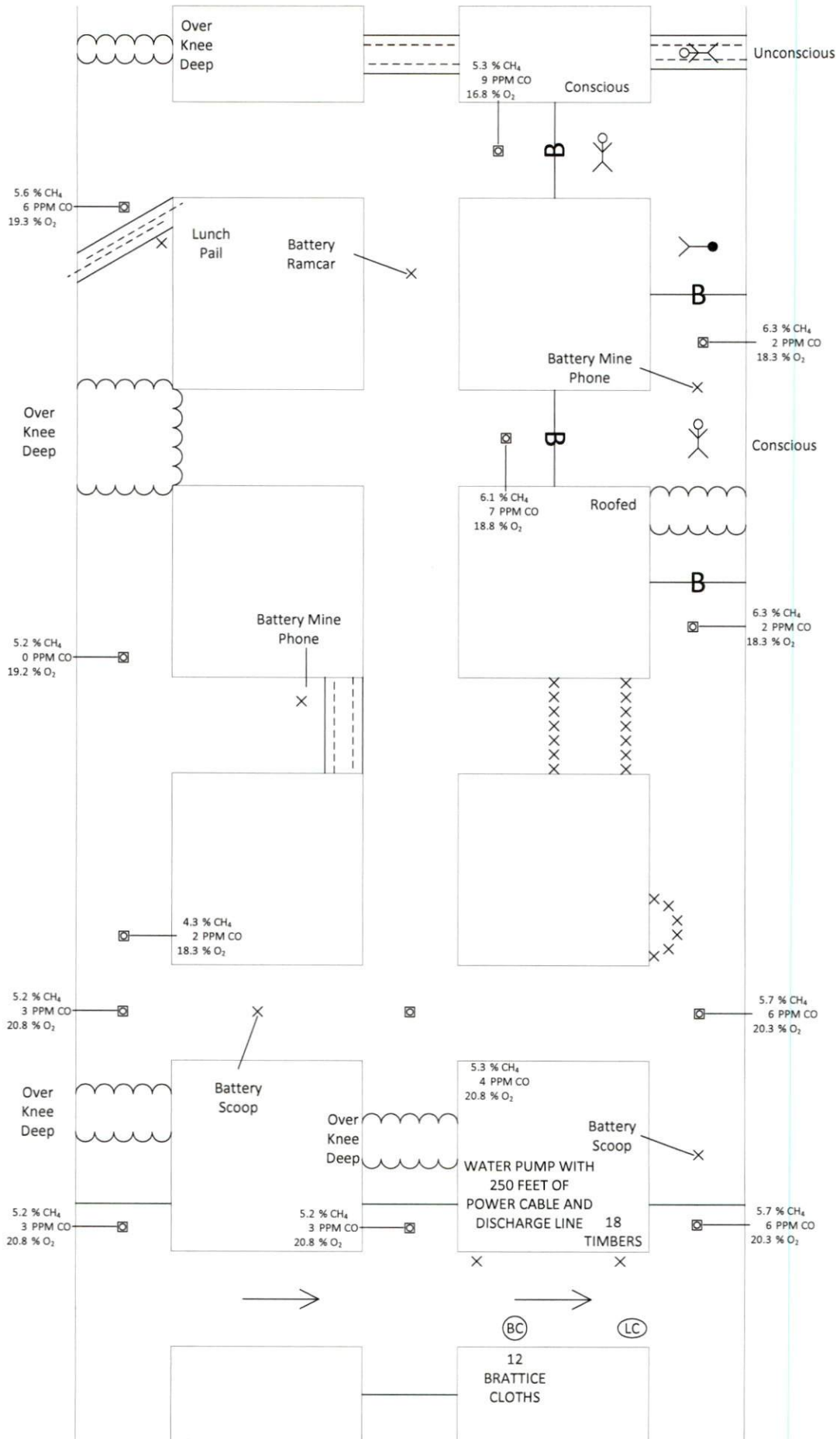
THE RETURN AND INTAKE OUTBY THE FAB AND INBY AREAS HAVE BEEN EXPLORED AND IS SAFE TO VENTILATE THROUGH.

ACCOUNT FOR ALL 4 MISSING MINERS THAT ARE IN THE AREA YOU ARE EXPLORING AND BRING SURVIVORS TO THE FAB.

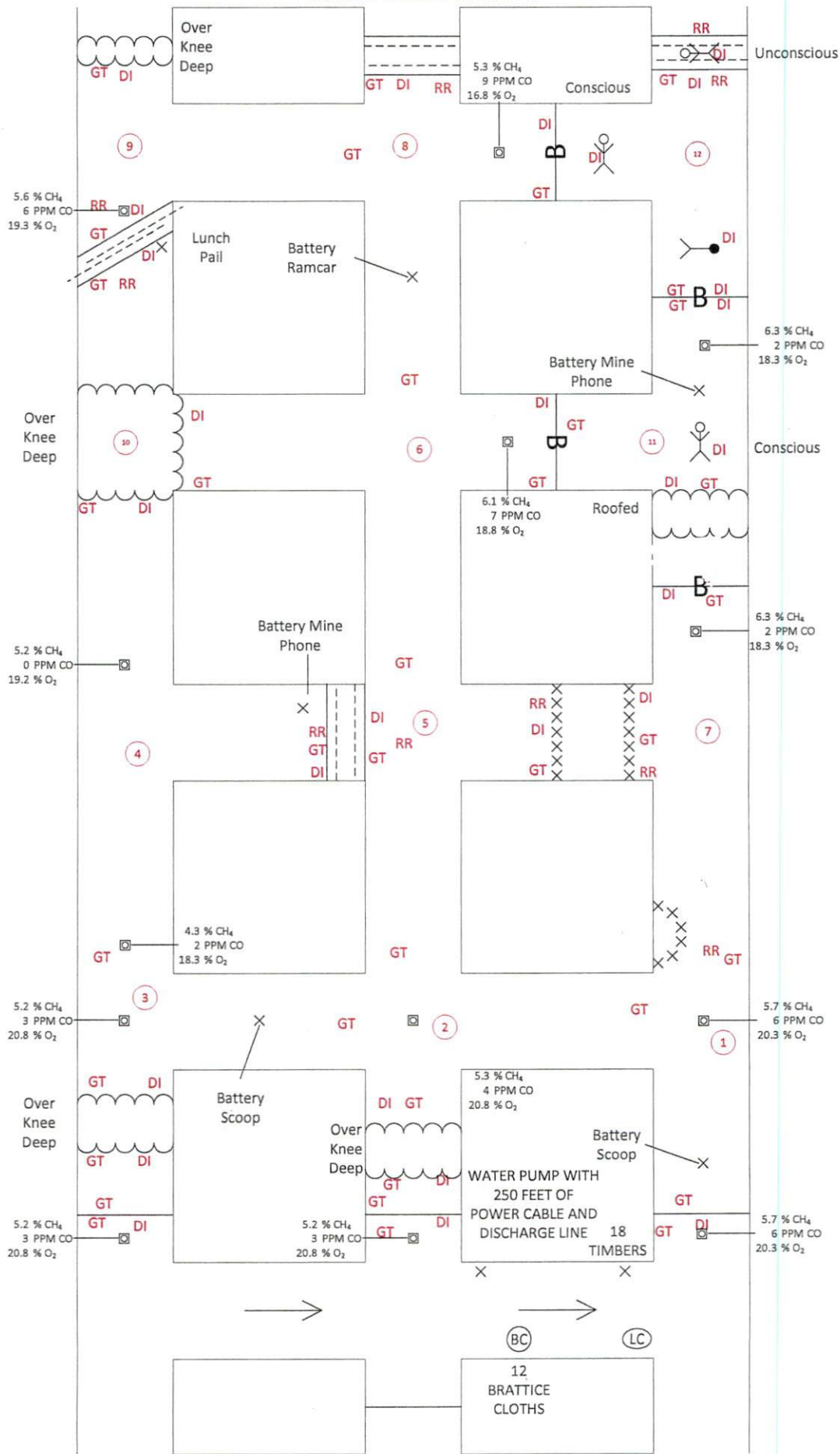
EXPLORE ALL AREAS OF THE MINE THAT CAN BE DONE SAFELY

WHEN THE TEAM IS TRAVELING THEY CAN ONLY CARRY 2 TIMBERS PER WORKING TEAM MEMBER AND THEY MUST CARRY THEIR OWN TIMBER IN THEIR HANDS. BRATTICE CLOTH AND LINE CURTAIN MUST BE EITHER CARRIED IN THE HAND OR ON THE STRETCHER. NO THROWING, KICKING, PITCHING ETC. OF THE TIMBERS, WATER PUMP, BRATTICE CLOTH OR LINE CURTAINS BY THE TEAM MEMBERS.

KENTUCKY RIVER DAY 2 PROBLEM MAP



KENTUCKY RIVER DAY 2 TEAM STOP



KENTUCKY RIVER MINE RESCUE CONTEST DAY 2
JUDGES BRIEFING

Note the teams can use line curtain to remove gases in front of temporary stoppings at any point after the clock started.
Number 1 entry GT DI Airlock GT inby stopping GT DI at water.

Number 2 entry GT DI Airlock GT inby stopping GT DI at water.

Number 3 entry GT DI Airlock GT inby stopping

Team Stop 1

Crosscut between 2 & 3 GT

Inby RR Zig-Zag GT DI

Team Stop 2

Inby GT

Crosscut between 1 & 2 GT

Outby GT DI

Team Stop 3

Inby GT DI

Outby GT DI

Team Stop 4

Inby GT DI

Crosscut between 1 & 2 GT DI RR

Team Stop 5

RR Zig-Zag intersection

Inby GT

Crosscut between 2 & 3 GT DI RR

Crosscut between 1 & 2 GT DI

Team Stop 6

Inby GT

Crosscut between 2 & 3 GT DI

Crosscut between 1 & 2 GT DI

Team Stop 7

Crosscut between 2 & 3 GT DI RR

Inby GT DI

Team Stop 8

Crosscut between 2 & 3 GT DI

Crosscut between 1 & 2 GT

Inby GT DI RR

Team Stop 9

Outby GT DI RR

Inby GT DI

Team Stop 10

Inby GT DI RR

Outby GT

Line Curtain 1

Line Curtain 2

Pump 1

Ventilation 1

Pump 2

Ventilation 2

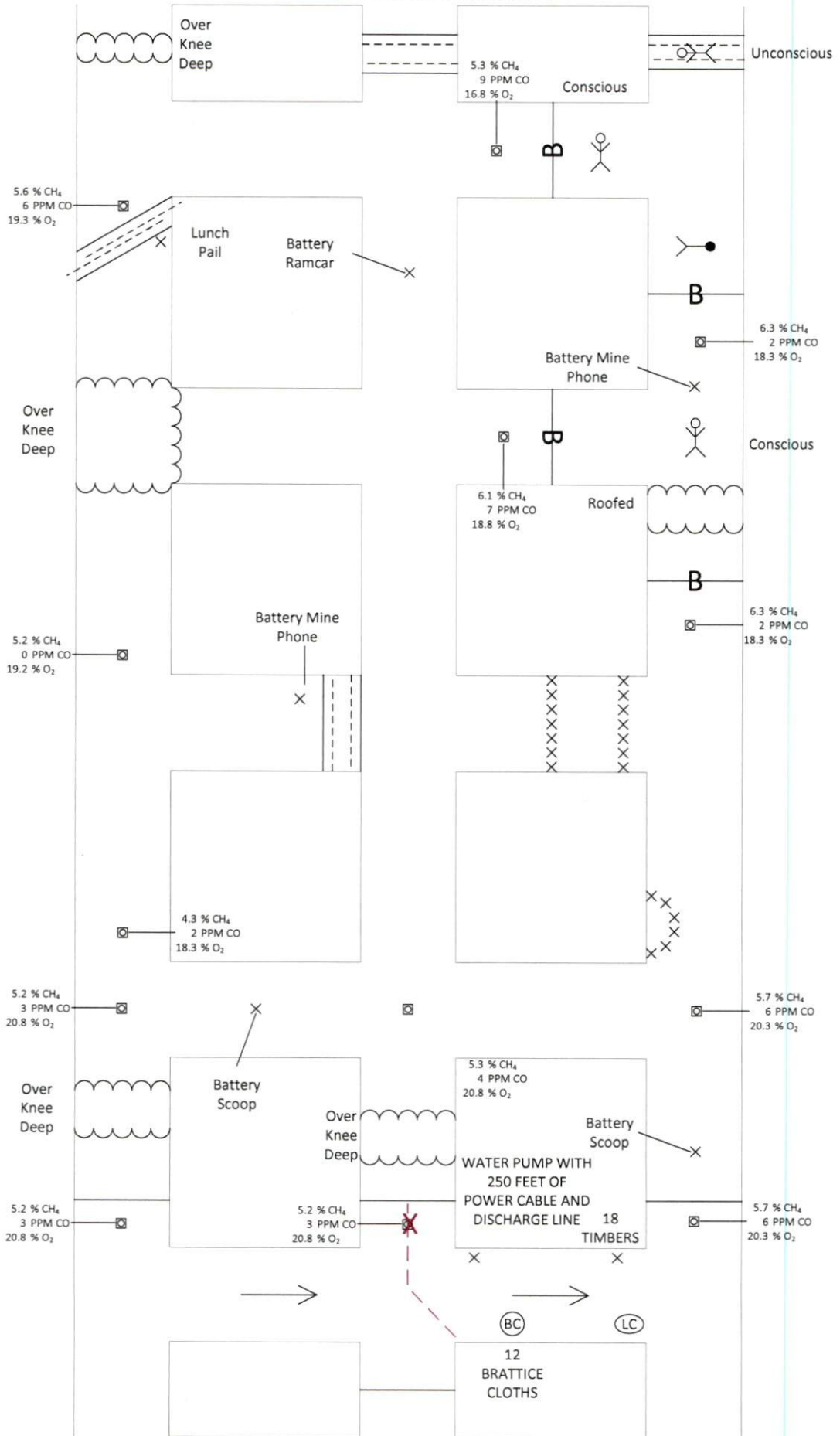
Team Stop 11
Entering barricade GT
Patient Touch Assess DI Take to FAB
Inby GT DI
Outby GT DI

Ventilation 3

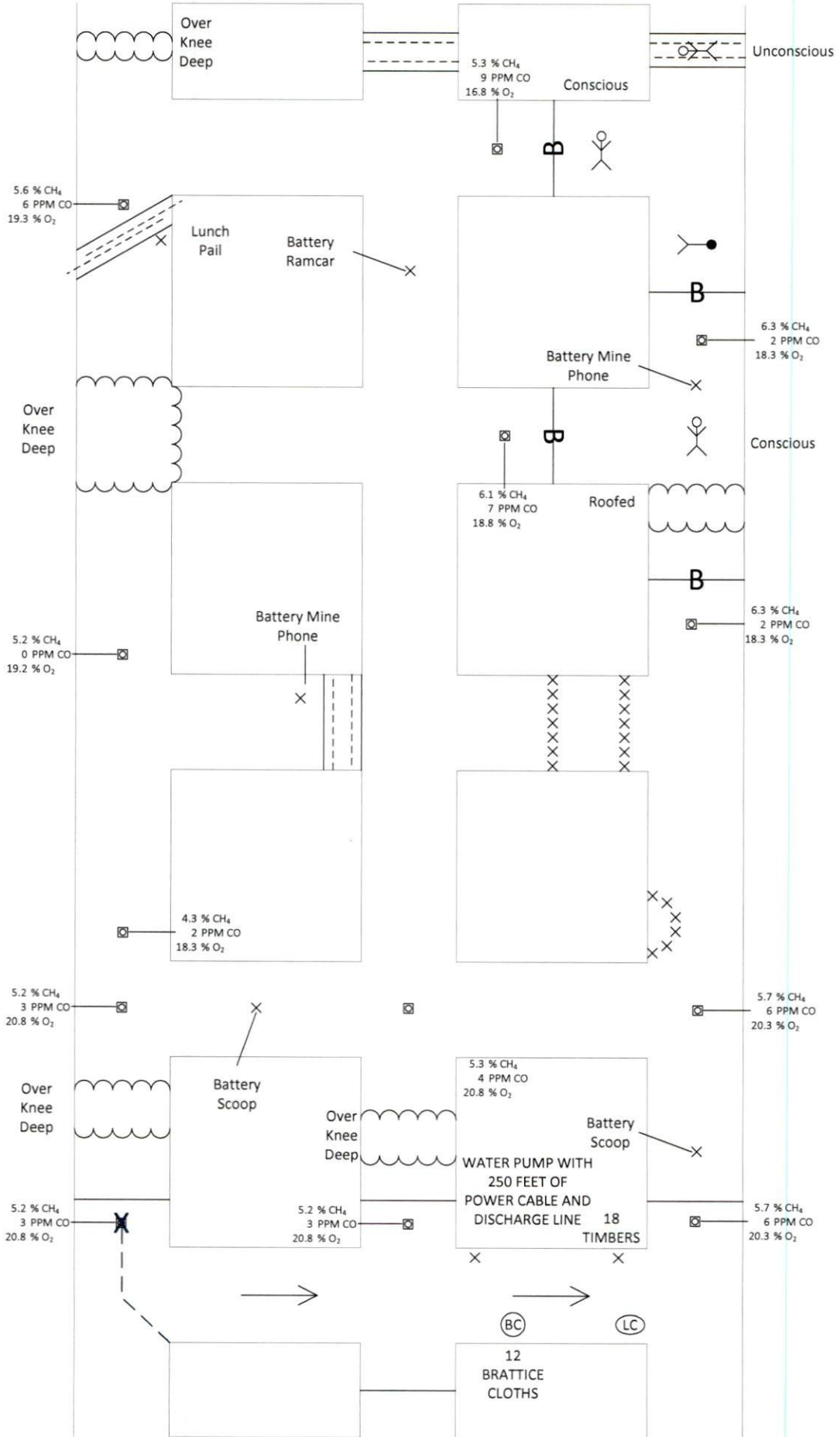
Team Stop 12
Entering barricade GT
Patient Touch Assess DI Take to FAB
Inby GT DI RR
Body Touch DI
Outby GT DI
After from returning from FAB timber into unsafe for
patient Touch Assess DI take to FAB

Stop Clock

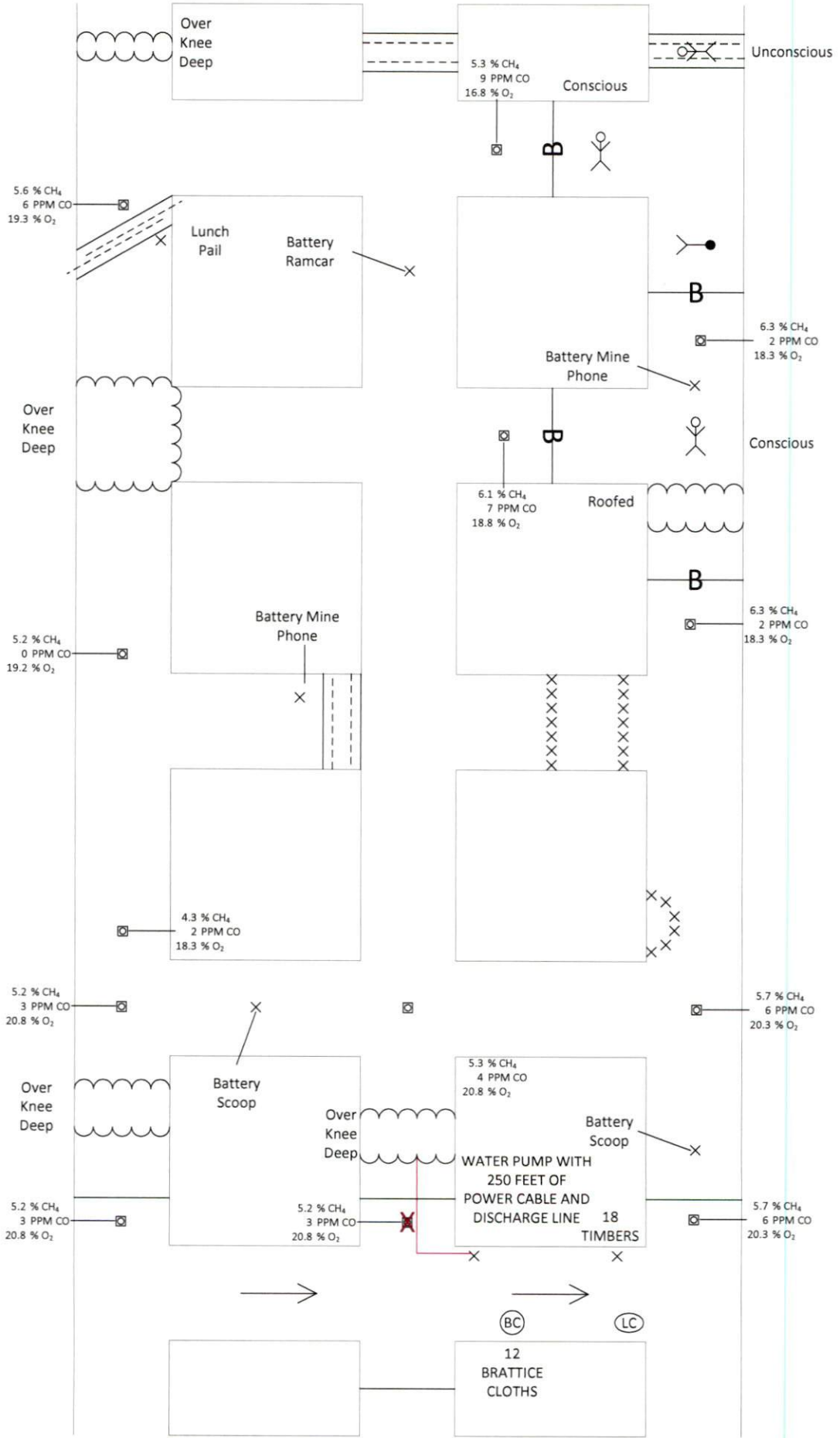
KENTUCKY RIVER DAY 2 LINE CURTAIN 1



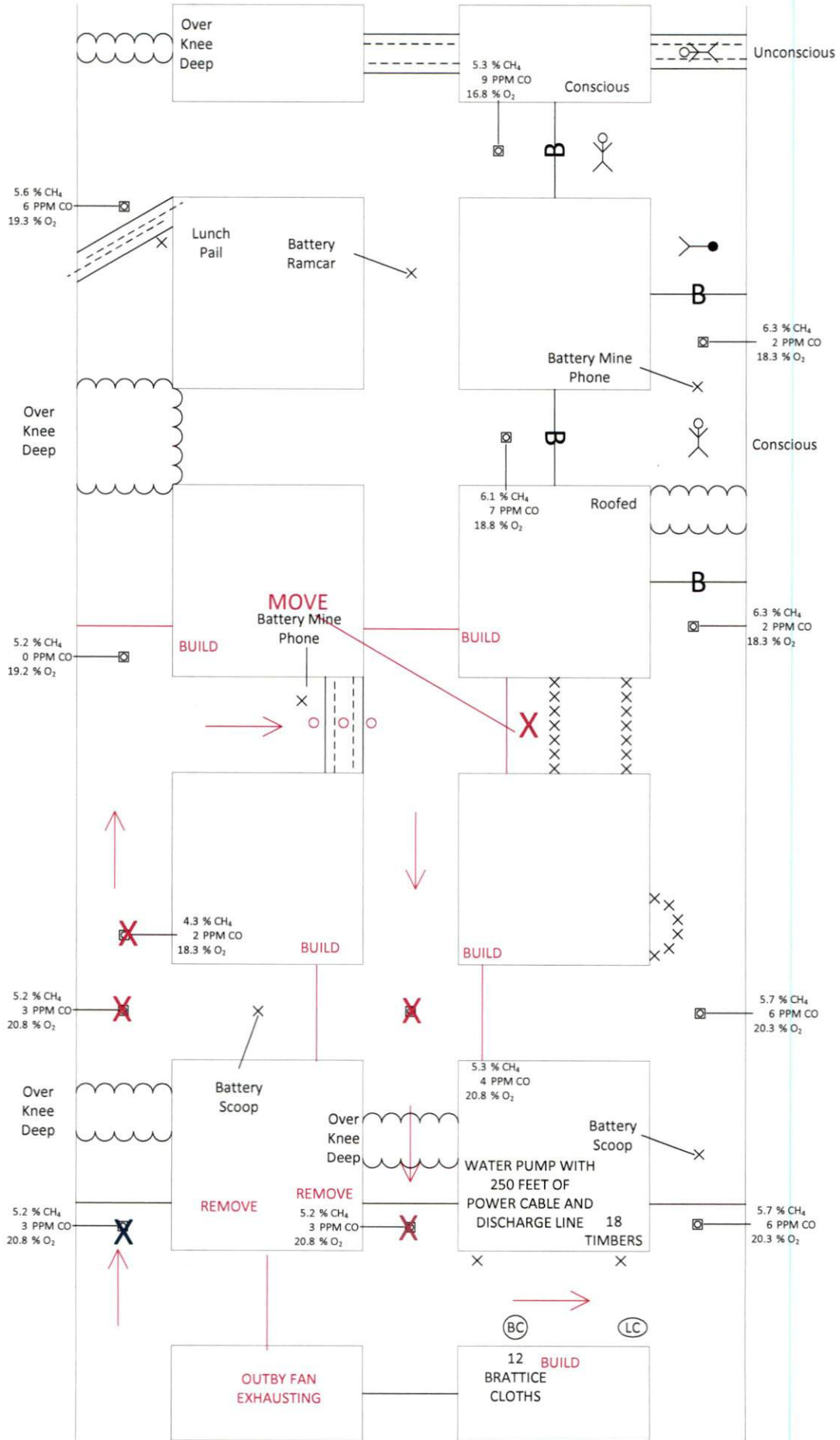
KENTUCKY RIVER DAY 2 LINE CURTAIN 2



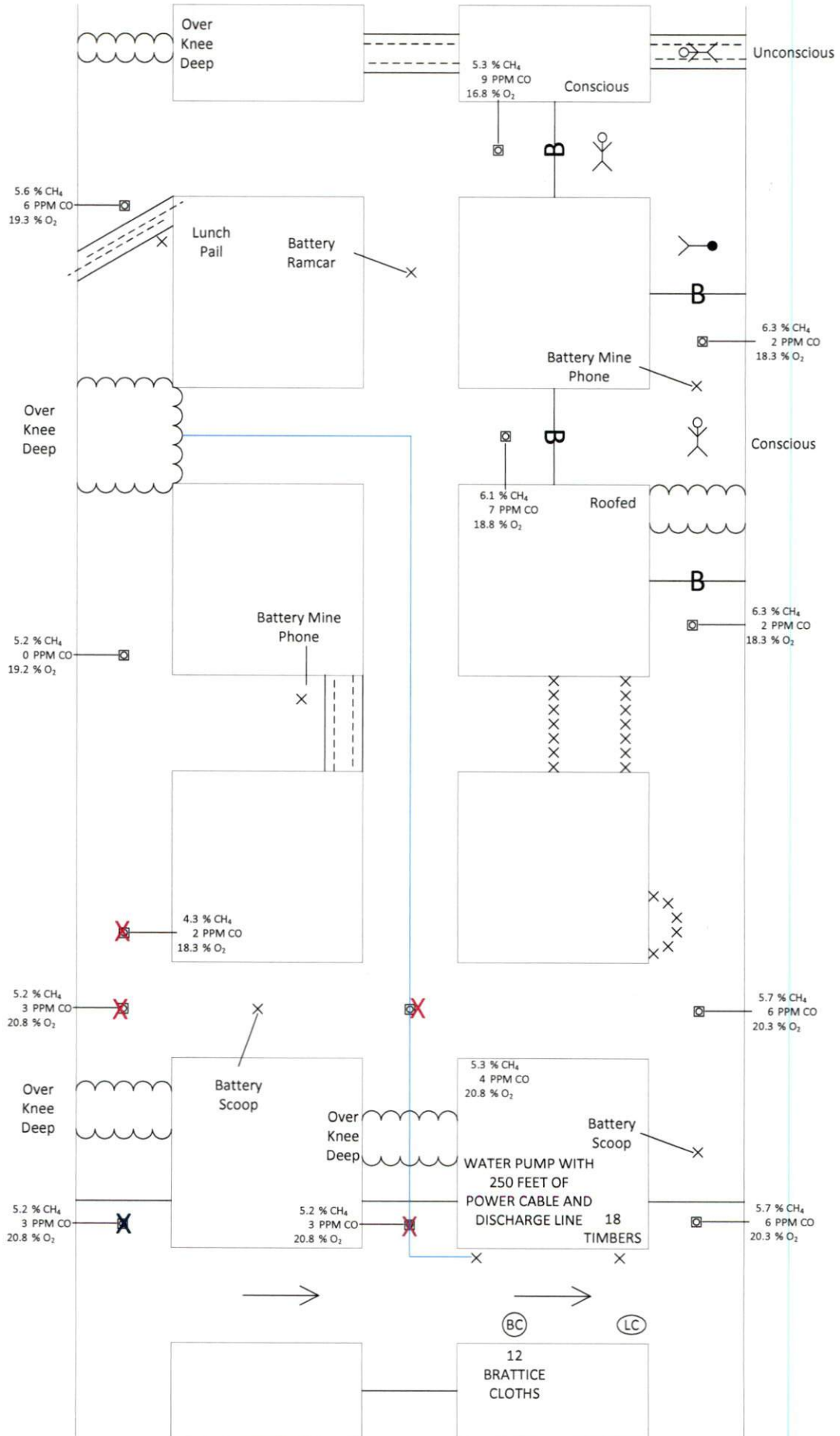
KENTUCKY RIVER DAY 2 PUMP 1



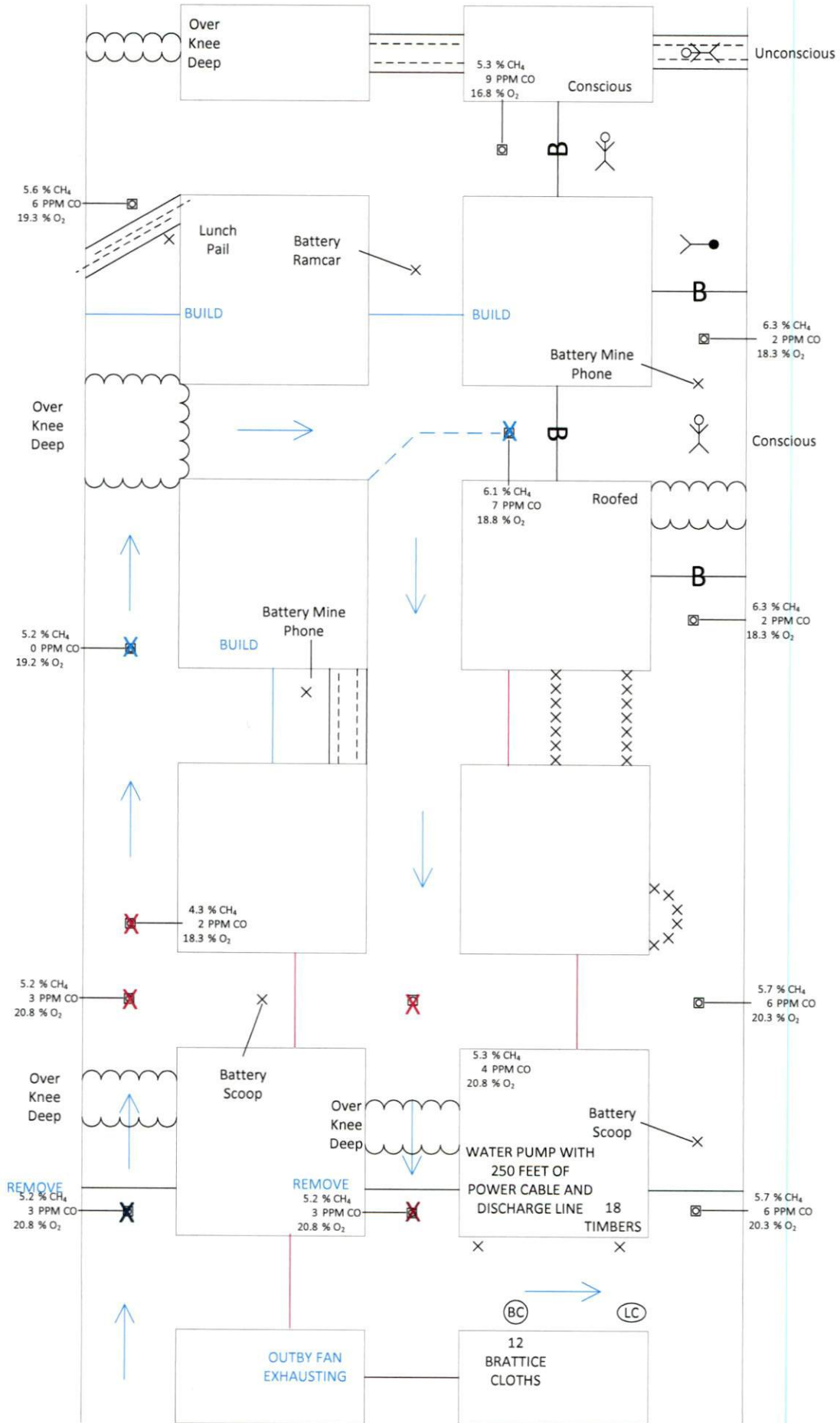
KENTUCKY RIVER DAY 2 VENT 1



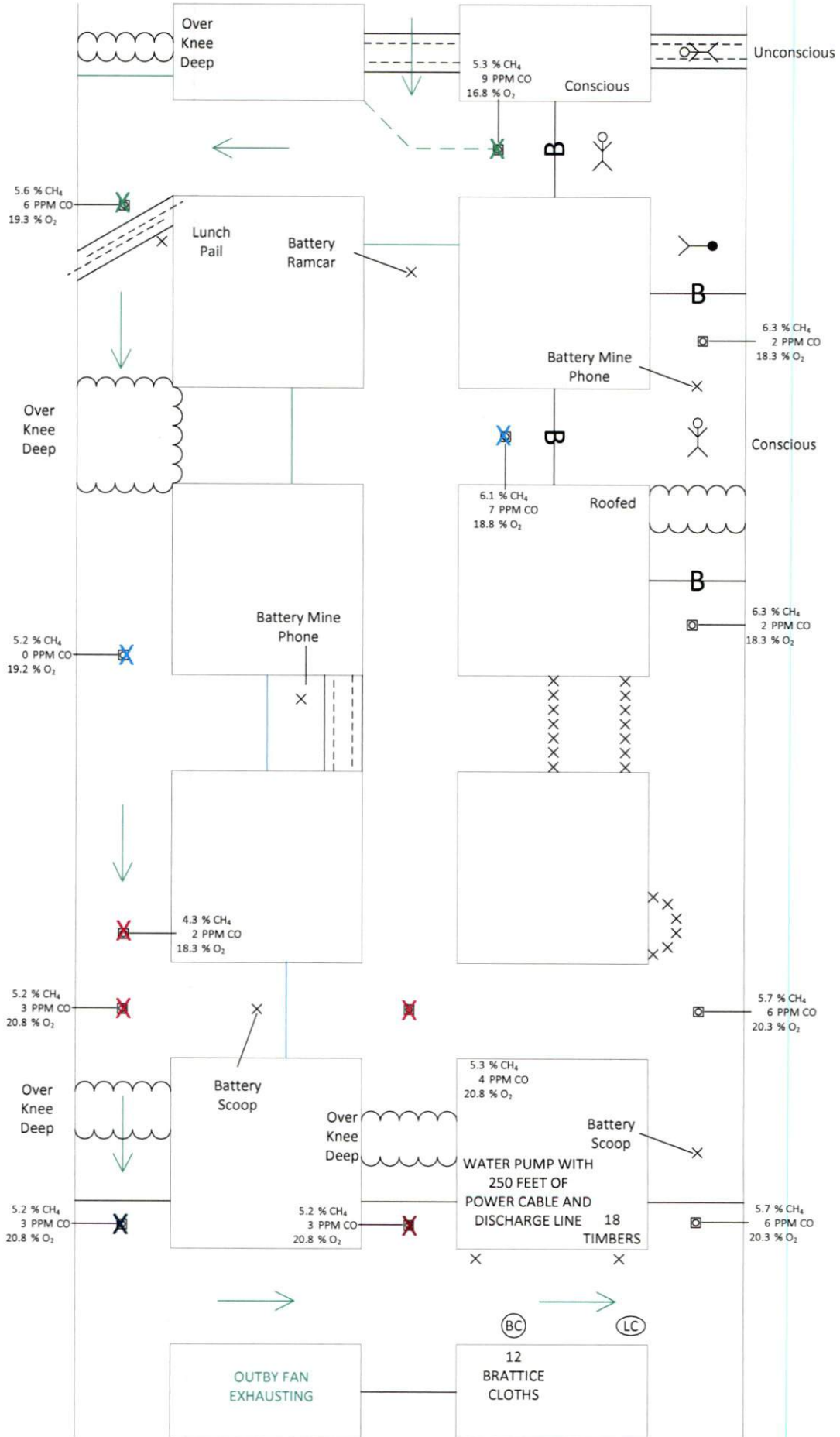
KENTUCKY RIVER DAY 2 PUMP 2



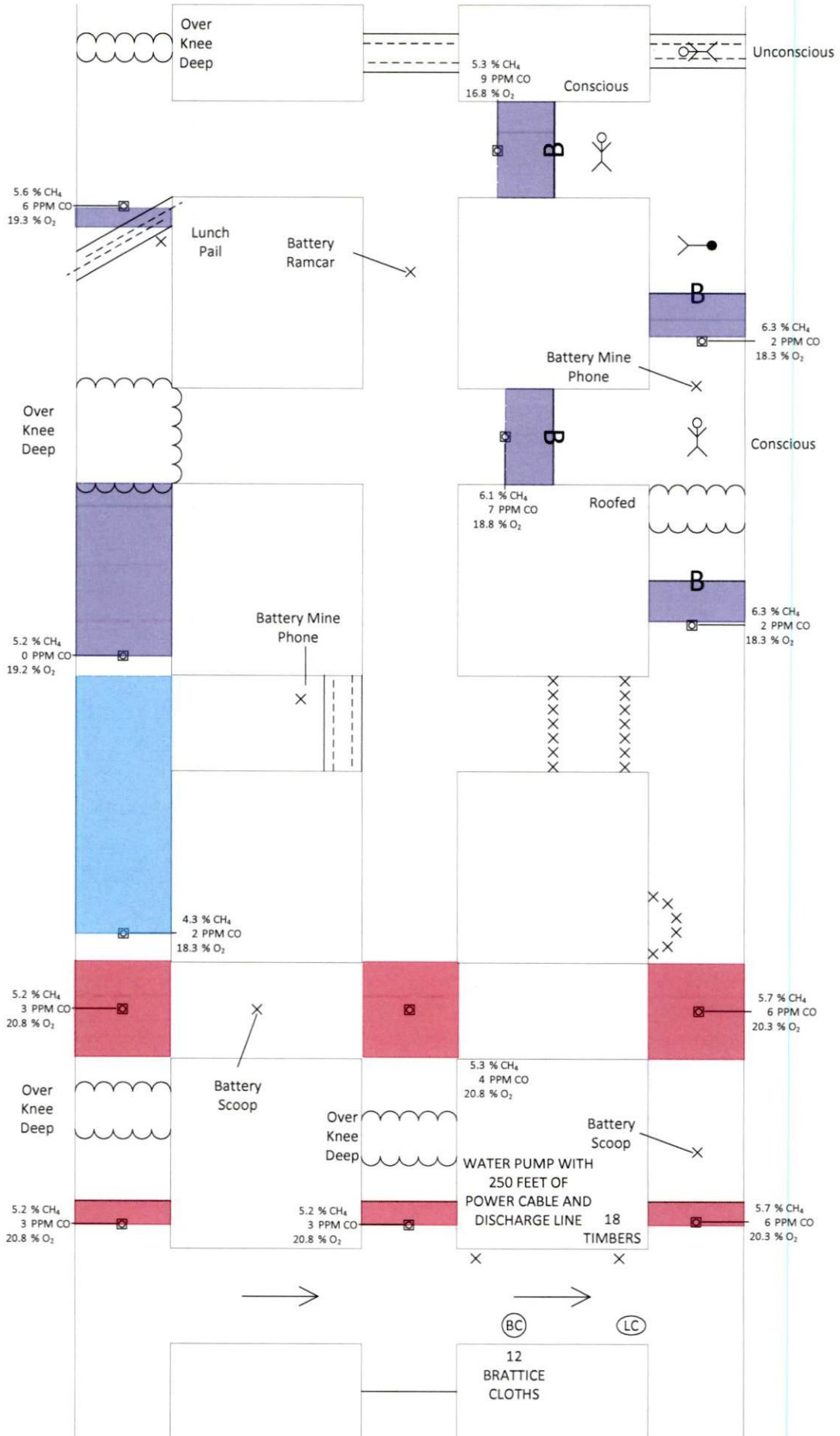
KENTUCKY RIVER DAY 2 VENT 2



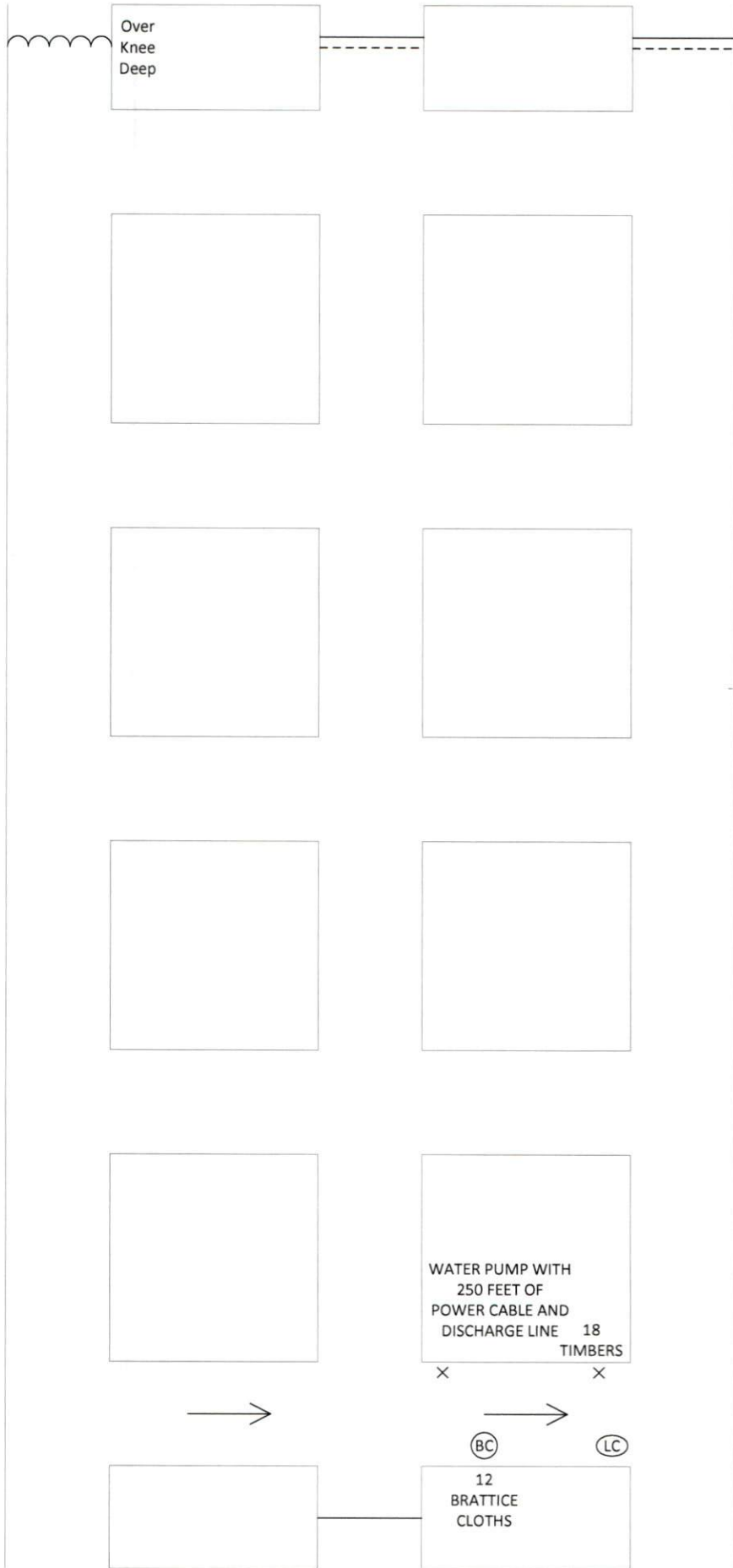
KENTUCKY RIVER DAY 2 VENT 3



KENTUCKY RIVER DAY 2 EXTENT OF GASES



KENTUCKY RIVER DAY 2 TEAM MAP



KENTUCKY RIVER DAY 2 FINAL MAP

