

2012

KENTUCKY

STATE

MINE RESCUE

CONTEST

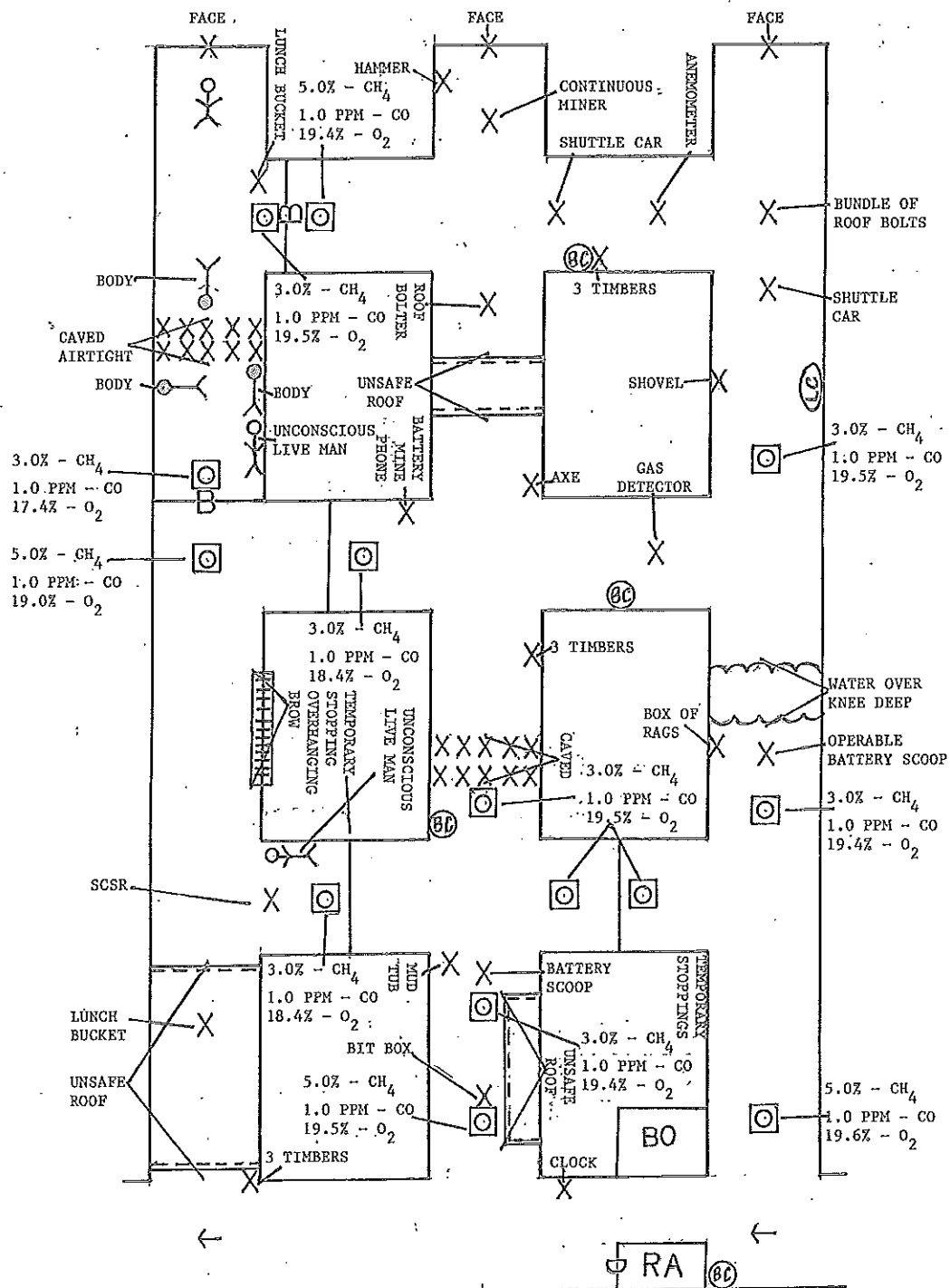
DAY 1 9/12/12

KENTUCKY STATE MINE RESCUE CONTEST
DAY 1
SEPTEMBER 12, 2012

YOU HAVE 7 MINUTES TO POSITION YOUR EQUIPMENT AND STUDY THIS STATEMENT. YOU MUST START THE CLOCK WITH IN 7 MINUTES OR THE JUDGE WILL START IT FOR YOU.

The KMI Mine thanks you for answering the call for help. You are located in the North Main development section where #3 working section has been mining for approximately 3 weeks. On this section the air normally intakes up number three entry and returns out #1 entry. #2 entry is a neutral air entry. This mine has a lot of roof and methane problems but they have been controllable. Last night the #2 working section cut into unmapped old works that created a small explosion. When the mine was evacuated, six miners from #3 working section failed to come out. Rescue operations began immediately. All areas outby this point have been explored and made safe. We established a fresh air base here after finding the RA located between #2 and #3 entries empty. The underground power has been locked out and is being guarded. The exhaust fan located on the surface is operating and guarded and cannot be stopped or reversed. There is a trained mine rescue team onsite to serve as your back-up. There is a lifeline man here to handle your lifeline. The mine maps were up to date yesterday, but the only maps we have are the unit projection maps. This is all the information available except for Additional instructions that will be given to you with the maps.

Good Luck



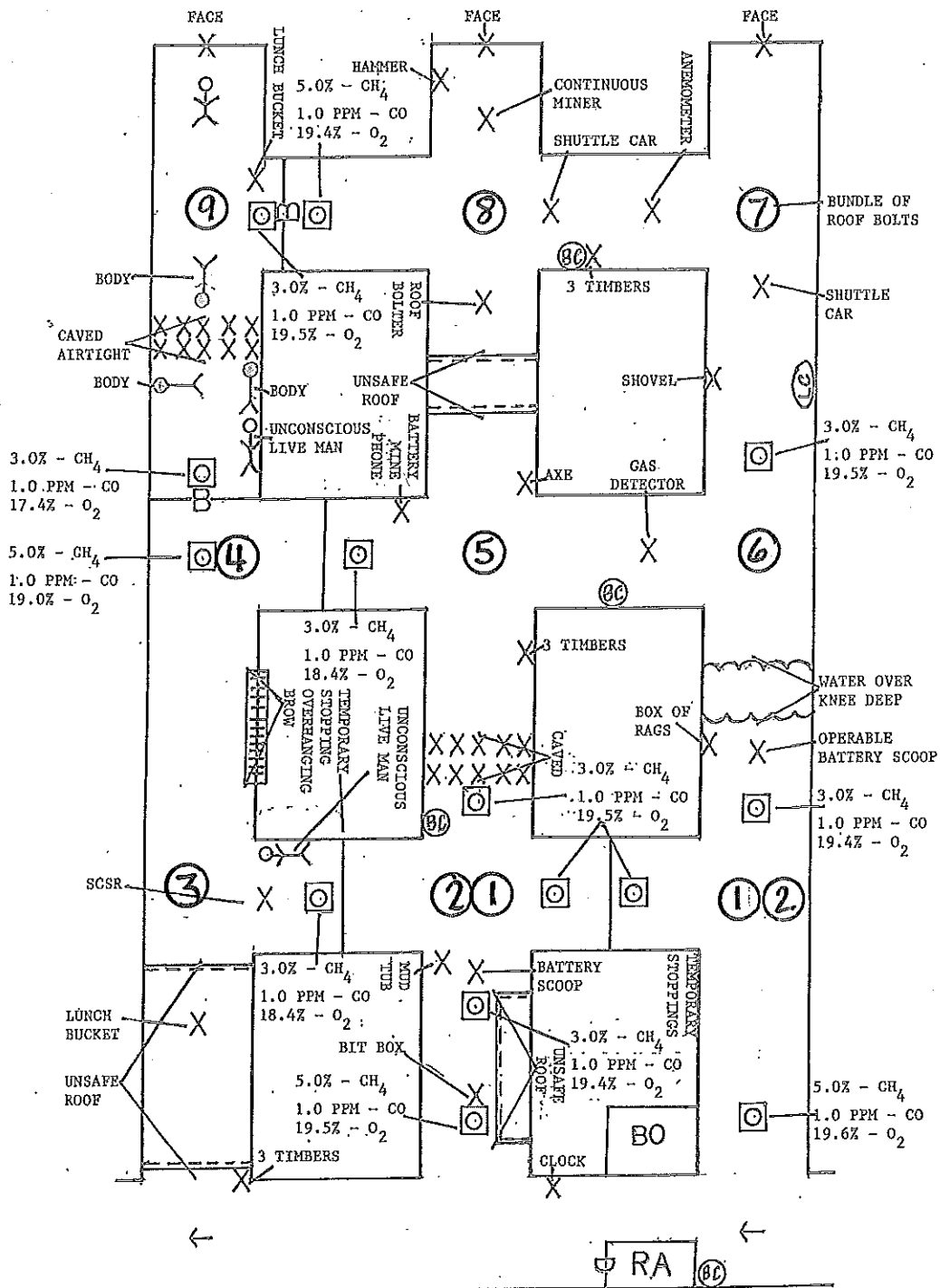
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September 12, 2012

Once the team reports to the fresh air base they will have 7 minutes to read their statement and position their equipment. Supt. must tell the team when they have 1 minute remaining. If the team fails to start the clock within the 7 minute period the superintendent will start the team clock and give them the maps from the packet. After the clock is started, all required equipment checks must be made in the presence of the judges. These checks includes: detectors, fire extinguishers, and stretchers. Communication must be established between the briefing officer and the team. The #5 man must go over standard lifeline signals with the lifeline judge unless wireless communications are used.

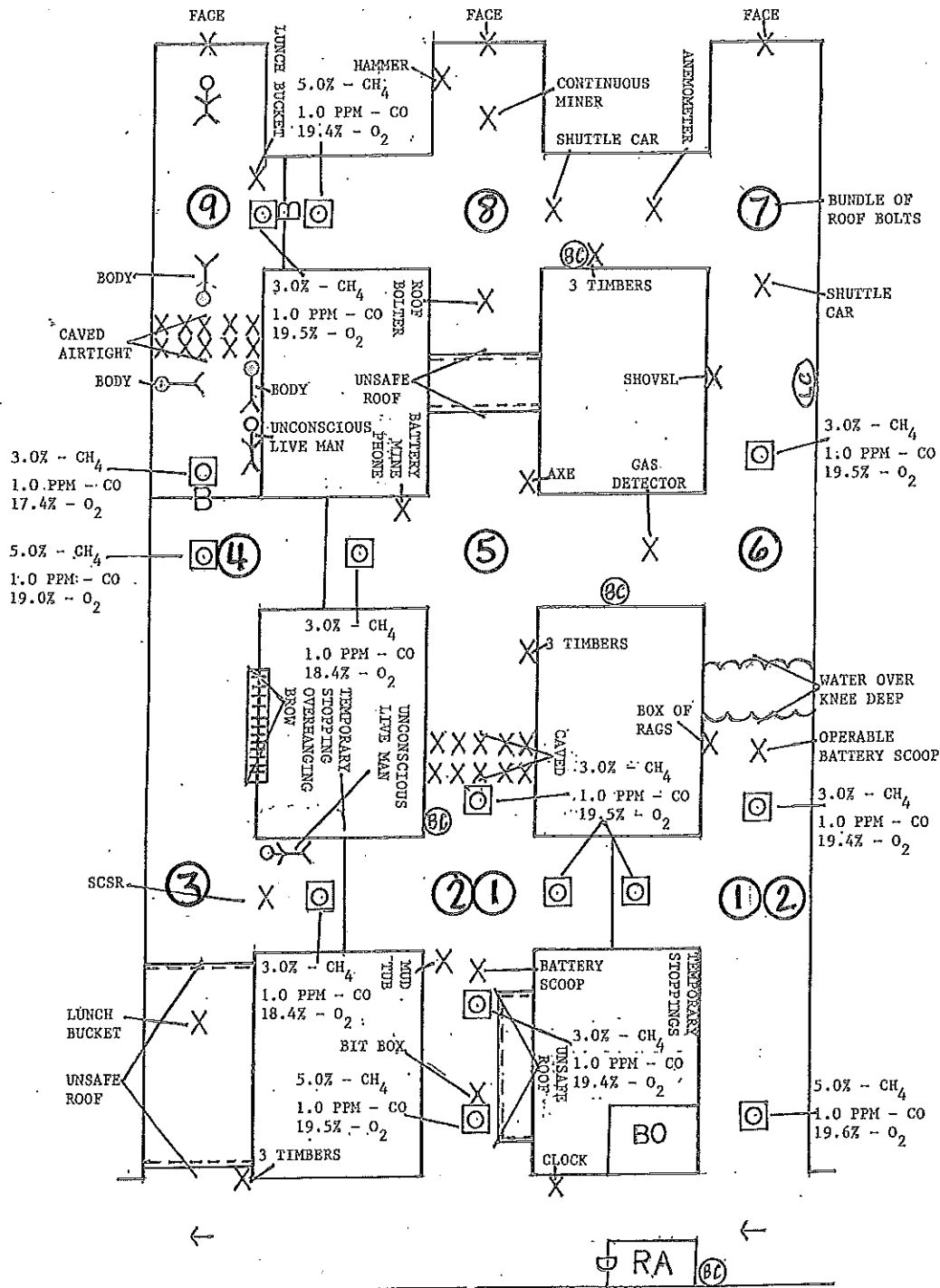
WORKING PROCEDURES:

The statement tells the team that they are located at the fresh air base underground. The captain will make the openings to the section to be explored. In #1 entry he will find unsafe roof rib to rib and 3 timbers. In #2 entry he will find unsafe roof along the right side of the entry requiring a zig zag roof test and an explosive mixture extending to an irrespirable mixture. In #3 entry the captain will find an explosive mixture . At this point the captain will have a choice as to which entry to explore first. Notice that team stop #1 and #2 are interchangeable. We will assume that the team will travel #3 entry first. So the team will advance to **TEAM STOP #1.** An apparatus check must be made at team stop #1. The captain finds an explosive mixture extends to the first intersection and that an irrespirable mixture extends to the water over knee deep. Gas test and the captains D&I will be required. To the left the captain will find a temporary stopping and a gas test is required in the opening and the captains d&I is required at the stopping. The team should retreat to the FAB and re-enter the mine traveling in #2 entry, If not previously completed the captain will continue his zig zag roof test as he travels to **TEAM STOP #2.** The captain will explore inby to the caved area making a gas test, a roof and rib test and D&I, to the right the captain will explore to the temporary stopping making a gas test in the opening and D&I at the stopping. To the left the captain will make to the temporary stopping making a gas test in the area and D&I at the stopping. The team must use the BC found to airlock thru the temporary stopping to advance to **TEAM STOP #3.** As the team breaches the temporary stopping the captain will find an unconscious live man. Since he



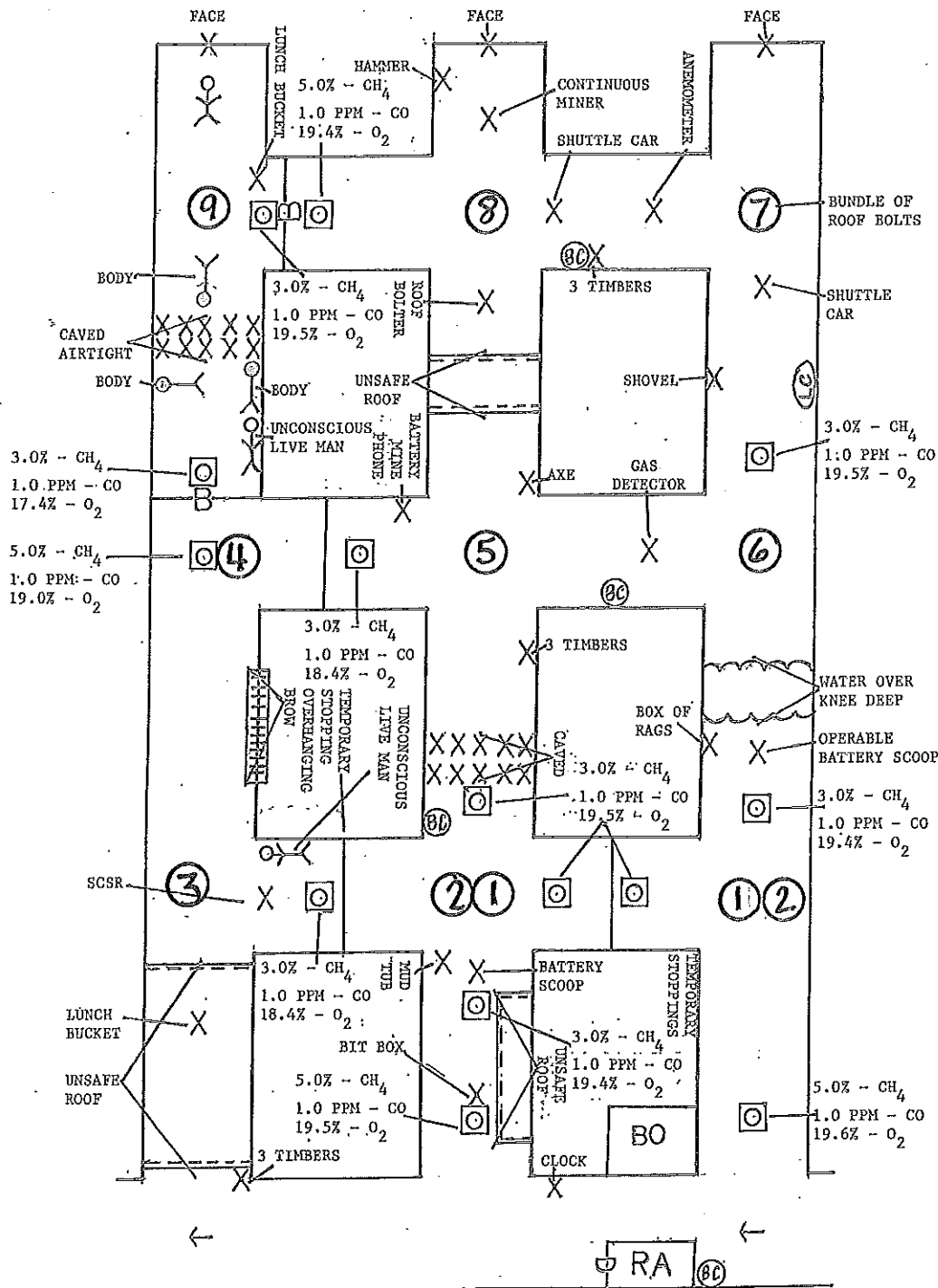
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is in a irrespirable atmosphere he must be protected with respiratory protection. A patient assessment must be started by the captain. The patient must be brought to the FAB. Once the team advances back to stop #3 the captain will find the unsafe roof making a R&R test, a gas test and D&I. Up the straight the team shall stay clear of the overhanging brow, even though there is no test required. A gas test must be made in the opening. The team will then advance to **TEAM STOP #4**. Here the team will find an explosive, irrespirable atmosphere and a barricade flush with the ribline. Since the patient is unconscious there will be no response to tie the team to the barricade. The captain will D&I the barricade and explore to the temporary stopping to the right where a gas test must be made in the opening and the captain must D&I at the stopping. The team must airlock to breach the stopping and to advance to **TEAM STOP #5**. Here the team will tie back to the caved area in #2 entry with the captain making a R&R and D&I at the caved area. A gas test must be made in the opening. Inby the captain will find unsafe roof across the entry and must make a R&R test and D&I the unsafe roof. A gas test must be made in the opening. A gas test must be made in the opening to the right before the team advances to **TEAM STOP #6**. At this stop the captain will examine outby making a gas test in the area, and a D&I at the water over knee deep. Up the straight he can examine up to the corner, making a gas test in the area before advancing the team to **TEAM STOP #7**. Here the captain will explore to the face of #3 entry making the necessary checks and D&I at the face. A gas test is required in the left cut before advancing to **TEAM STOP #8**. The captain will examine outby to the unsafe roof making a gas test in the area and a R&R test and D&I at the unsafe roof, inby he will explore to the face making a gas test, R&R and D&I. To the left he will find a barricade with an explosive, irrespirable atmosphere. A miner will respond to the team saying there is an airtight face behind him. The team must now ventilate to rescue the missing miner. To ventilate see the Ventilation maps #1 and #2. After successfully ventilating the barricade the team will breach the barricade, the captain must make a gas test immediately inside the barricade before advancing to **TEAM STOP #9**. At this stop the captain will explore outby finding and touching the body and finding a caved airtight that will require a gas test in the area and a R&R test and D&I. Toward the face he will find a conscious live man. He must ask him if he is alright and will then be able to make a gas test, R&R test and D&I at the face. Since the travelway will all be clear the patient may be brought out barefaced. Remember that the gas placard where ventilation has been changed must be rechecked when the team re-enters the area. After taking the patient to the FAB the team will return to

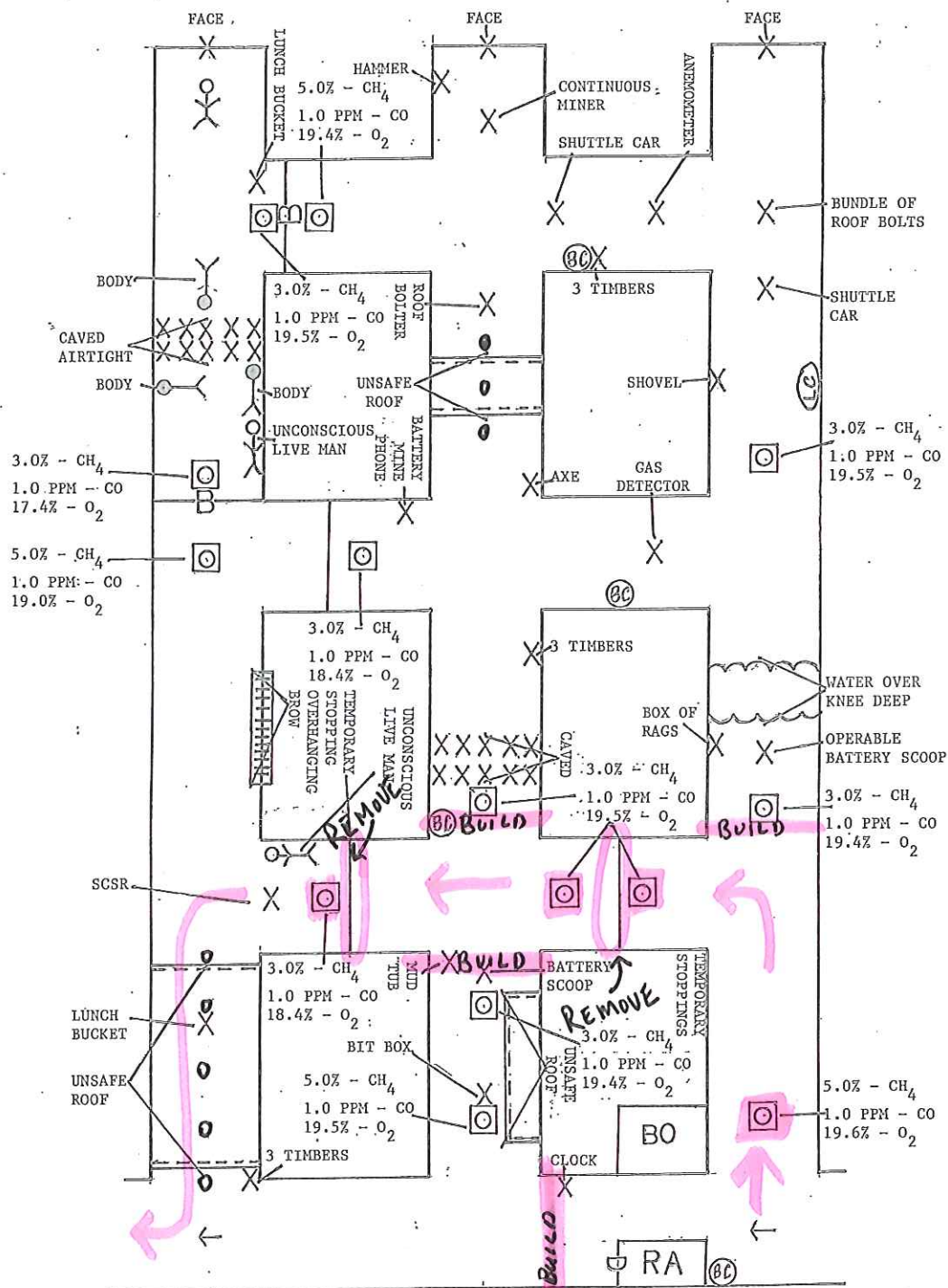


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the Barricade found at team stop #4. The gas in front of the barricade has already been cleared, but because the conditions behind the barricade are unknown they must airlock to enter. Once airlocked the captain will breach the barricade making a gas test before entering and once inside will find the unconscious live man in an irrespirable atmosphere. An assessment must be made on the patient and respiratory protection must be placed on him. The captain will be able to find and touch the two bodies and make a R&R test and D&I the caved area before exiting the mine. Since the area is airtight it will not be necessary to rebuild the barricade when leaving. Once the team exits the mine with the patient, problem is complete and the captain may stop the clock. Remember no comparing maps with the B.O. after the team initially goes underground.

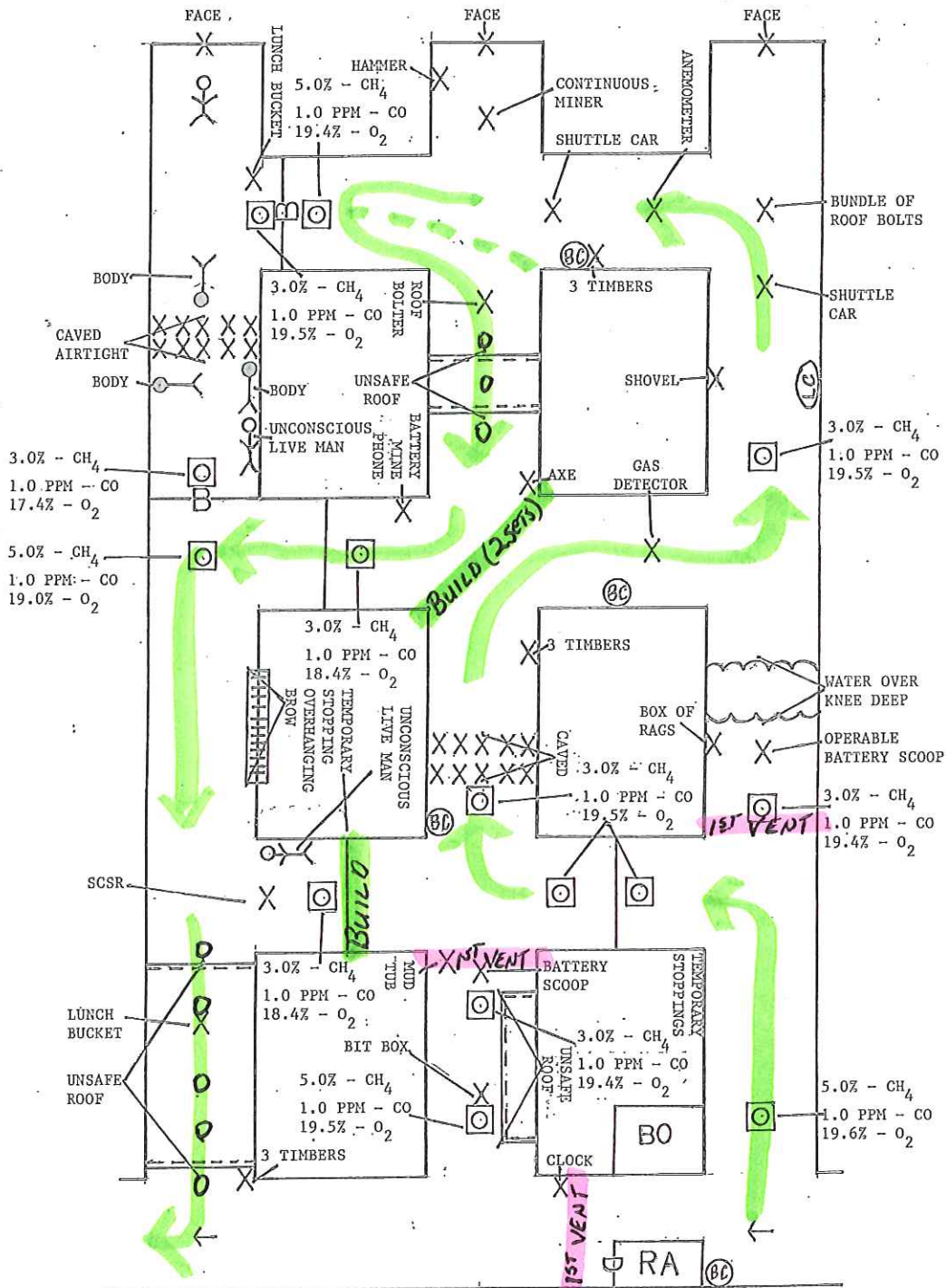


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1ST VENT

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2ND VENT

CONSCIOUS LIVE MAN STATEMENT

KMI MINE RESCUE CONTEST
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HELP!! GET US OUT OF HERE. I AM O.K. BUT
CHARLIE DOESN'T LOOK TO GOOD. IT IS
AIRTIGHT BEHIND ME.

KEMI MINE RESCUE CONTEST

SEPTEMBER 12, 2012

WRITTEN INSTRUCTIONS

- FAN CANNOT BE REVERSED, OR STOPPED.
- EXPLORE THE ENTIRE MINE IF IT CAN BE DONE SAFELY.
- ACCOUNT FOR ALL MISSING MINERS AND BRING SURVIVORS TO THE FRESH AIR BASE
- TEAM MAY ONLY TRANSPORT TWO BRATTICE CLOTH AT ANY GIVEN TIME. THIS DOES NOT INCLUDE LINE CURTAINS.
- AIRTIGHT STRUCTURES WILL BE PROPERLY FASTENED AT EACH END. NOT AIRTIGHT WILL HAVE ONE END NOT FASTENED.