

# **2012 THE KEMI MINE SAFETY & TRAINING COMPETITION**

## **SUPERINTENDENT'S STATEMENT**

### **DAY 2**

I am \_\_\_\_\_, Superintendent of the Bare Bones Coal Co, Inc., Soul Crusher Mine No.1. You are located in the established fresh air base on the First Left Panel off Second North Mains.

The Owl Shift Crew consisting of 6 men went to the section to perform maintenance. They were to service all the equipment and change out the conveyor boom on the continuous miner which was located in the No. 2 Face. If time permitted the crew was to set up the section for production.

When the maintenance foreman failed to call out his mid-shift report, attempts to contact the men on the First Left Panel were started and have proven unsuccessful.

The mine fan is exhausting and cannot be de-energized, stalled or reversed. There are old works near this mine. The mine has problems with bad roof and methane. The electrical power has been de-energized for all underground circuits and can be made available upon your request.

The mine map is up- to-date.

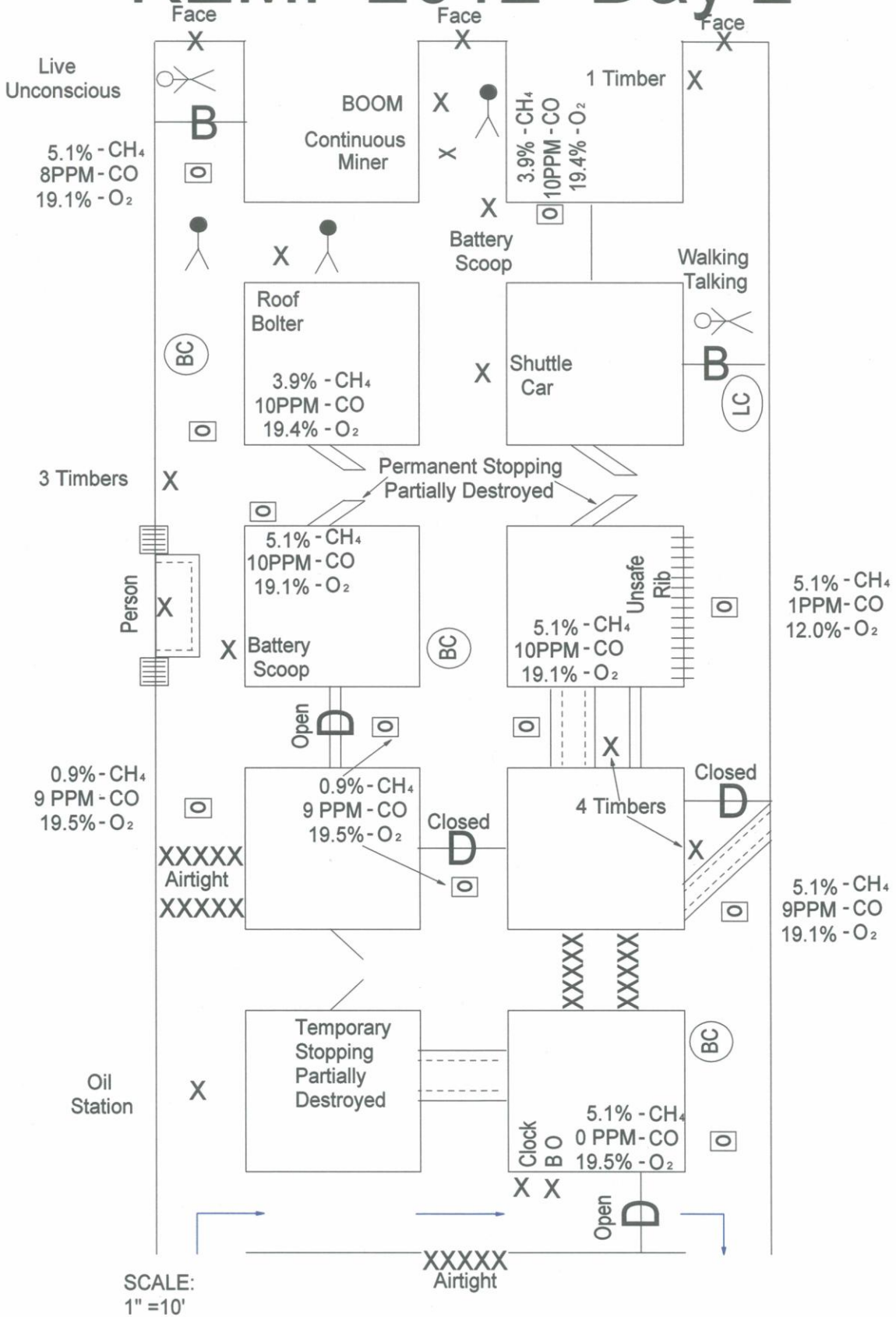
I have notified all enforcement agencies. All areas of the mine have been explored except this area. Back-up mine rescue teams are available if you need their assistance.

We have a competent Life Line Person (point out) ready to take your signals.

A copy of the problem and maps will be given to you when you are ready. You may work for 75 minutes before being replaced by another team. Thank you for your help.

Good luck

# KEMI 2012 Day 2



## PROBLEM

EXPLORE ALL AREAS OF THE PANEL  
THAT CAN BE DONE SAFELY

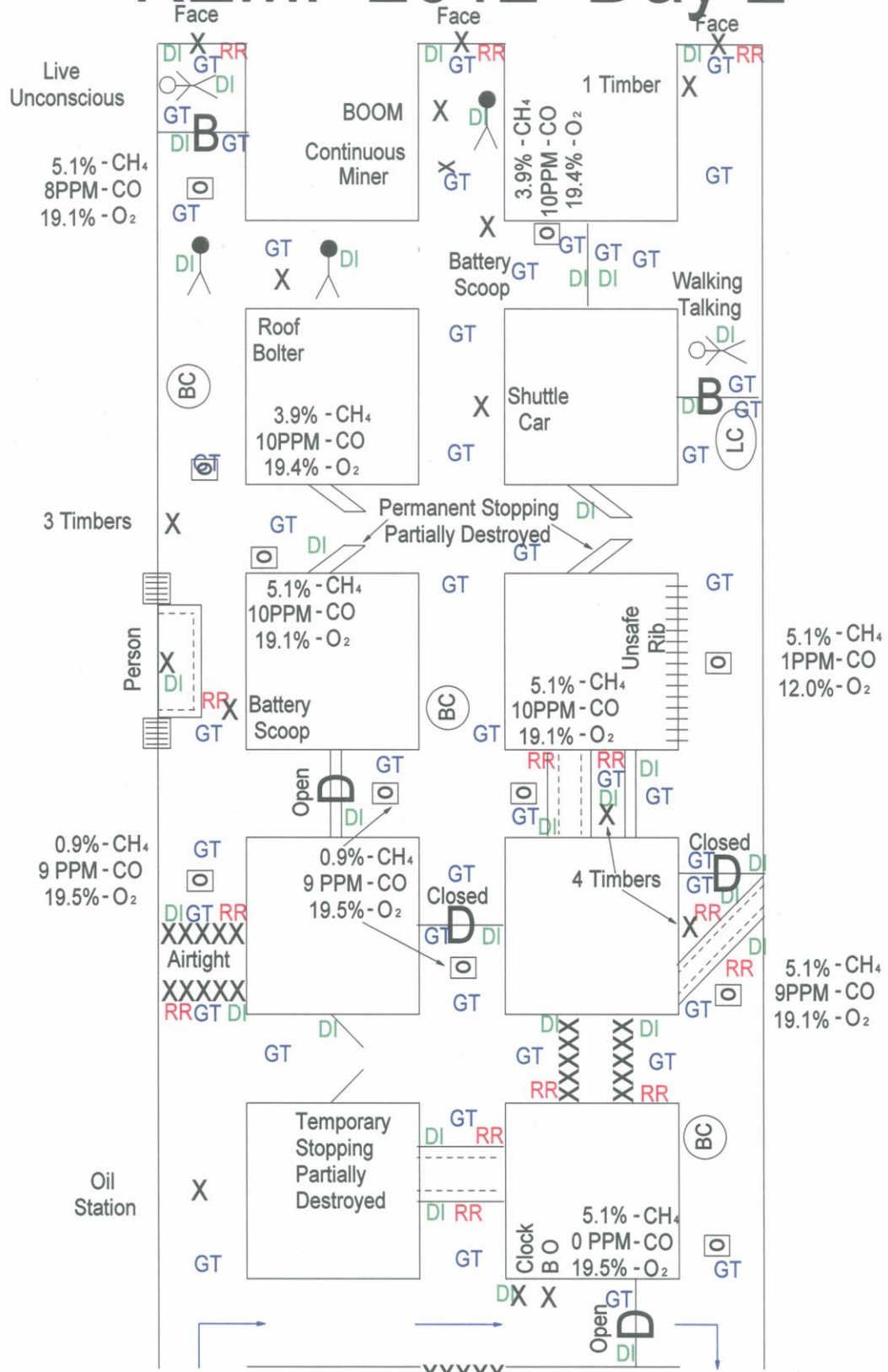
ACCOUNT FOR ALL MISSING MINERS

RESCUE ALL LIVE PERSONS AND BRING THEM  
TO THE FRESH AIR BASE

SHOW ALL CONDITIONS AS THEY WERE  
FOUND AND CONDITIONS AS LEFT BY THE  
TEAM ON THE TEAM MAP

ONCE THE CLOCK IS STARTED, YOU WILL  
HAVE 75 MINUTES TO WORK BEFORE YOU  
MUST EXIT THE MINE.

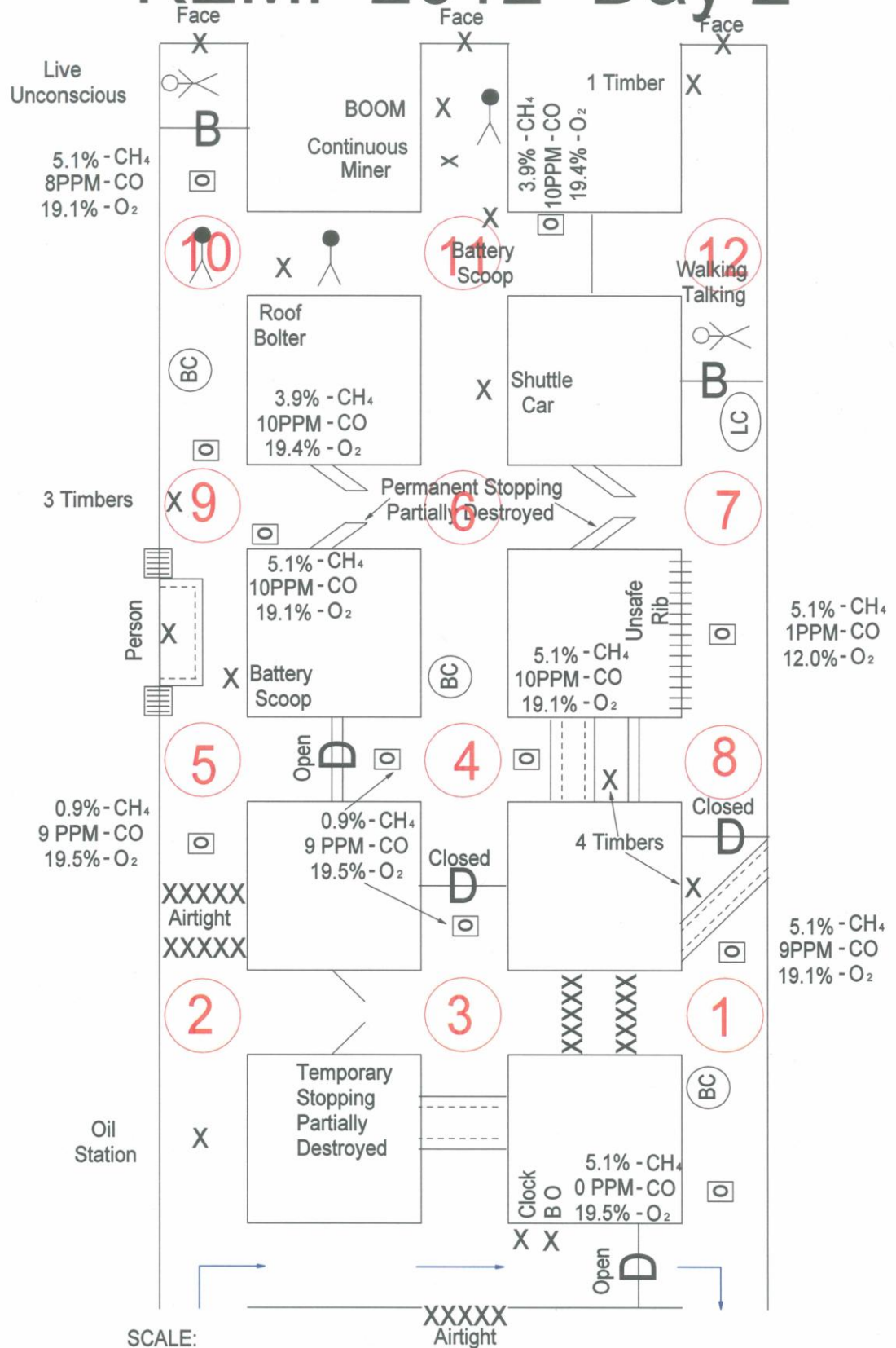
# KEMI 2012 Day 2



SCALE:  
1" = 10'

DI, RR, GT

# KEMI 2012 Day 2



## Team Stops

# **2012 KEMI MINE SAFETY & TRAINING COMPETITION**

## **MINE RESCUE CONTEST**

Day 2

### **Judges Briefing**

#### **FRESH AIR BASE**

Teams will begin by examining the three entries of the panel.

GT in all 3 entries, RR, DI in No. 2 at Unsafe Roof

DI at Clock

Contaminant is found in No. 3 entry.

#### **TEAM STOP NO.1**

Team will travel up No. 3 entry to the first crosscut.

GT in openings

RR and DI's at Diagonal Unsafe Roof

The team will make their 50 ft. team check.

#### **TEAM STOP NO.2**

Team will travel to the No. 1 entry.

GT's will be taken in openings.

RR and DI at Caved Airtight

DI at Temporary Stopping Partially Destroyed

#### **TEAM STOP NO.3**

Team will travel to No. 2 entry. GT's will be taken in openings.

DI and RR at Caved

DI and RR at Unsafe Roof

DI & GT at Temporary Stopping w/ Door Closed

Team Must airlock to go through.

#### TEAM STOP NO.4

Team will travel to the second crosscut in No.2 Entry.  
GT's in all openings, RR and DI at Unsafe Roof.  
DI Permanent Stopping w/ Door Open

#### TEAM STOP NO.5

Team will travel to the second crosscut in No. 1 Entry  
GT inby and outby openings  
RR and DI made at the Caved Airtight  
RR Unsafe Roof up No. 1 Entry,  
Acknowledge Person under Unsafe Roof

#### TEAM STOP NO.6

Team will travel to 3<sup>rd</sup> Crosscut in No. 2 Entry  
GT in all three openings, Tie Inby and Outby,  
DI Permanent Stopping Partially Destroyed

#### TEAM STOP NO.7

Team will travel to 3<sup>rd</sup> Crosscut in No.3 Entry  
GT inby and outby openings  
**Patient will read Statement**  
DI at Barricade  
Team Must airlock, breach Barricade  
GT inside Barricade before going in.  
DI Patient and bring to FAB

#### TEAM STOP NO.8

Team will tie back down No.3 entry to the 2<sup>nd</sup> Crosscut.  
GT the two openings. DI the Permanent Stopping and the Temporary Stopping w/  
Door Closed.  
Team must airlock at the Door Closed, Open Door, take GT  
RR and DI Diagonal Unsafe Roof  
Pick up the 4 Timbers and travel back to the Unsafe Roof w/ Person under it in No.  
1 Entry between the 2<sup>nd</sup> and the 3<sup>rd</sup> crosscuts. Timber in using the 4 timbers and find  
a Body.  
Touch & DI the Body.

Team must return to Team Stop No. 8 and airlock at the Permanent Stopping and explore the Crosscut between the No. 2 and No.3 Entries because of the 2 Crosscut Limit.

Team will take GT before entering.

Team will find 4 Timbers and make RR and DI at Unsafe Roof

#### TEAM STOP NO.9

Team will travel to 3rd Crosscut in No. 1 Entry.

GT's in all openings

Team will find 3 Timbers

Team will find a Contaminant inby.

#### TEAM STOP NO.10

Team will travel to Last Open Crosscut in No. 1 Entry.

GT's in both openings.

Touch & DI the 2 Bodies

Acknowledge, DI & GT at the Barricade

#### TEAM STOP NO.11

Team will travel to the Last Open Crosscut in No. 2 entry.

GT's at inby and outby openings.

Touch & DI the Body

DI, GT & RR at Face

DI & GT at Temporary Stopping between No. 2 and No. 3 Entries

#### TEAM STOP NO.12

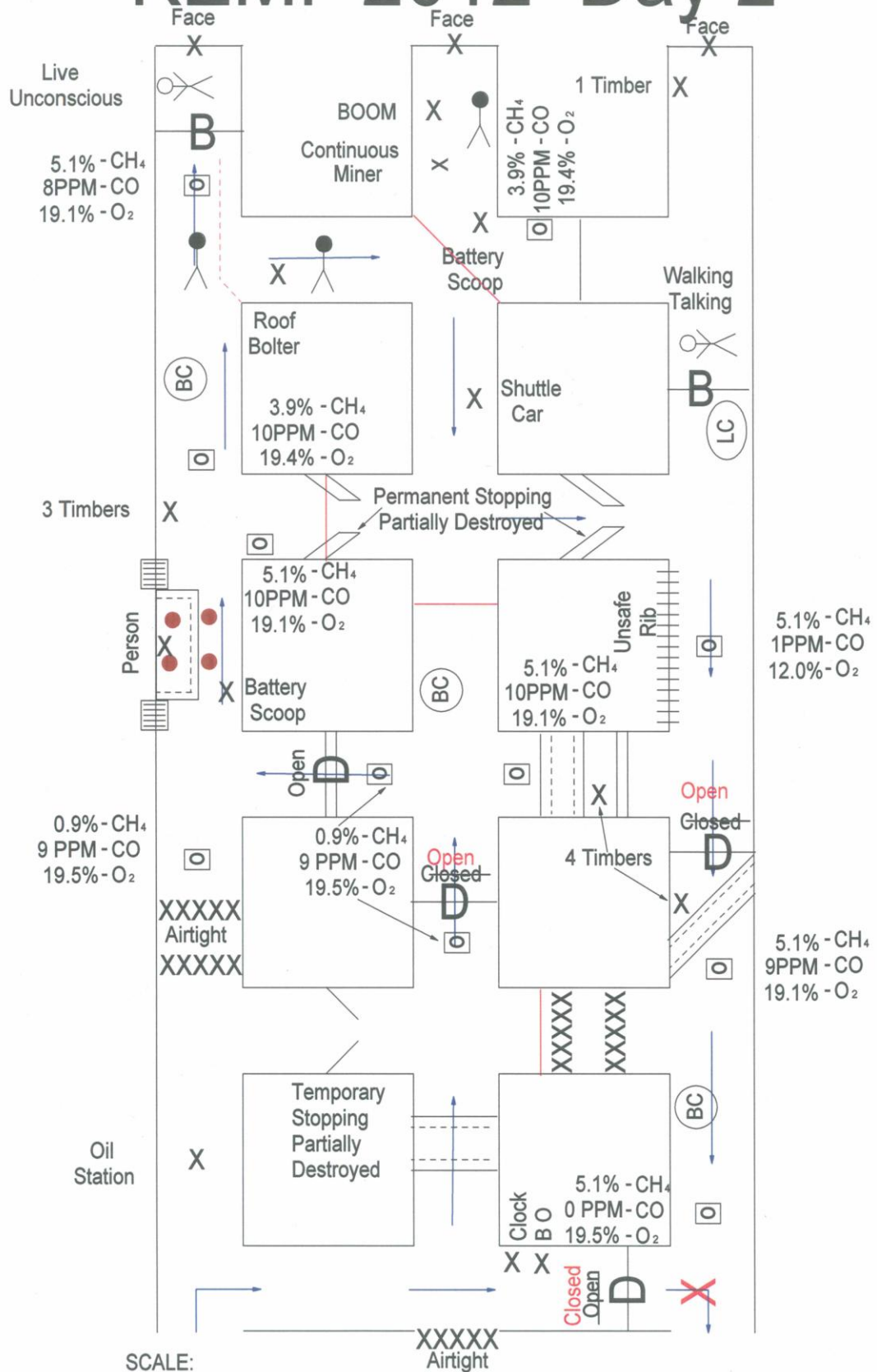
Team must travel to the Last Open Crosscut in the No. 3 entry. GT's in openings,

DI the Temporary Stopping between No. 2 and No. 3 Entries

RR, DI and GT the Face



# KEMI 2012 Day 2



## Ventilation

# VENTILATION

Team must build temporary stopping in 1<sup>st</sup> Crosscut between No. 2 and No. 3 Entries.

Team Must Open Door in temporary stopping in No. 2 Entry inby 1<sup>st</sup> Crosscut.

Team must build temporary stopping in 2<sup>nd</sup> Crosscut between No. 2 and No.3 Entry.

Team Must Open Door in temporary stopping in No. 3 Entry inby First Crosscut.

Team Must build temporary stopping in No. 2 Entry inby 2<sup>nd</sup> Crosscut.

Team must rebuild stopping in 3<sup>rd</sup> crosscut between No. 1 and No. 2 Entries.

Team or BO must Close Door in FAB

Team must hold Line Curtain to within 5 feet of Barricade in No.1 Face to clear contaminants. Team must airlock into Barricade make GT before entering, Touch & DI Patient, conduct Patient Assessment.  
DI, RR and GT at Face.

Bring Patient to FAB

Stop the Clock

# MINER'S STATEMENT

HELP! HELP! Get me out!!!

My light has gone out and I'm in the dark!!