

NMRA Post 11

Mine Rescue Contest



May 3, 2018

FIELD: _____

JUDGE: _____

JUDGE: _____

TIME KEEPER: _____

NOTES: _____

NATIONAL MINE RESCUE

POST 11 CONTEST

May 3, 2018

Thanks for answering our call for help! You are located underground at the Fresh Air Base that the previous team has established. We have just finished getting all the communications established with the Command Center. Here is what we have been able to find up to this time.

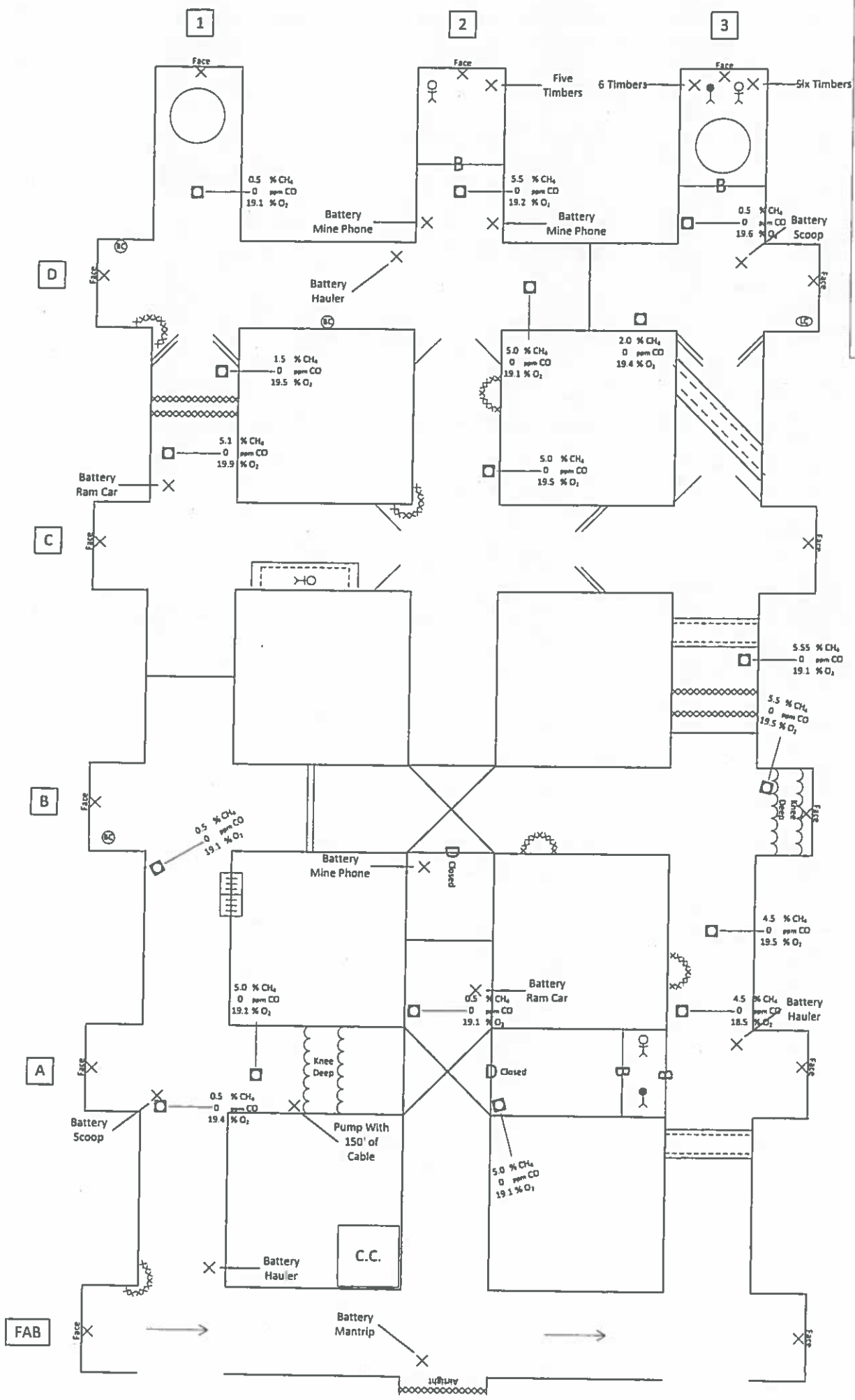
When I arrived this morning I was notified that the mine fan has been over heating and shutting down. The electrician said that he has checked the fan and it is running in the exhausting mode. He said that the fan switch has been giving him some troubles but he has a new one on the way. Our mine examiner made the mine and said that everything was good. We sent in a crew of six to clean up and gets things ready for a vent change today. We've just completed two new air shafts, one is in the face of #1 entry and the other is in the face of the #3 entry. When the crew made it to the working section the section foreman called out and said that they had a lot to do. The crew that is working on the surface over by the air shafts called and said something must have happened underground because the ventilation changed at the air shaft and that they had felt a sudden gust of air. All attempts to contact the section foreman or any of the crew has been unsuccessful. That is when we called for help. All the power in the inby this area has been disconnected locked and tagged out and is being guarded. The mine is walking height. All of the regulatory agencies have been notified and have their personnel here. There are additional mine rescue teams here to serve as your back up. This is not a very big mines please help us find our missing miners. GOOD LUCK & BE CAREFUL!

MINE RESCUE

WRITTEN INSTRUCTIONS

- **ACCOUNT FOR ALL MISSING PERSONS**
- **BRING SURVIVORS TO THE FRESH AIR BASE**
- **ONCE THE FAN SWITCH HAS BEEN REPLACED THE FAN MAY BE TURNED OFF OR ON BY REQUESTING THE COMMAND CENTER / BRIEFING OFFICER TO DO SO. (YOU WILL BE NOTIFIED BY THE JUDGES)**
- **THE EXHAUSTING FAN THAT IS OUBY AND ON THE SURFACE OF THE #3 ENTRY CANNOT BE REVERSED OR STALLED**
- **EXPLORE ALL AREAS OF THE MINE IF MATERIALS ARE AVAILBLE AND IT CAN BE DONE SO SAFELY.**

CONTEST MAP



2018 POST 11
MINE RESCUE CONTEST
MAY 3, 2018

WORKING PROCEDURES:

When the team enters the Fresh Air Base, the Superintendent will introduce himself to the team captain. The Briefing Officer and the Command Center Attendant will report directly to the command center. The team will then have 4 minutes to arrange their equipment, lay out their lifeline etc. If the team captain does not start the clock within 4 minutes the Superintendent will start the clock. The team does not have to unload and test stretchers. They must however check their gas detectors after the clock has started as well as their communications between the team and the command center. Teams must go over standard lifeline signals with the lifeline judges unless wireless communications are used. Time for the briefing officer and the command center attendant to get set up is included in the 4 minute time.

F.A.B.

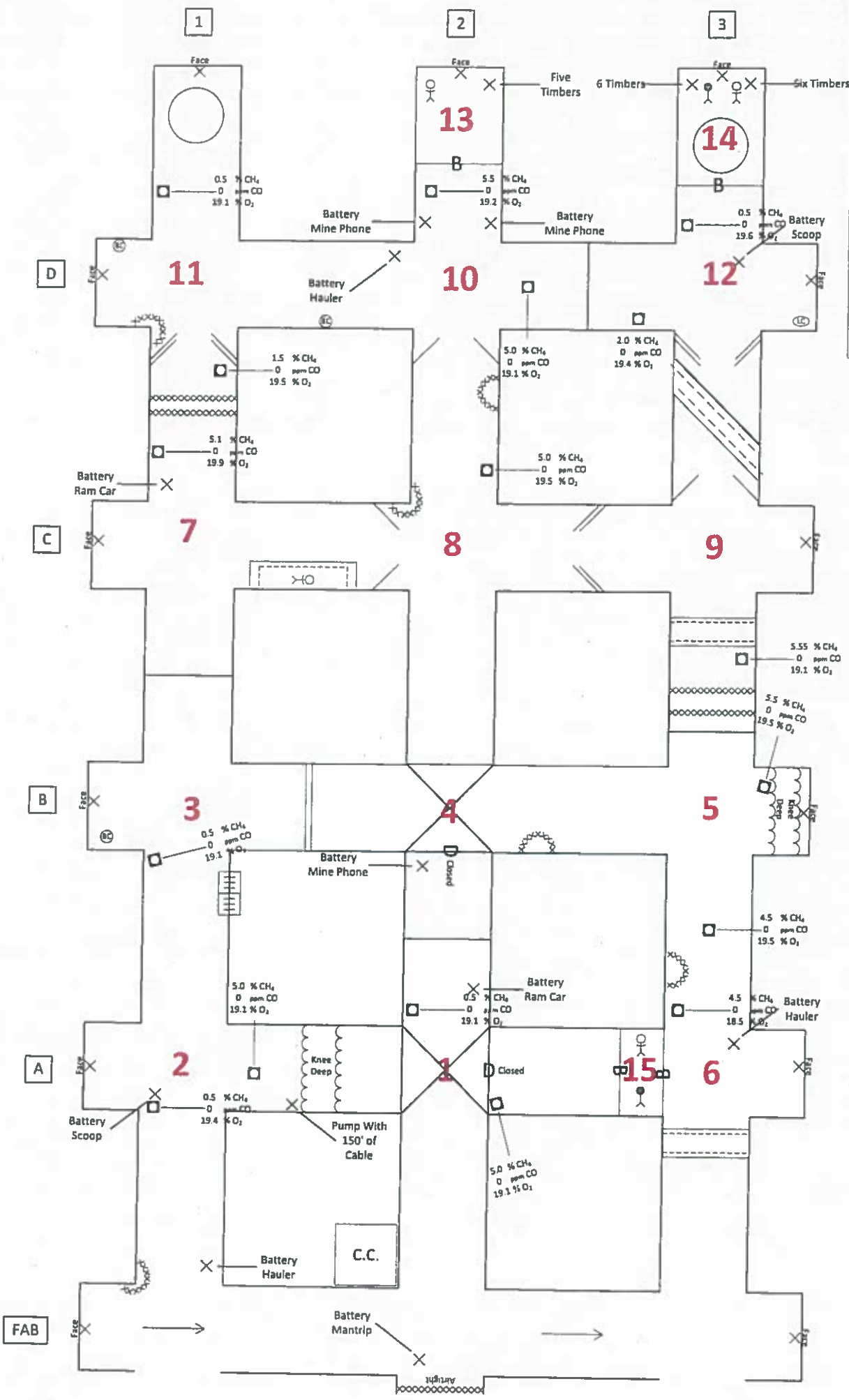
The team is located at the underground F.A.B. The team should make the three entrances prior to the team advancing inby.

In the #1 entry, the team will find a battery hauler on the right rib, inby they will find an irrespirable atmosphere extending into the intersection, a gas test is required in this area.

In the #2 entry, the team will not find anything, a gas test is required in this area.

In the #3 entry, the team will encounter unsafe roof across the entry where an R&R, the captain's D&I are required at the unsafe roof and a gas test is required in this area.

TEAM STOP MAP



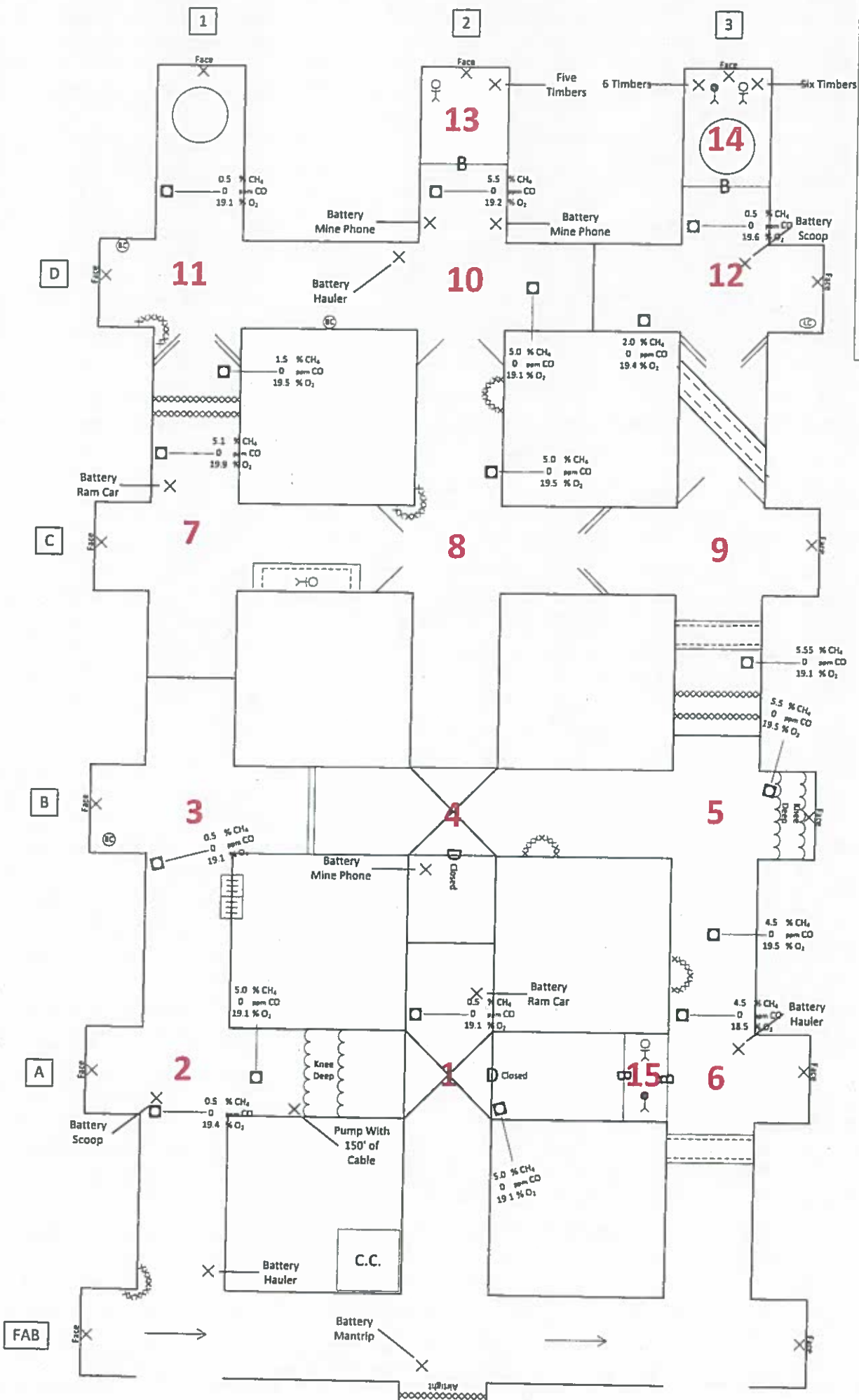
TEAM STOP #1

At team stop #1(#2 entry), an apparatus check must be made with all team members underground. On the left the team will find the wall of an overcast at which the captain's D&I, and a gas test are required. On the right the team will find the wall of an overcast with a closed door at which the captain's D&I, and a gas test are required. Inby they will find a battery ram car on the right inby rib. About midway through the pillar the team will encounter a temporary stopping at which the captain's D&I, and a gas test is required in this area.

TEAM STOP #2

The team should travel up the #1 entry because the unsafe in the #3 entry stops team travel, and the temporary stopping in the #2 entry stops team travel. At this point they have no means to airlock. At this team stop the team will find a battery scoop in the intersection, and the extent of the irrespirable gas. To the left there is a neck and a face, at which the captain's D&I is required & a gas test is required in this area. Inby the team will find an unsafe rib on the right side, and an irrespirable gas extending into the next intersection. A gas test is required in this area. To the right the team will find an explosive and irrespirable gas that extends to an overcast wall. On the outby rib the team will find a pump with 150" of cable, water knee deep (front & back side and adjacent to the #2 entry the wall of an overcast. The captain's D&I, and a gas test is required at this location.

TEAM STOP MAP



TEAM STOP #3

The team will travel inby up the #1 entry to the next intersection. In the intersection the team will find the extent of the irrespirable gas. To the left there is a neck and a face, at which the captain's D&I is required and a gas test is required in this area. The team will find a brattice cloth on the outby rib of the neck. Inby the team will find a temporary stopping, the captain's D&I is required at this location and a gas test is required in this area. To the left the team will find a permanent stopping at which the captain's D&I is required and a gas test is required in this area.

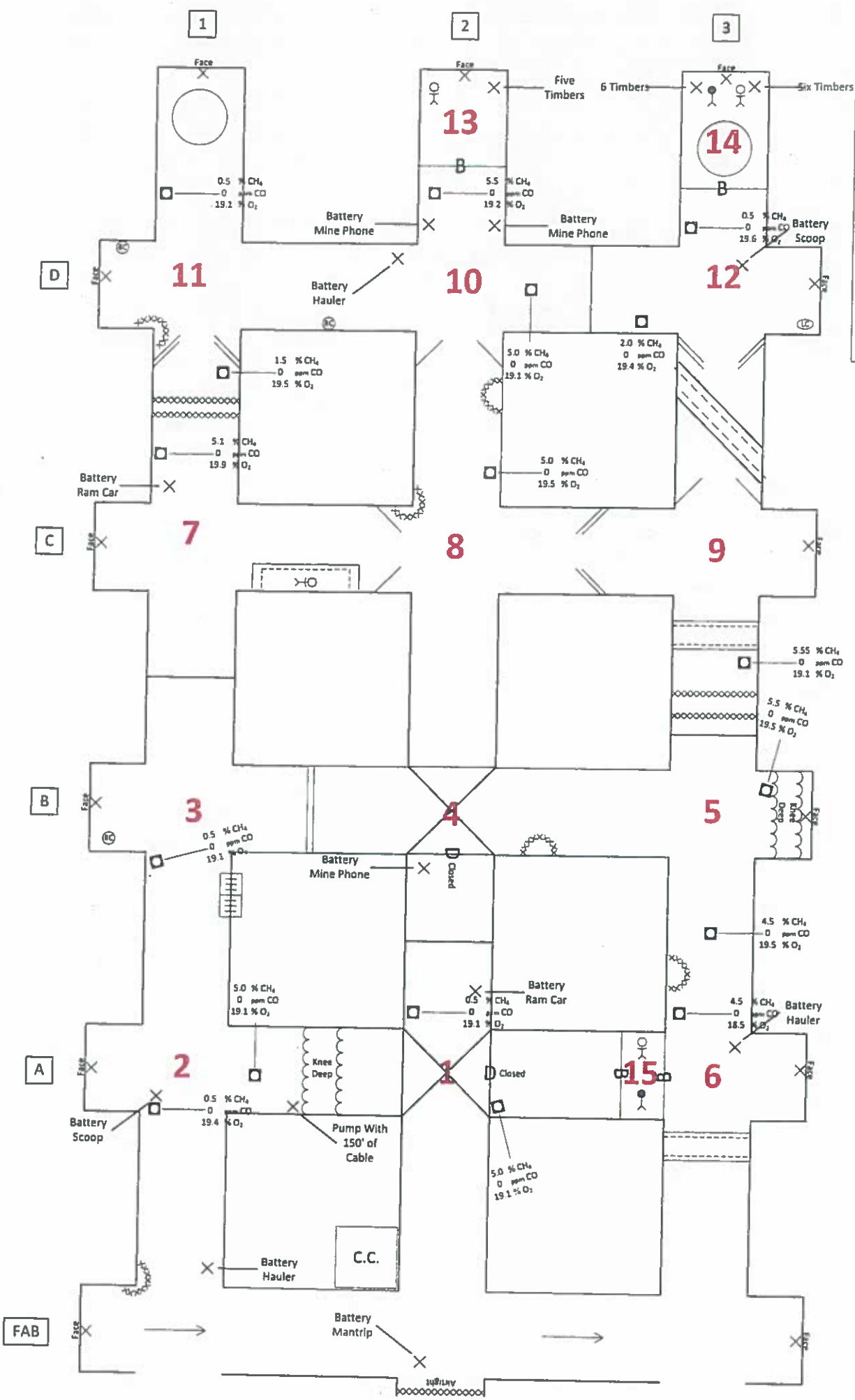
At This Point The Team Has A Three Options.

#1. Go back and airlock into the area between the #2 & #3 entries at x-cut A. With this option the team would go back to the #2 entry and build outby between the F.A.B. and X-Cut A. Open the man door on the overcast at which time a gas test is required. The captain's D&I are required on the back side of the overcast wall. The team will find an irrespirable & explosive gas that extends to a barricade. At the barricade the captain's D&I and a gas test is required.

#2. Go back and airlock into the area inby the temporary stopping in the #2 entry when the team breaches the stopping a gas test is required, Inby the team will find a battery mine phone and the wall of an overcast with a door that is closed. The captain's D&I and a gas test is required at this location.

#3. Continue to team stop #4.

TEAM STOP MAP



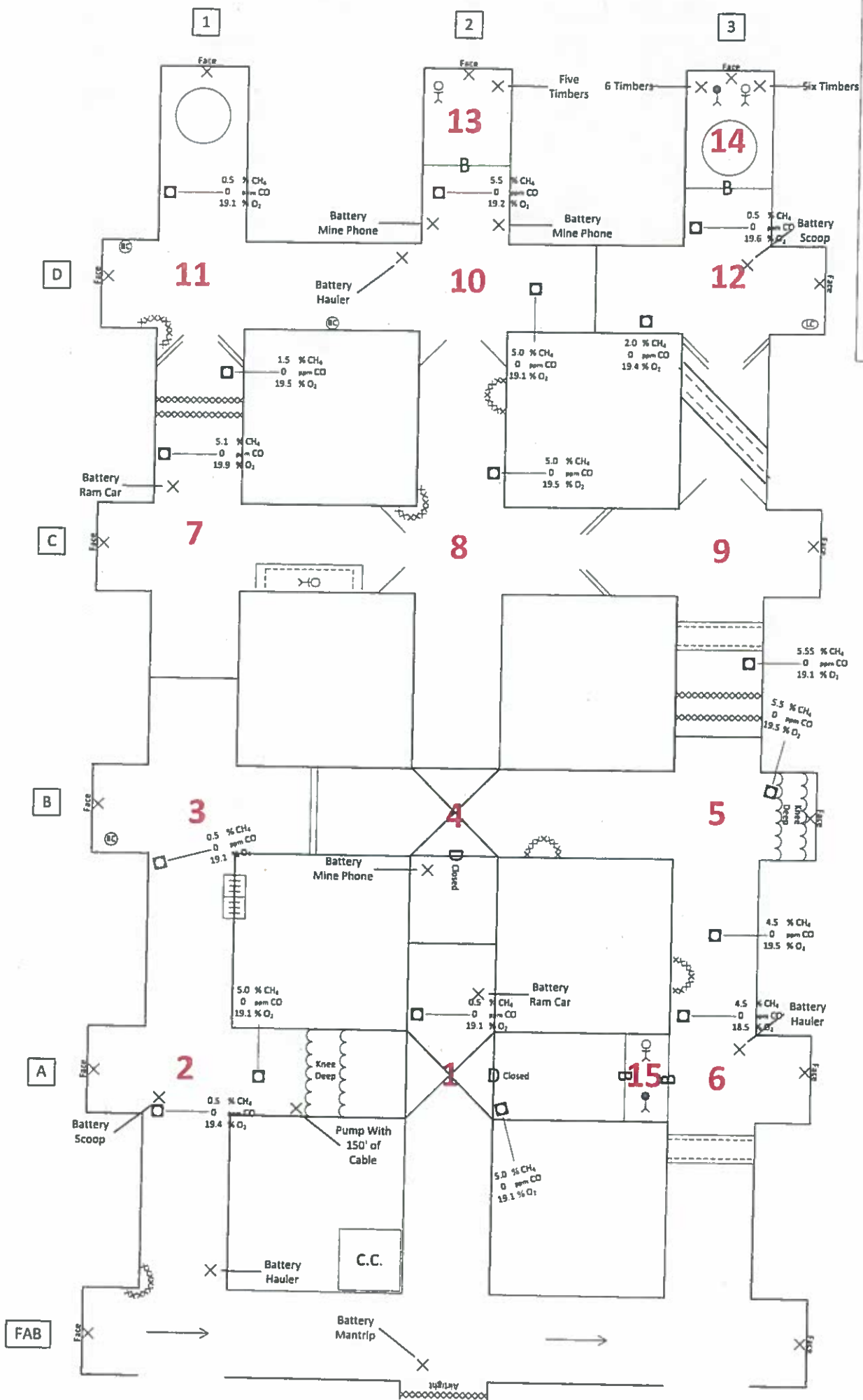
TEAM STOP #4

The captain will airlock through the permanent stopping and travel across the B x-cut toward the #2 entry. In the intersection the team will find a overcast wall on the inby side, at which the captain's D&I and a gas test are required. On the out by side the team will find a overcast wall with a door which is closed, at which the captain's D&I and a gas test are required. Between the #2 & #3 entries the team will find a half moon caved area on the outby rib a zigzag R&R is required in this area. If the team did not go back and air lock into the area inby the temporary stopping in the #2 entry between the F.A.B. and A X-cut they may choose to do so at this time. If the team chooses to airlock through the overcast door at this time they will need to build between the #2 & #3 entry at x-cut A, when they open the door a gas test is required. The team will find a mine phone on the rib toward the #1 entry and outby they will find the back side of the temporary stopping at which the captains D&I and a gas test are required.

TEAM STOP #5

In the intersection the team will find on the inby side a temporary stopping, where the captain's D&I are required and a gas test is required in this area. The team should air lock through the temporary stopping where they will find a caved area, the captain's D&I and a gas test is required at this location. On the right side the team will find a neck with an explosive and irrespirable gas extending into water over knee deep, the captain's D&I and a gas test are required at this location. Outby the team will find a gas the is both respirable and non-explosive extending through a half moon caved area on the rib toward the #2 entry a zigzag R&R is required in this area to a irrespirable gas that extends into the outby intersection, a gas test is required in this area.

TEAM STOP MAP



TEAM STOP #6

At this stop the team will find an irrespirable and non-explosive gas that extends into the intersection a battery hauler. The team will find toward the #2 entry a barricade, Outby the team will find the back side of the unsafe roof at which the captain's D&I & an R&R are required and a gas test is required in this area. On the left the team will find a neck with a face, the captain's D&I and a gas test is required at this area.

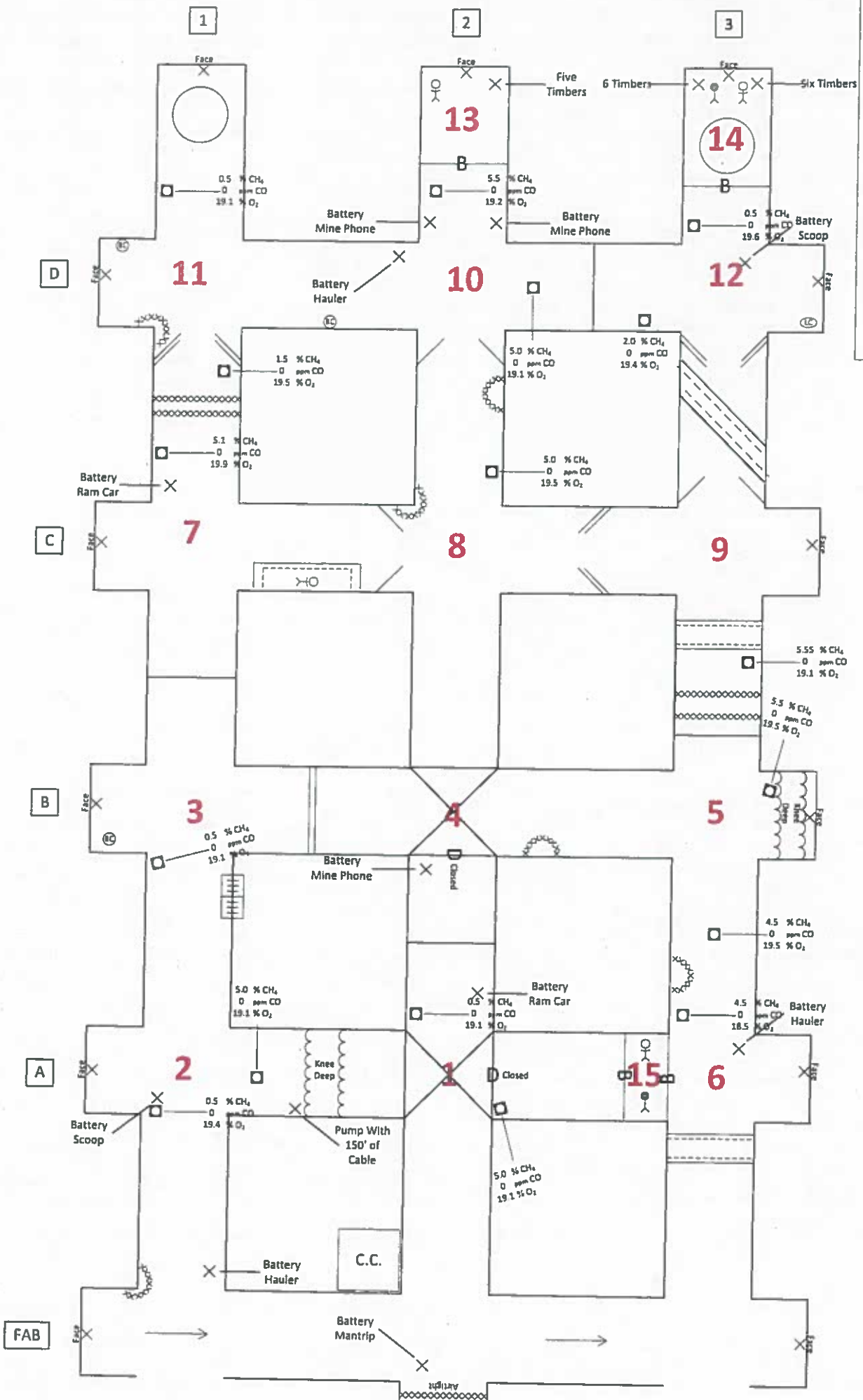
TEAM STOP #7

The team will travel back to the #1 entry. The team should air lock through the temporary stopping and travel up the #1 entry into the intersection to the left the team will find a neck with a face area at which the captain's D&I, R&R are required, a GT is required in this area. Inby the team will find a battery ram car, an explosive atmosphere extending to a caved area. To the left toward the #2 entry the team will find on the outby rib an area of elongated unsafe roof with a person in it, then the team will find a temporary stopping not intact, on the inby corner extending around the corner the team will find a half moon caved area a R&R is required in this area, a GT is required in this area.

TEAM STOP #8

The team will travel into the intersection of the #2 entry where they will find outby the wall of an overcast, the captain's D&I are required and a GT is required at this area. To the left toward the #3 entry the team will find a permanent stopping partially destroyed, a GT is required in this area. Inby the team will find an explosive atmosphere extending through a half moon caved area on the right rib where a zigzag R&R is required, Inby that the team will find a temporary stopping partially destroyed, a GT is required in this area.

TEAM STOP MAP



TEAM STOP #9

The team will advance into the #3 entry where outby they will find unsafe roof across the entry, an R&R, the captain's D&I and a GT are required at this location. To the left the team will find a neck with a face area, the captain's D&I and a GT are required at this area. Inby the team will find a temporary stopping partially destroyed, an area of angled unsafe roof across the entry, the captain's D&I, a R&R and a GT is required in this area

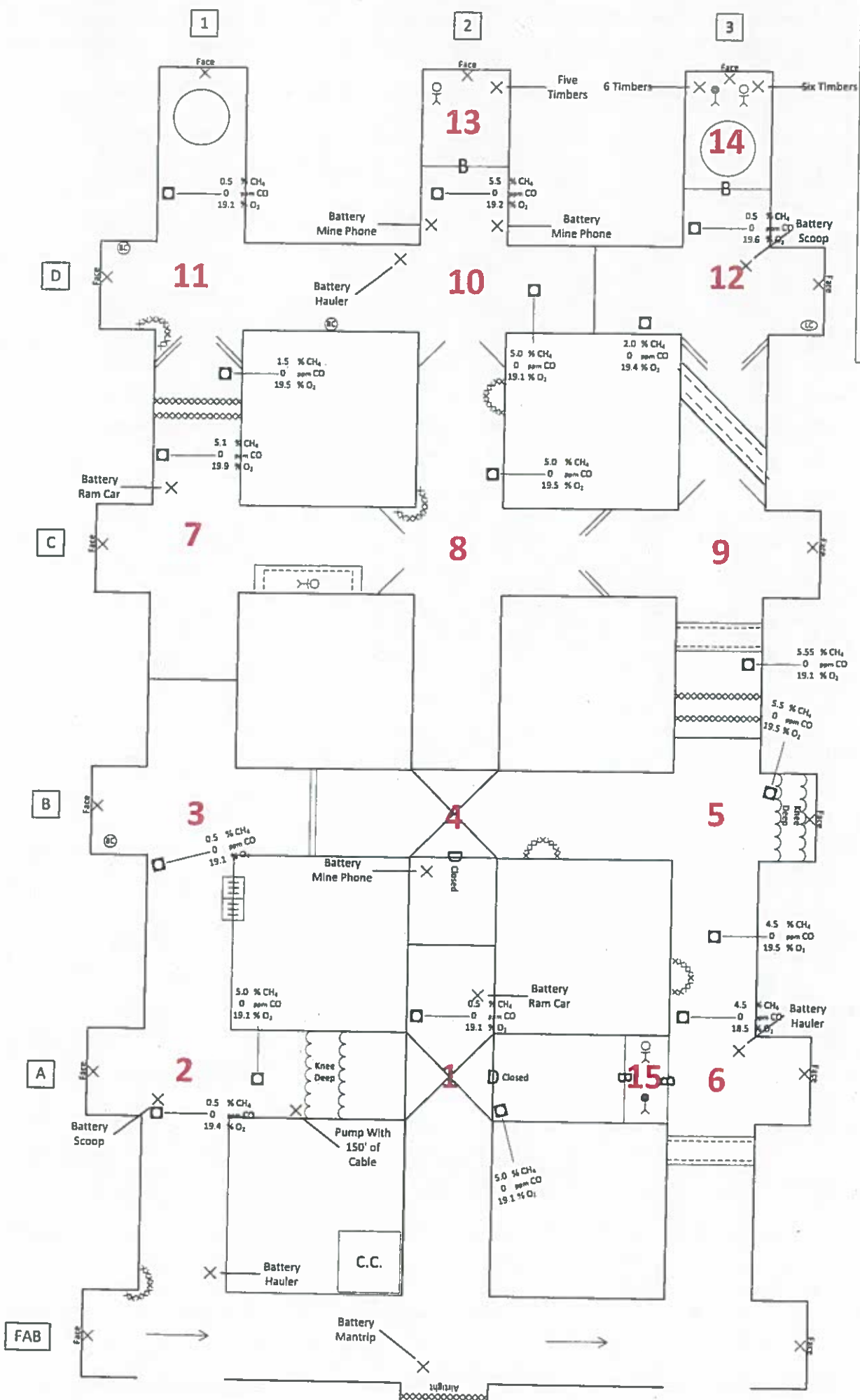
TEAM STOP #10

Advancing up the #2 entry as the team enters the intersection (Stop the captain and give/tell him that the fan switch has been repaired and is ready for use) To the left on the inby rib the team will find a battery hauler, on the outby rib the team will find a brattice cloth, a GT is required in this area. Toward the face area the team will find a mine phone on both ribs, then the team will find an explosive and irrespirable gas extending to a barricade with a response (Help Get Me Outta Here) The captain's D&I and a GT are required at this location. To the right the team will find an explosive and irrespirable gas extending to a temporary stopping, the captain's D&I and a GT are required in this area.

TEAM STOP #11

Advancing over to the #1 entry, Outby the team will find a permanent stopping partially destroyed, a non-explosive and respirable gas extending to a caved area. To the left the team will find a half-moon caved area around the outby corner an R&R is required at this location, a neck with a face area, the captain's D&I and a GT are required at this area. Inby the team will find an non-explosive and irrespirable atmosphere extending to the face area, the team will find an air shaft, at the face area the captain's D&I and a GT are required.

TEAM STOP MAP



TEAM STOP #12

Advancing over to the #3 entry the team must air lock between the #2 & #3 entries, A GT is required in this area, the team will find a non-explosive and irrespirable atmosphere extending into the intersection of the #3 entry, the team will find a battery scoop in the intersection, outby the team will find a partially destroyed permanent stopping and the back side of the diagonal unsafe roof, a R&R, the captain's D&I and a GT are required in this area. To the right the team will find a neck with a face area, the captain's D&I and a GT are required in this area, on the outby rib the team will find a line curtain. Inby the team will find a non-explosive and respirable atmosphere extending to a barricade with no response, the captains D&I and a GT are required at this location.

TEAM STOP#13 – BARRICADE IN THE FACE OF #2

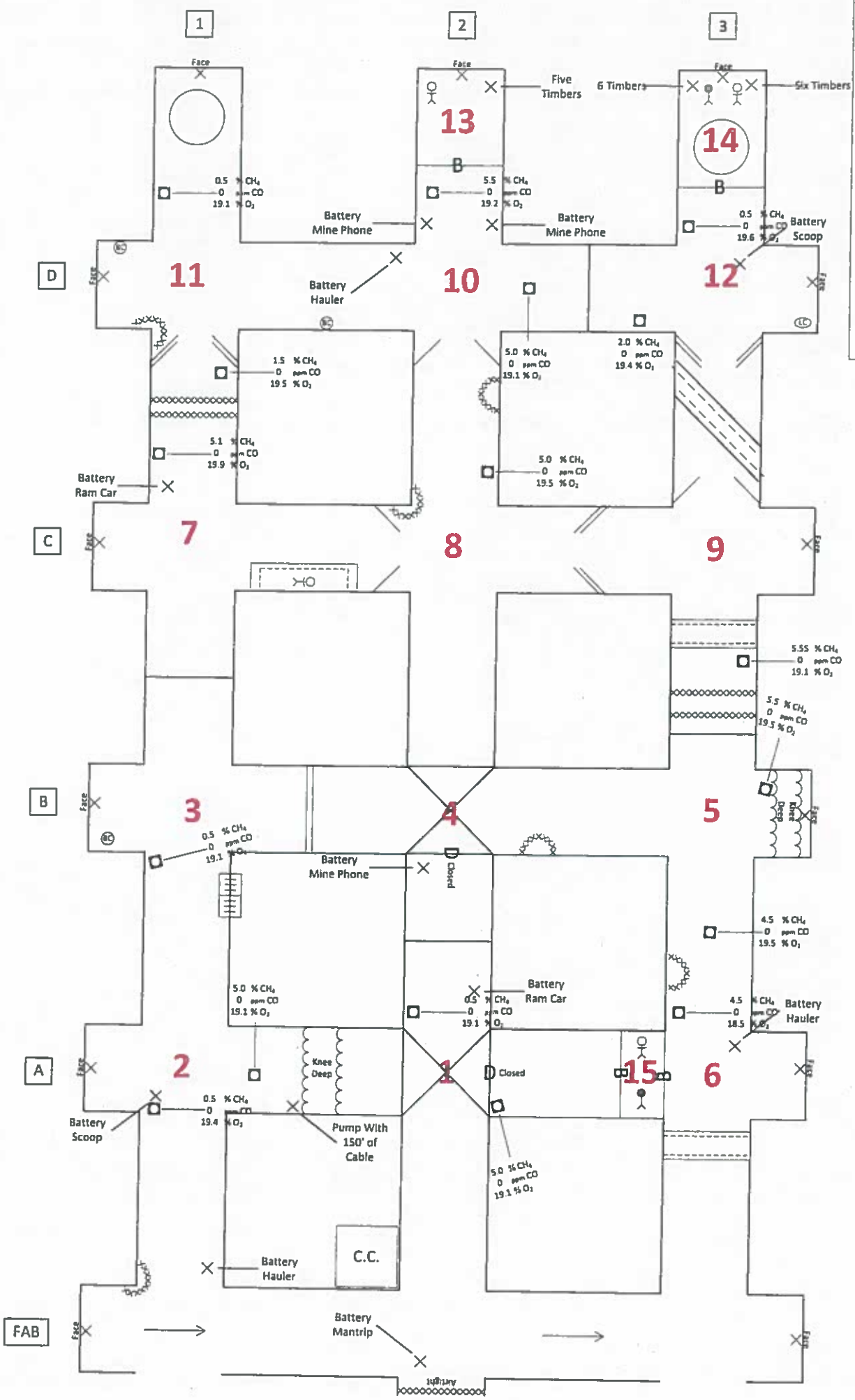
The team will air lock into the barricade, when the barricade is breached a GT is required. The team will find a live conscious talking person on the left rib (Must Have Some Type of Respiratory Protection On.) On the right rib the team will find five timbers and a face area where the captain's D&I and a GT are required.

The team should use four of the five timbers to timber into the person in the unsafe roof between #1 & #2 entry at x-cut C. The team will find that person becomes a body.

TEAM STOP #14 – BARRICADE IN THE FACE OF #3

The team should airlock into the barricade (Was Told In The Written Statement That There Is An Air Shaft in the Face Of #3) When the barricade is breached a GT is required. The team will find the airshaft, a live conscious person (Must Have Some Type of Respiratory Protection On.), a body, on the left rib 6 timbers, on the right rib six timbers and a face area where the captain's D&I and a GT are required.

TEAM STOP MAP

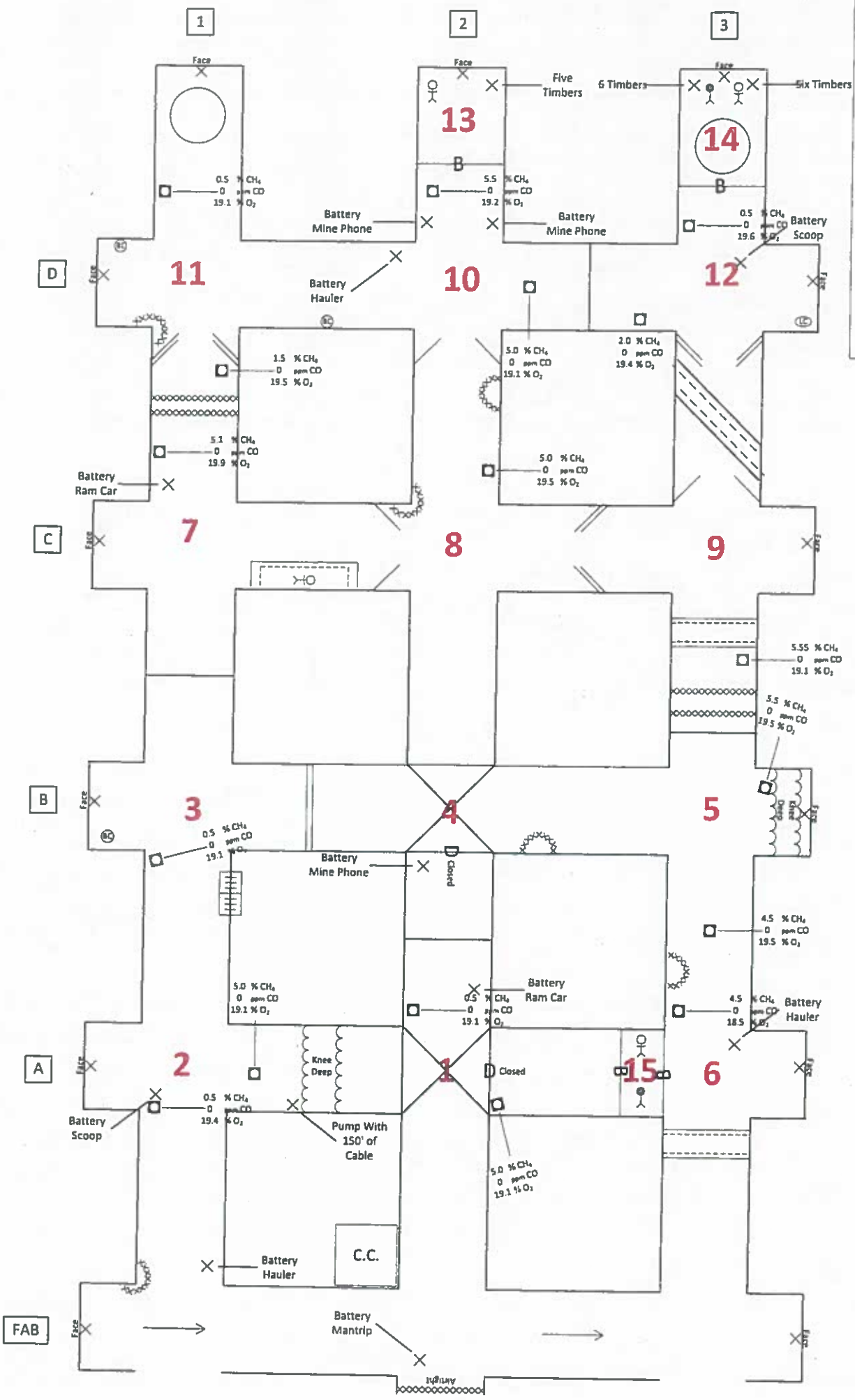


TEAM STOP #15 - BARRICADE BETWEEN THE #2 & #3 ENTRY

The team should airlock into the barricade from the #3 entry side. When the barricade is breached a GT is required. The team will find a live talking person, the last body and the back side of a barricade where the captain's D&I and a GT are required.

Before the team stops the clock they should timber into the unsafe roof that is outby at x-cut C in the #3 entry.

TEAM STOP MAP



FIRST VENTILATION

For the first vent, (Starting At The Air Shaft In The Face Of #1) The team should bring down the air shaft in the #1 entry, Build a diagonal in D x-cut in the #1 entry to isolate the caved area on the outby corner, build between x-cut B & D in the #2 entry, take the air over to the #3 entry, build a diagonal in the #3 entry at x-cut D to isolate the battery scoop, take the air out-by across the unsafe (which is considered made,) build between x-cuts C & B in the #3 entry take the air over to the #2 entry, build between the in x-cut C between the #1 & #2 entry to protect the person in the unsafe, take the air down the #2 entry over the overcast, open the overcast door, build between in the #2 entry between x-cuts B & A, take the air through the door, build in x-cut B between the #2 & #3 entry, take the air over to the #1 entry, down the #1 entry to A x-cut, build a diagonal in the A x-cut in the #1 entry to isolate the battery scoop, take the air over the overcast, open the door take the air through the door out the #2 entry to the FAB, build an diagonal in the FAB in the #2 entry to isolate the battery mantrip, take the air over to the #3 entry and out.

(To Remove The Patient They Must Have Some Type Of Respiratory Protection On, Because Of The Irrespirable Atmosphere In The #1 Entry.
"The diagonal area by the battery scoop.)

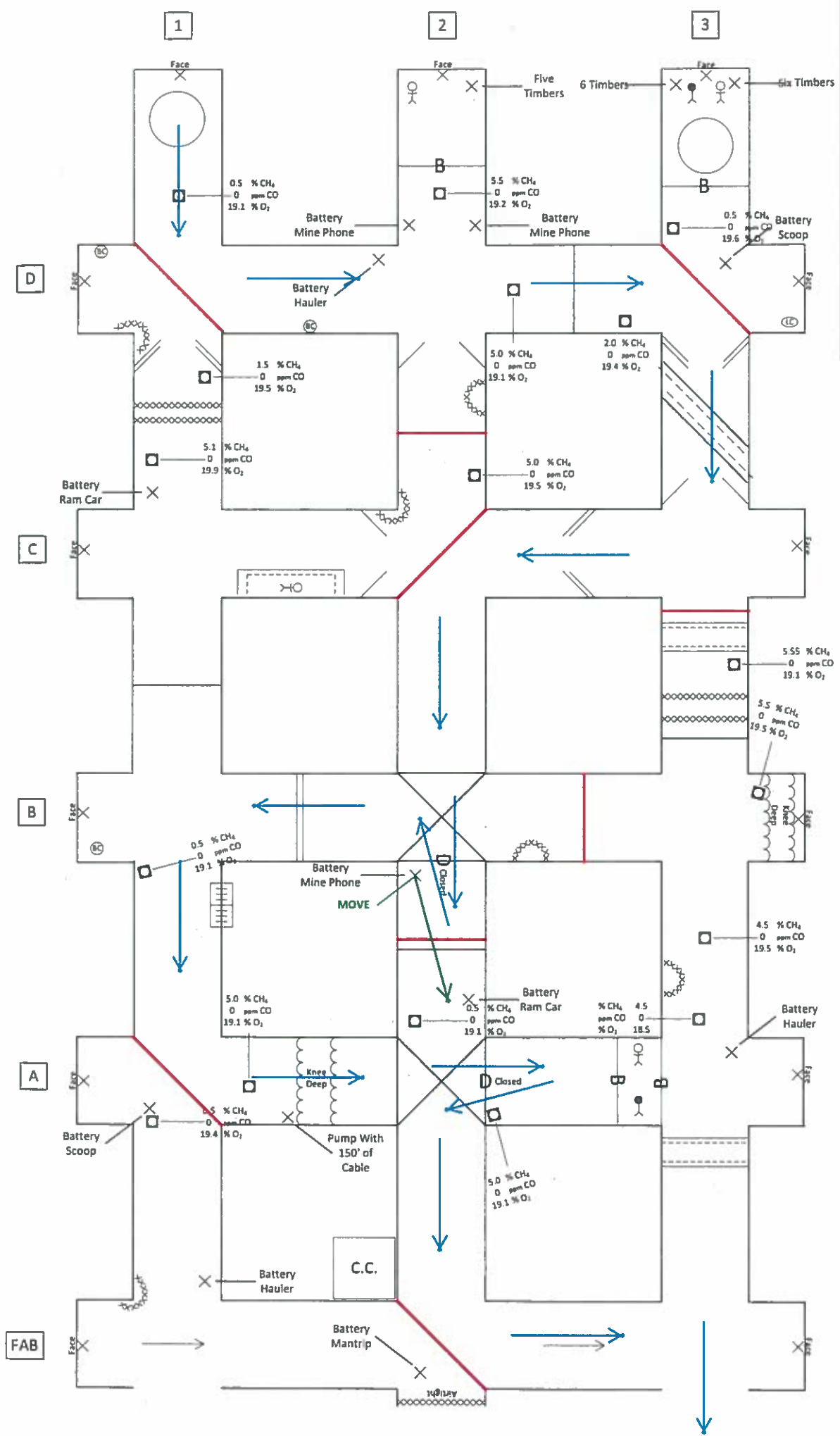
SECOND VENTILATION

Move the battery mine phones in front of the barricade over by the battery hauler, wing the barricade. The air flow is the same as the first ventilation.

(If the team moved the mine phones before the 1st ventilation they moved two ignition sources through and explosive mixture. The explosive mixture outby in the #2 entry extends into the intersection.)

(The Fan May Be Turned Off Before the Team Exits the Mine Because It Cannot Be Stalled or Reversed)

FIRST VENT



FIRST VENTILATION

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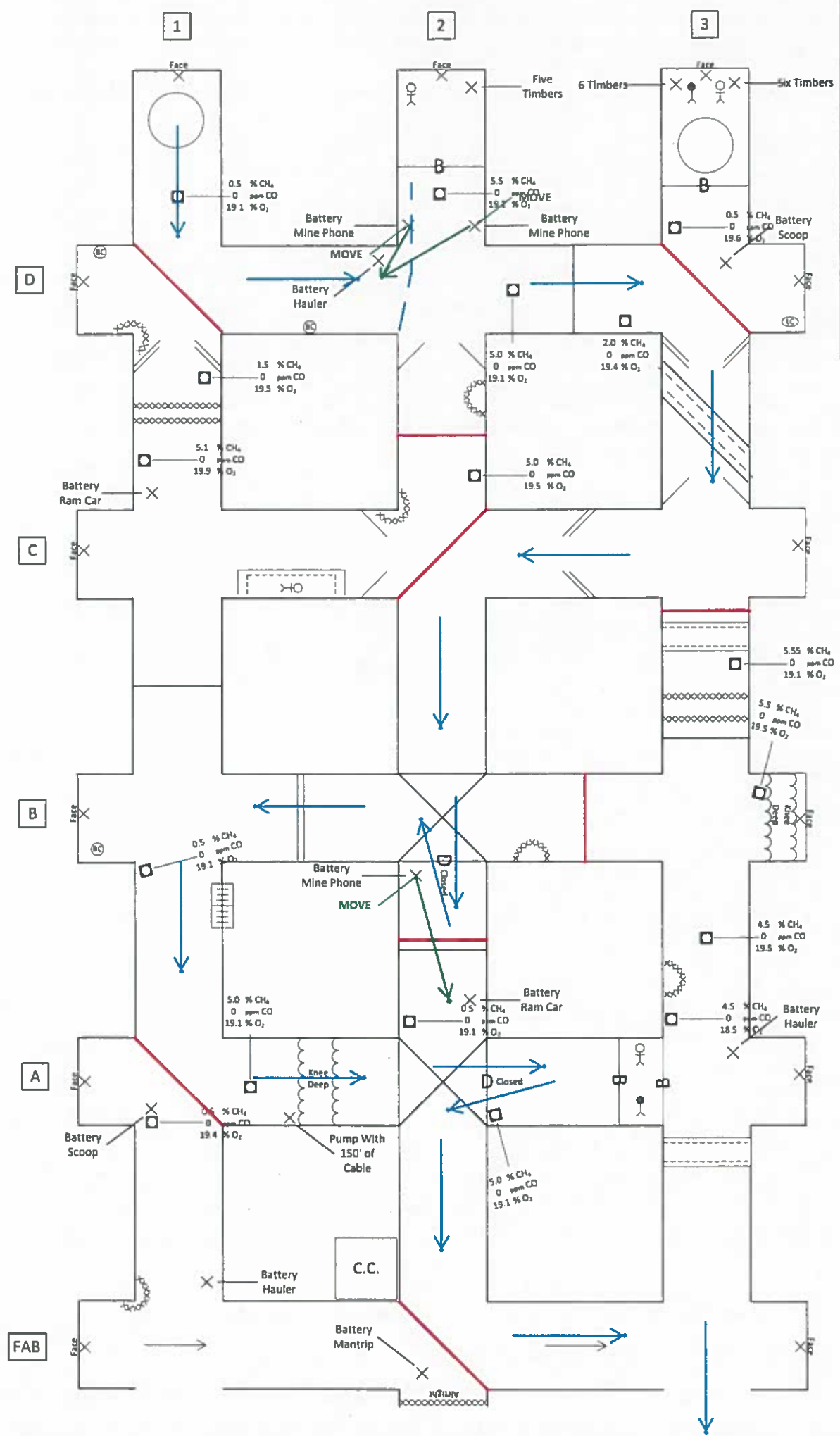
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SECOND VENT

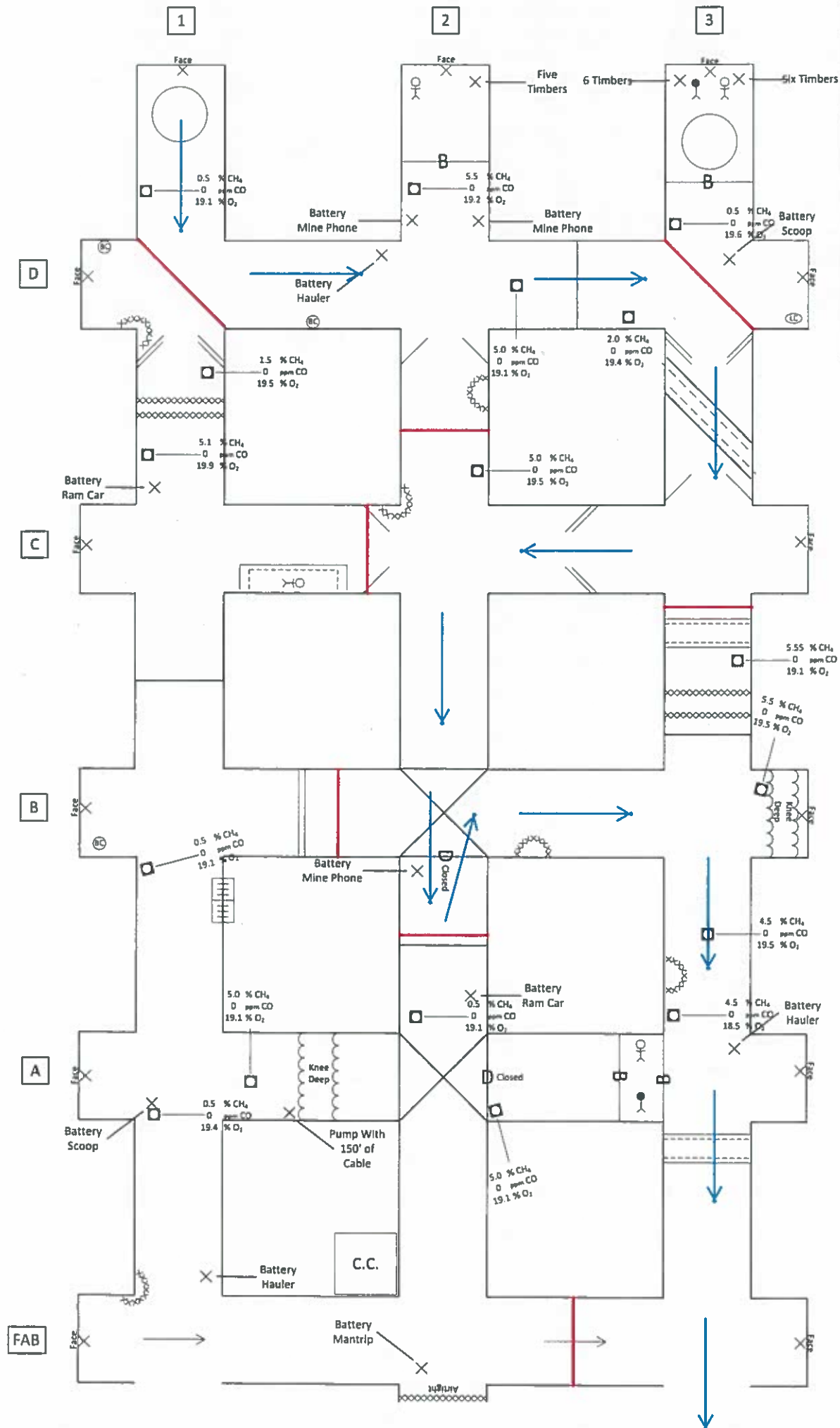


THIRD VENTILATION

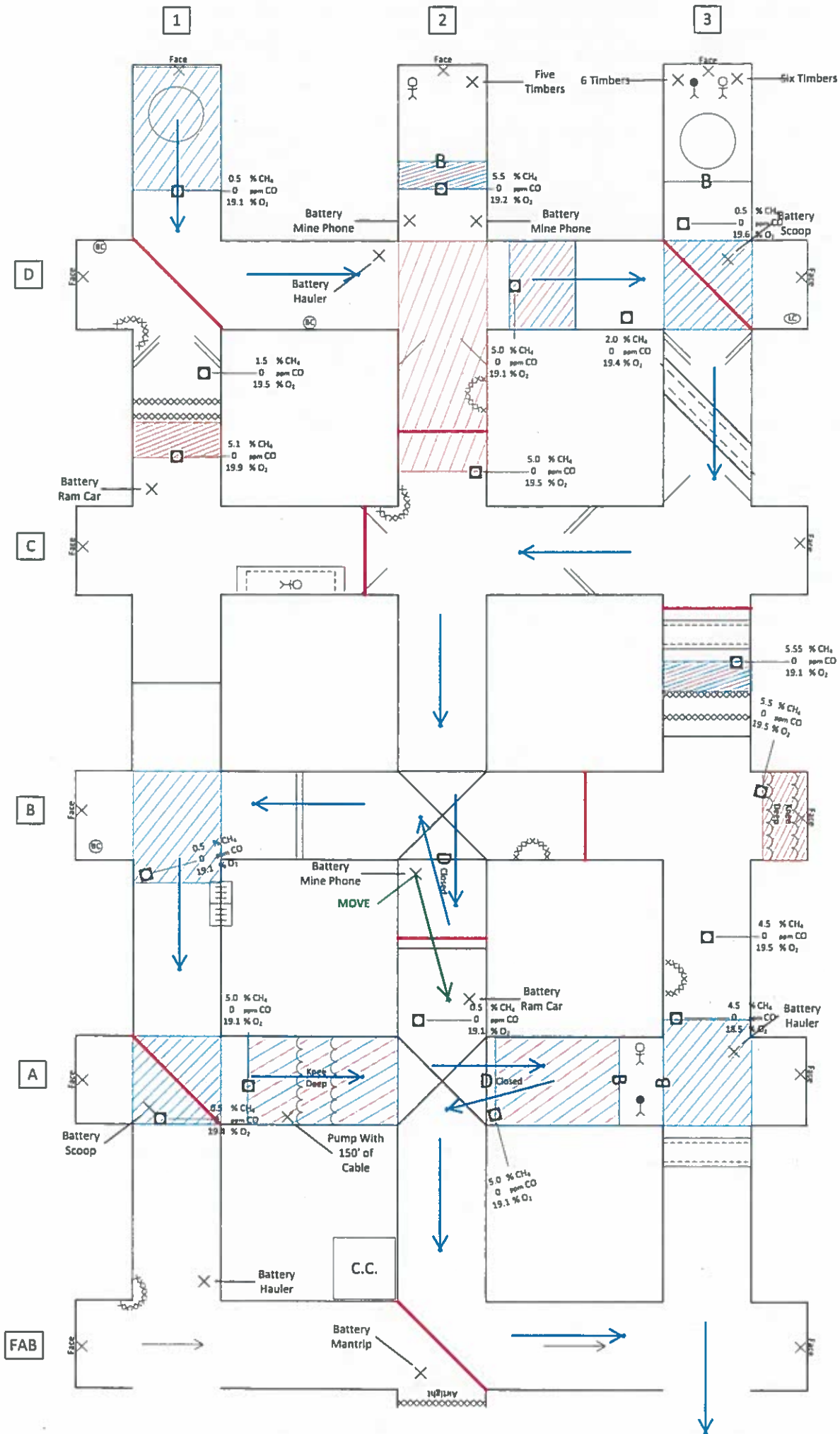
For the third vent, (Starting At The Air Shaft In The Face Of #1) The team should bring down the air shaft in the #1 entry, Build in #1 entry between C & D x-cut in the #1 entry, build between x-cut B & D in the #2 entry, take the air over to the #3 entry, build a diagonal in the #3 entry at x-cut D to keep the area of low O₂ by the battery scoop from moving, take the air out-by across the unsafe (which is considered made,) build between x-cuts C & B in the #3 entry take the air over to the #2 entry, build between the in x-cut C between the #1 & #2 entry, take the air down the #2 entry over the overcast, open the overcast door, build between in the #2 entry between x-cuts B & A, take the air through the door, build in x-cut B between the #1 & #2 entry, take the air over to the #3 entry, timber the unsafe in the #3 entry and take the air out.

(If the team does not rebuild the diagonal in the #3 entry by the air shaft or if they use the air shaft in the #3 entry to ventilate, there is an area of low O₂ by the battery scoop that did not clear with the previous ventilations and it will be moved over the two caved areas with two person unaccounted for.)

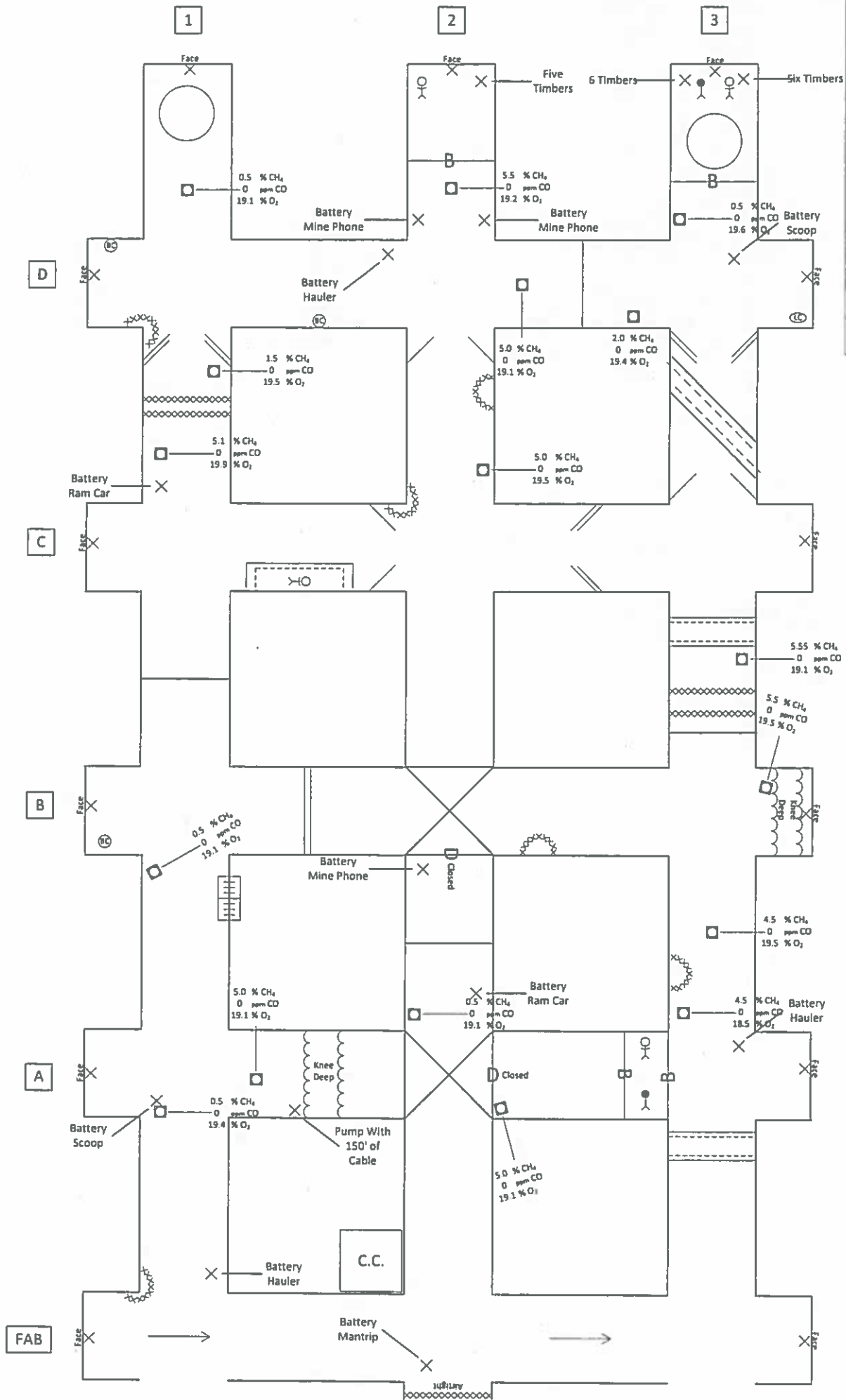
THIRD VENT

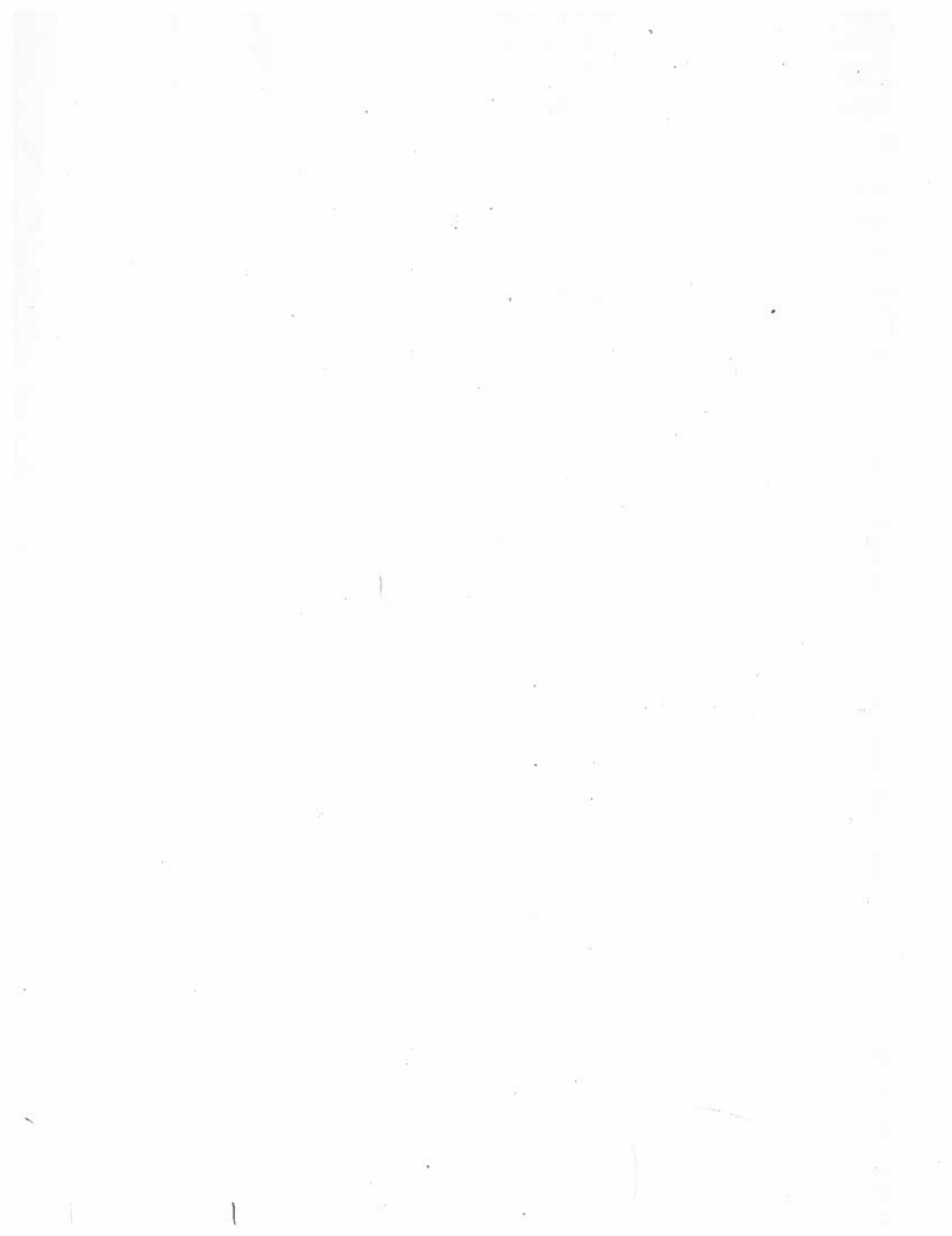


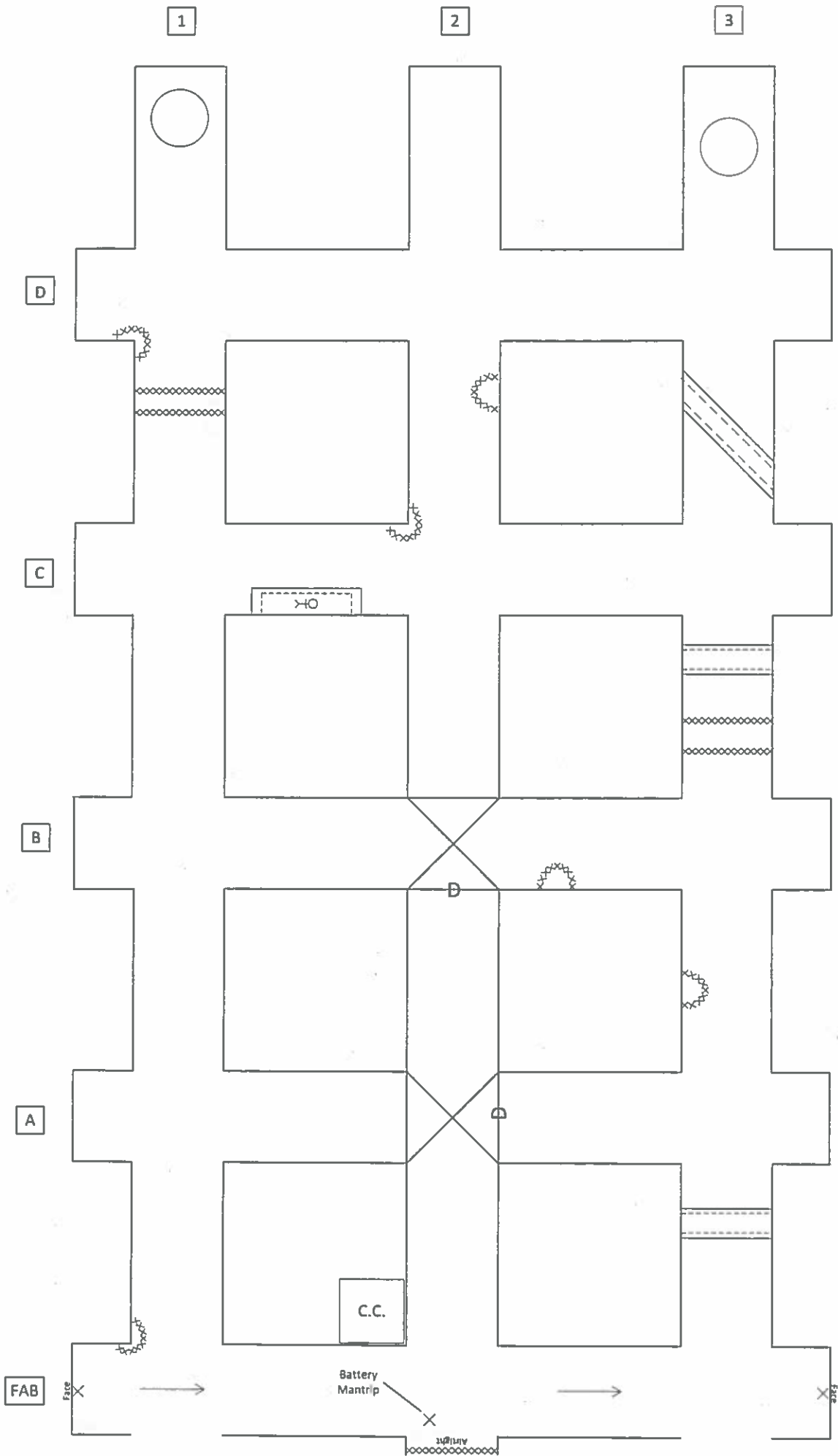
EXTENT OF GASES



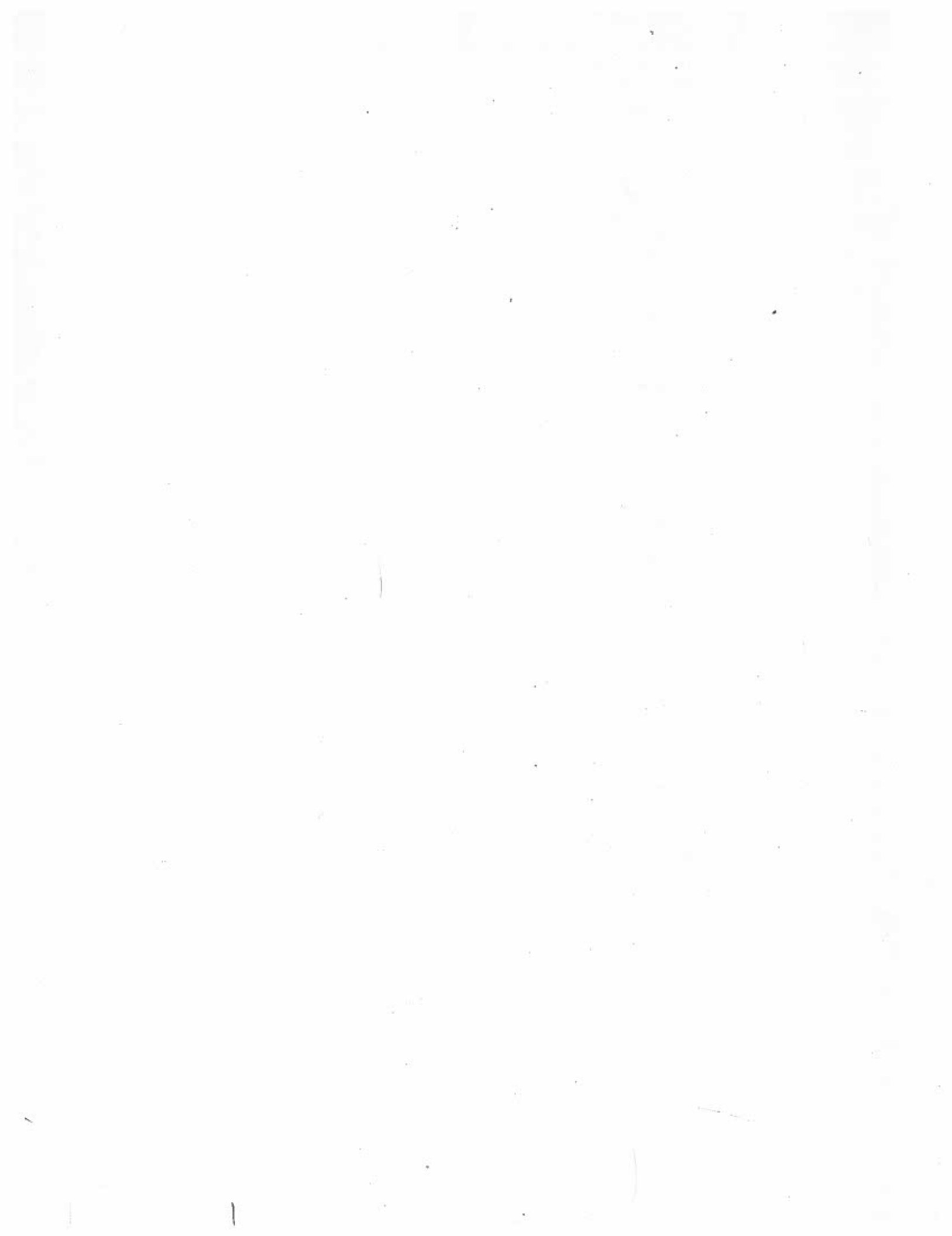
CONTEST MAP

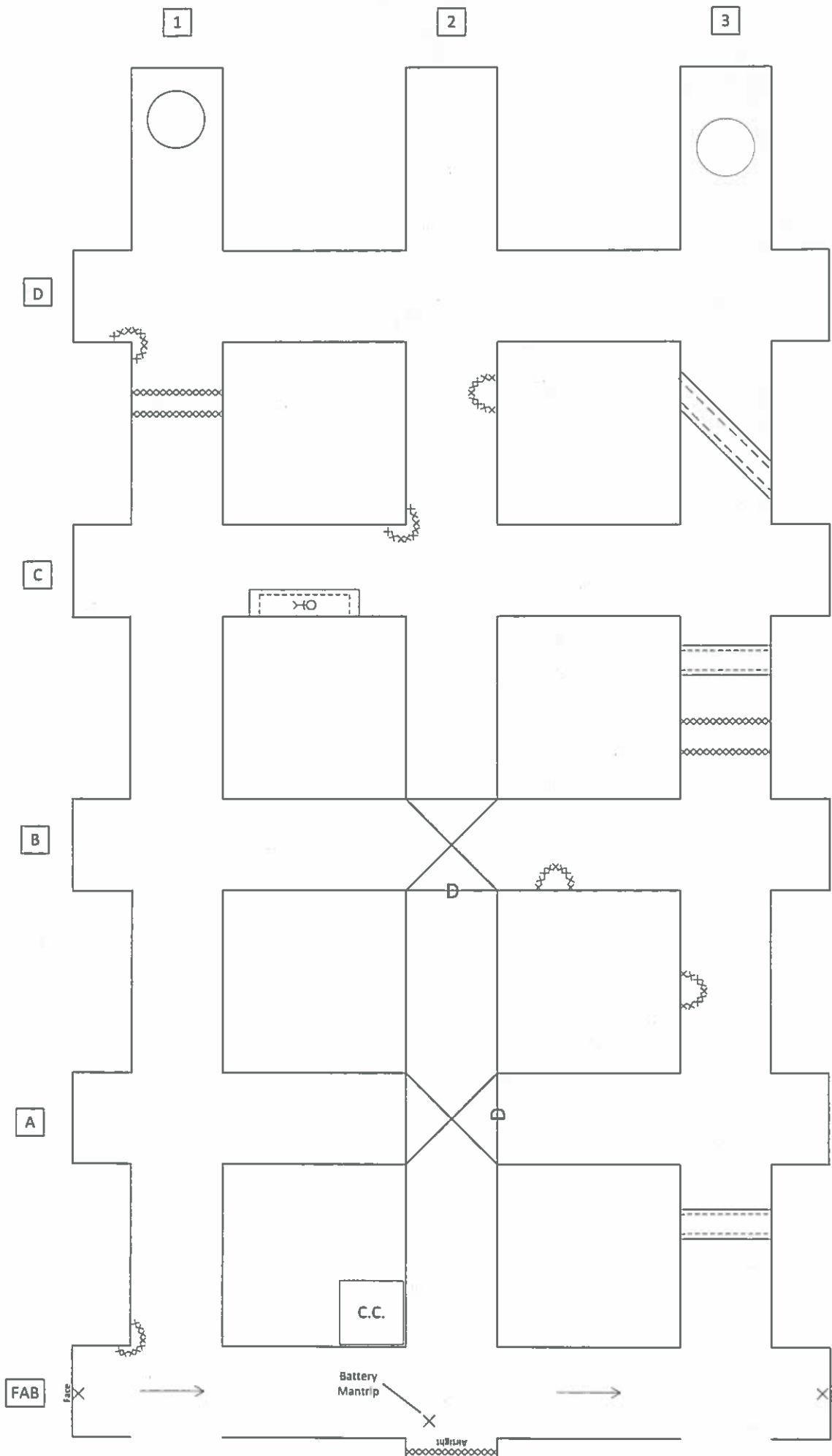






VENT





VENT

1

2

3

D

C

B

A

FAB

C.C.

Battery Mantrip

Airflirt

D

D

Face

Face

NOTES: _____
