

Price Mine Rescue Contest June 6th 2012



Rule 14

The following equipment must be tested after the clock is started and before the entire team goes underground or inby the fresh-air base ____2

Stretchers: stretchers must be completely unloaded and unfolded to be tested. Then, with a team member wearing an apparatus lying in a prone position with arms extended both ends of the stretcher must be lifted simultaneously. The stretchers cannot be lifted until the clock is started. Team member can lie on stretcher prior to starting the clock for stretcher test but stretcher cannot be lifted prior to starting the clock.

Communication system: communications between the team and briefing officer shall be tested before the team advances inby the fresh-air base.

Fire extinguishers: extinguishers need not be activated, but a visual examination is necessary. Fire extinguishers shall be 2A10BC Rating and a minimum 5 pound capacity.

All gas detecting instruments used or taken inby the fresh-air base must be tested in the presence of a judge. (After testing, gas detecting instruments may be turned off during the working of the problem.)

Rule 18

Failure to give proper notification to the briefing officer with lifeline or communication system of team's intentions, (total discounts not to exceed 6 during working of problem) each infraction ____1

Failure to notify the briefing officer by voice communication or lifeline of team's intentions would include advancing or retreating team inby the fresh air base prior to notifying the briefing officer and receiving a reply. If the team is stopped and gives a signal to retreat or advance, the No. 5 team member must await return signal from the briefing officer prior to moving. When traveling and the No. 5 team member gives signal to stop, the No. 5 team member may not move more than two steps after receiving return signal from the briefing officer.

Rule 23

Failure of captain to test the roof, faces, and/or ribs by the sound and vibration method, each infraction (maximum - 6 points at any one location except fires) ____2 "Captain must use sound and vibration method Hold hand with stick up and empty hand up like he is feeling for vibrations in roof strata and along the rib too"

Rule 31

Any act by a team which may result in an explosion of an explosive air/gas mixture___30 This discount will be assessed for each explosive mixture passed over each unexplored area or ignition source (# of mixtures x # of areas x 30 point discount

B. Continuing exploration after conditions are found to indicate an imminent explosion is possible by the presence of an explosive mixture and evidence of fire (visual acknowledgment of a fire, smoke or carbon monoxide above 10 ppm), or continuing exploration when energized electrical equipment, energized circuits (including all batteries except cap light batteries) or energized cables are found in an explosive mixture. "In # 1 face cannot go past the gas placard just in-by the barricade."

Rule 35

Failure to remove irrespirable atmosphere___30

If an irrespirable atmosphere is encountered immediately outby an airtight barricade or refuge alternative, the team must remove the irrespirable atmosphere before breaching the barricade or refuge alternative. RA and Both Barricades.

Rule 49

F. Team members holding up brattice cloth in an attempt to clear a contaminant shall be discounted under this rule and the contaminant shall not be cleared. Line Curtain is the designated curtain provided for teams to hold up in order to remove contaminants. (If brattice cloth is to be used it must be used in lieu of frames when extending a line curtain) "One end of Line Curtain will have a hook on it and that end must be hooked to the brattice cloth and held in place to clear the gas. The Brattice Cloth will be hooked to corner of the pillar out-by to direct the air in to ventilate the structure." The Line curtain is only long enough to ventilate with the use of a brattice cloth used together. And they need to be installed correctly to work.

The teams will have to move the battery hand held drill and the operable battery scoop, to clear the entry way of an ignition source. The new location needs marked on the Captains vent map at the end of the problem.

Be aware at all times during ventilation, to ensure that no Gases go over water or unsafe roof, or the missing person before it is determined to be a body. These areas are all considered to be unexplored areas. Also Irrespirable cannot go over the Briefing Officer.

The Missing person in the last open cross cut will have to be checked after the person in the #2 barricade is rescued. The teams will set the timbers and check the body. Then it is determined that the person is a body they can clear the irrespirable gas from the barricade in #1 entry.

Left Shaft (Left Side):

- Top: No Response Body (X)
- 5% Ch4, 0 ppm Co, 12.5% O2 (X)
- 4% Ch4, 51 ppm Co, 19.5% O2 (X)
- Battery coal hauler (X)
- Shovel (X)
- 5% Ch4, 0 ppm Co, 18% O2 (X)
- Axe (X)
- water hip deep (X)
- Inoperable water pump (X)

Right Shaft (Right Side):

- Top: Live Concious Person (X), Face (X), Body (X), 4 Timbers (X), Smoke (X)
- Hand held Battery drill (X)
- Permanent Not intact (X)
- Water hip deep (X)
- Live concious Person (X), Help! Help! (X)
- Battery scoop (X)
- 1% Ch4, 0 ppm Co, 18% O2 (X)
- 5% Ch4, 0 ppm Co, 18% O2 (X)
- Permanent stopping (X)
- Unsafe roof (X)
- 5% Ch4, 0 ppm CO, 19.5% O2 (X)

Central Levels and Equipment:

- Missing person Body (X)
- Permanent stopping not intact (X)
- Cave airtight (X)
- Permanent stopping not intact (X)
- Set of scoop Batteries (X)
- 5% Ch4, 0 ppm Co, 18% O2 (X)
- Operable Battery Scoop (X)
- Check in Board (X)
- Briefing Officer (X)

Gas Readings and Status:

- Top Left: 5% Ch4, 0 ppm Co, 12.5% O2
- Top Left (Lower): 4% Ch4, 51 ppm Co, 19.5% O2
- Top Right: 1% Ch4, 0 ppm Co, 11% O2
- Middle Left: 5% Ch4, 0 ppm Co, 18% O2
- Middle Right: 1% Ch4, 0 ppm Co, 18% O2
- Middle Right (Lower): 5% Ch4, 0 ppm Co, 18% O2
- Bottom Left: 1% Ch4, 0 ppm Co, 18% O2
- Bottom Right: 5% Ch4, 0 ppm CO, 19.5% O2

Other Labels:

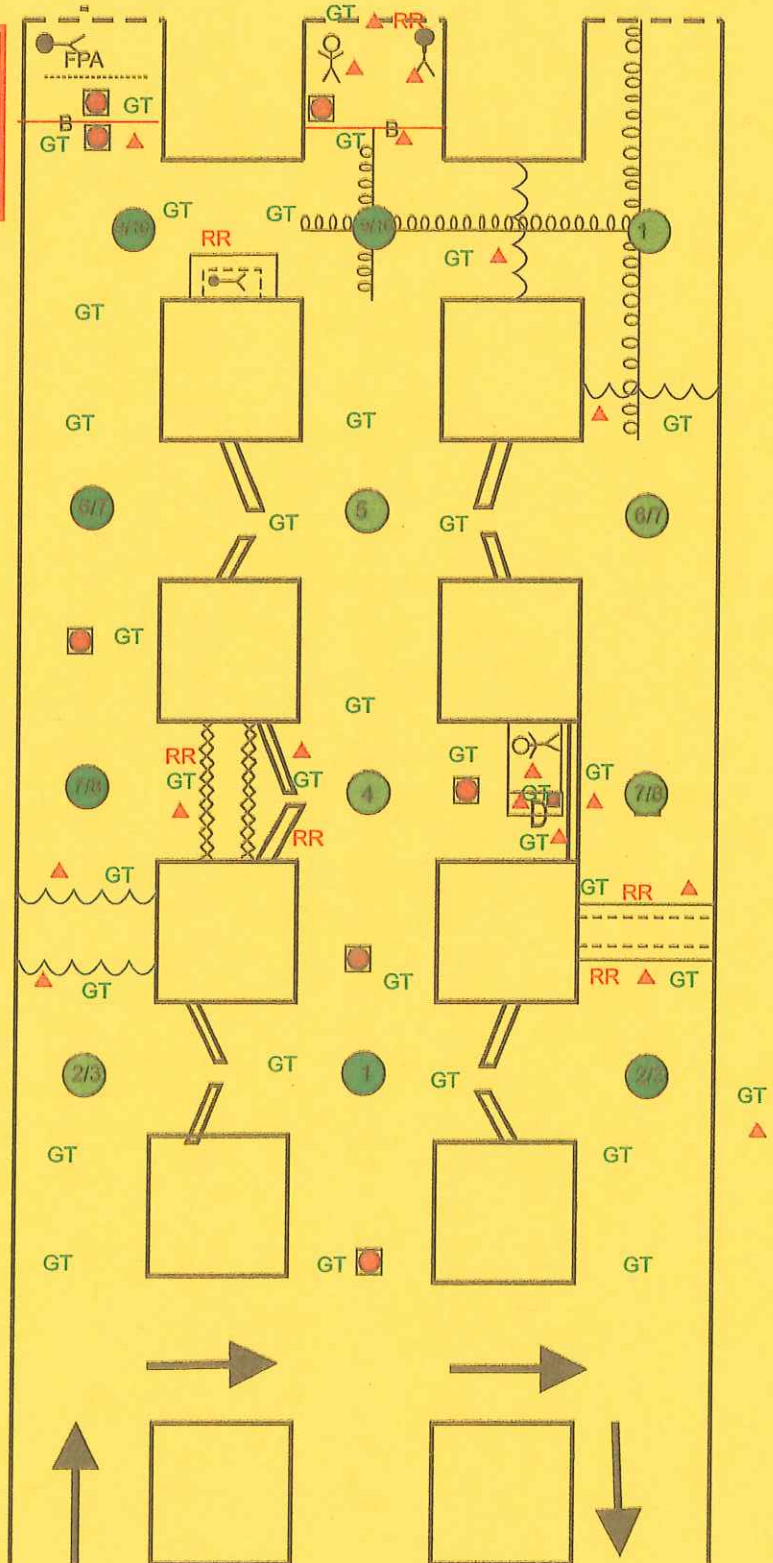
- CUT INTO Old WORKS
- "Help! Help!..."
- Shovel
- Face
- Body
- 4 Timbers
- Smoke
- Water hip deep
- Hand held Battery drill
- Permanent Not intact
- Missing person Body
- Permanent stopping not intact
- Cave airtight
- Permanent stopping not intact
- Set of scoop Batteries
- 5% Ch4, 0 ppm Co, 18% O2
- Operable Battery Scoop
- Check in Board
- Briefing Officer

BC

RR - ROOF & RIB TEST

▲ - DATE & INITIALS

GT - GAS TESTS FOR CO,
O2 & CH4



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2012

Thank You for coming to the Rusty Horse Shoe Mine and helping with our mine emergency. The Midnight shift started work last night and day shift coming to work this morning seen smoke coming out of the Mine Fan. Our Mine Rescue team advanced in to our only section and has established a fresh air base.

Our little mine produces a lot of methane and water. We have had problems with unsafe top.

Our fan has had problems too, if you want us to reverse it good luck, the last time we did that we were down for a week, so we cannot reverse the fan. Oh we can't turn it off too, it will not start again, so don't ask.

We are hoping to miss some old works that are somewhere close to here, but don't worry our maps should be up to date, except right in the faces, your guess is as good as mine.

We have 5 man crews that do it all, they mine, move belt and anything else we ask them to do. The midnight crew is the best one we have so save them.

Thanks again for coming, take all the time you want we have all day.

All agencies have been notified and we have a competent back up Mine Rescue team to back you up. They cannot do any work out-by.

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Problem

Explore the entire mine that can be done safely.

Bring all survivors to the fresh air base.

No time limit.

Good Luck

Have Fun!

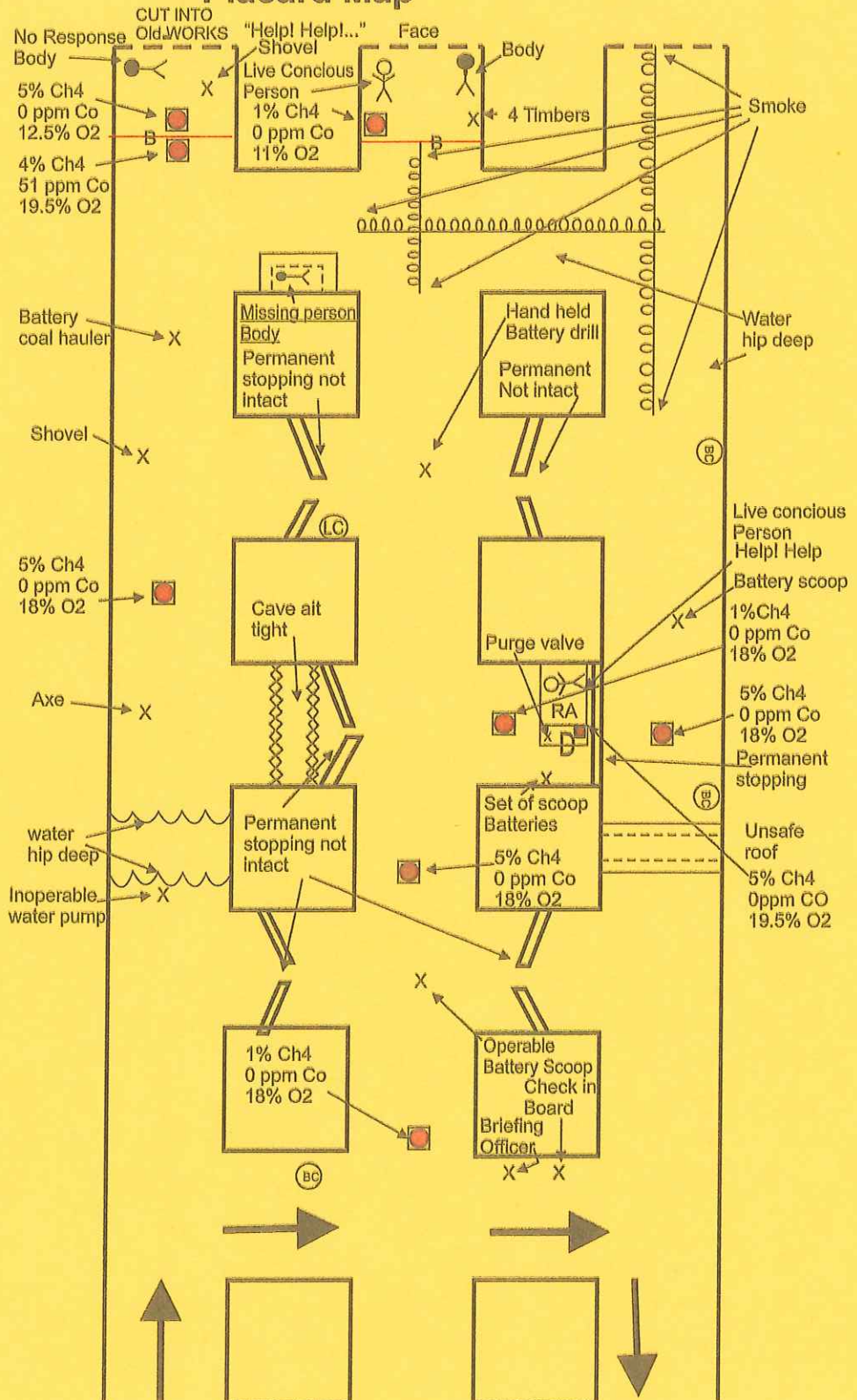
Statement:

For Patient to read in the Refuge Alternative and Barricade.

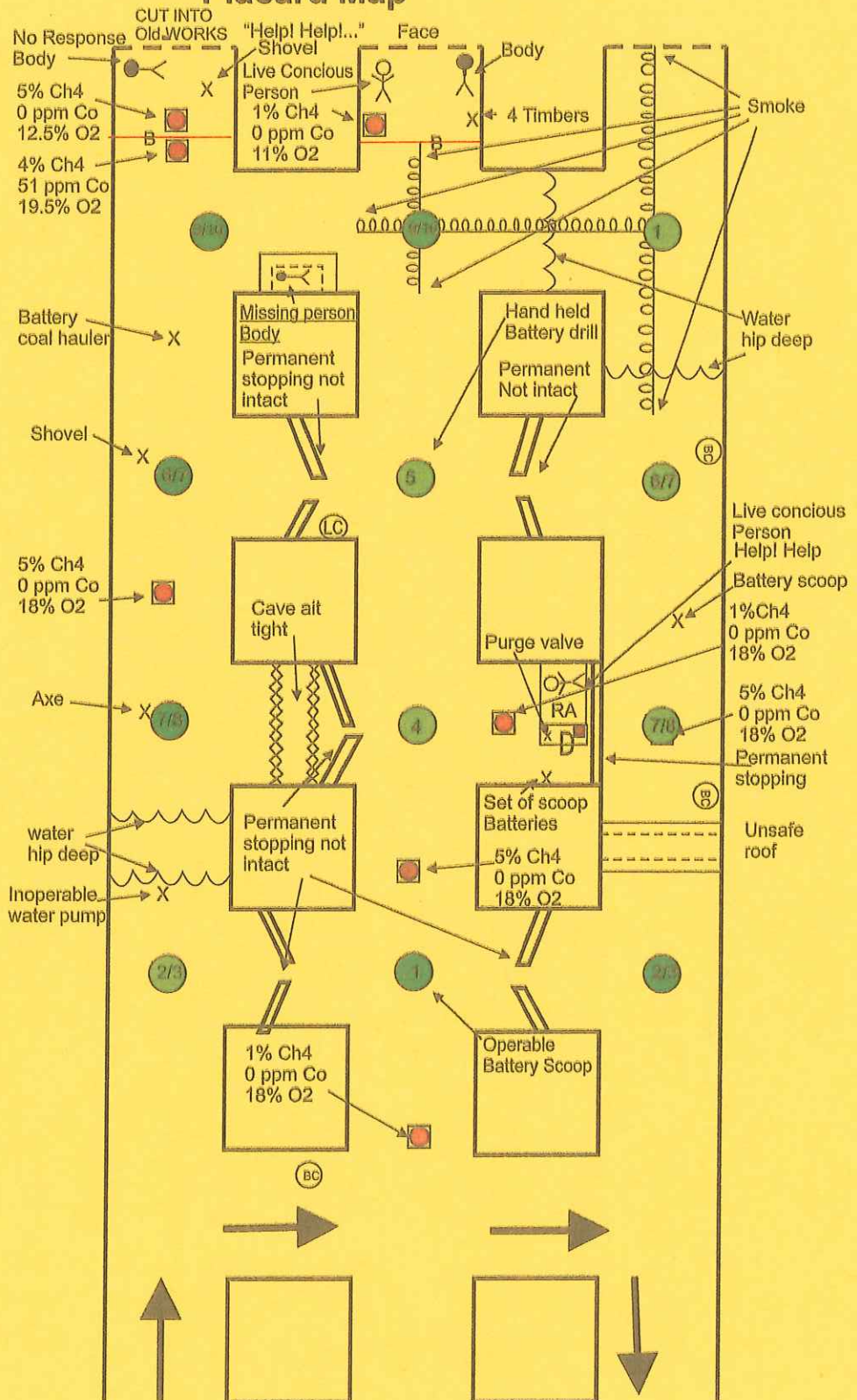
Help! Help!

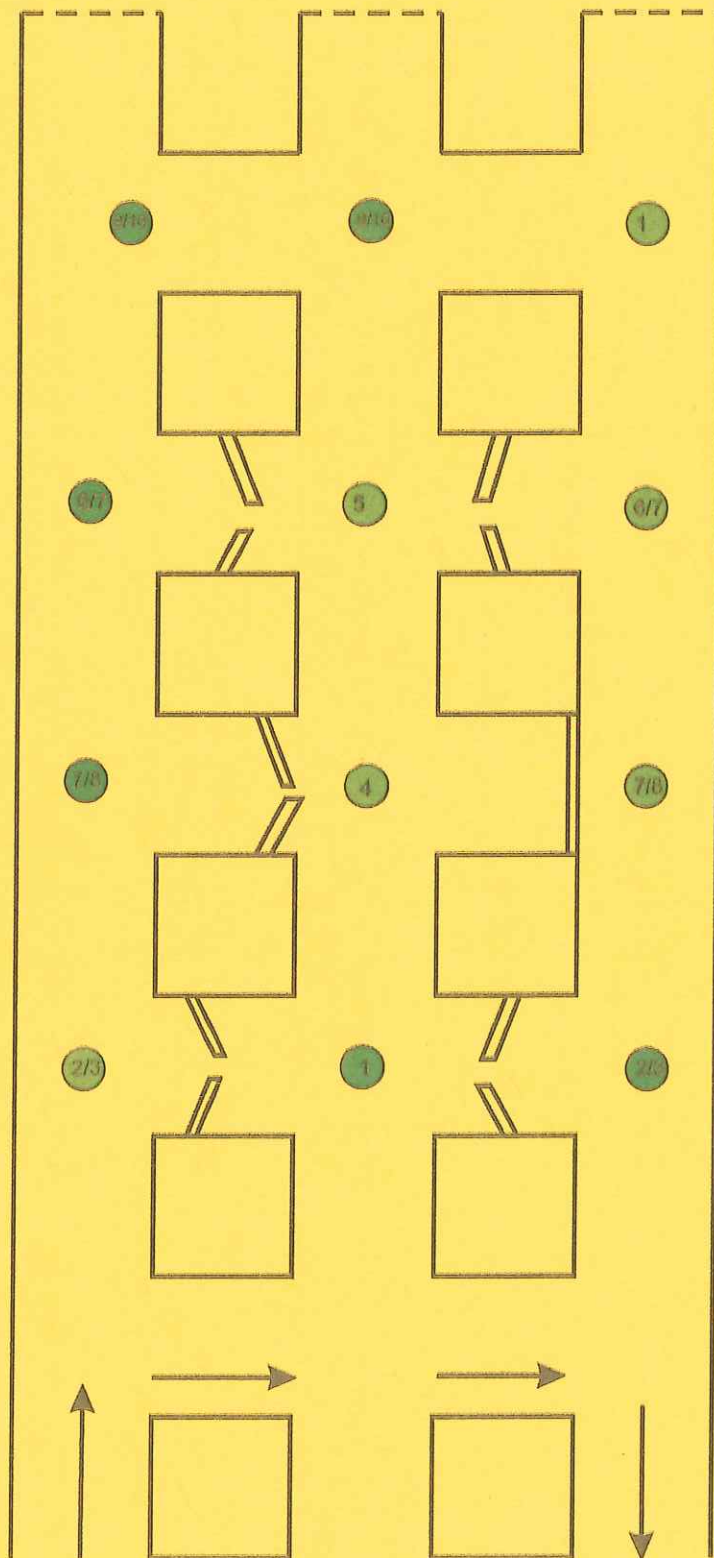
This is the only information that can be given to the team, Say it loud and clear when the team is in the intersection in #2 entry next to RA, and again when team is in intersection just out-by barricade in #2 entry.

Placard Map

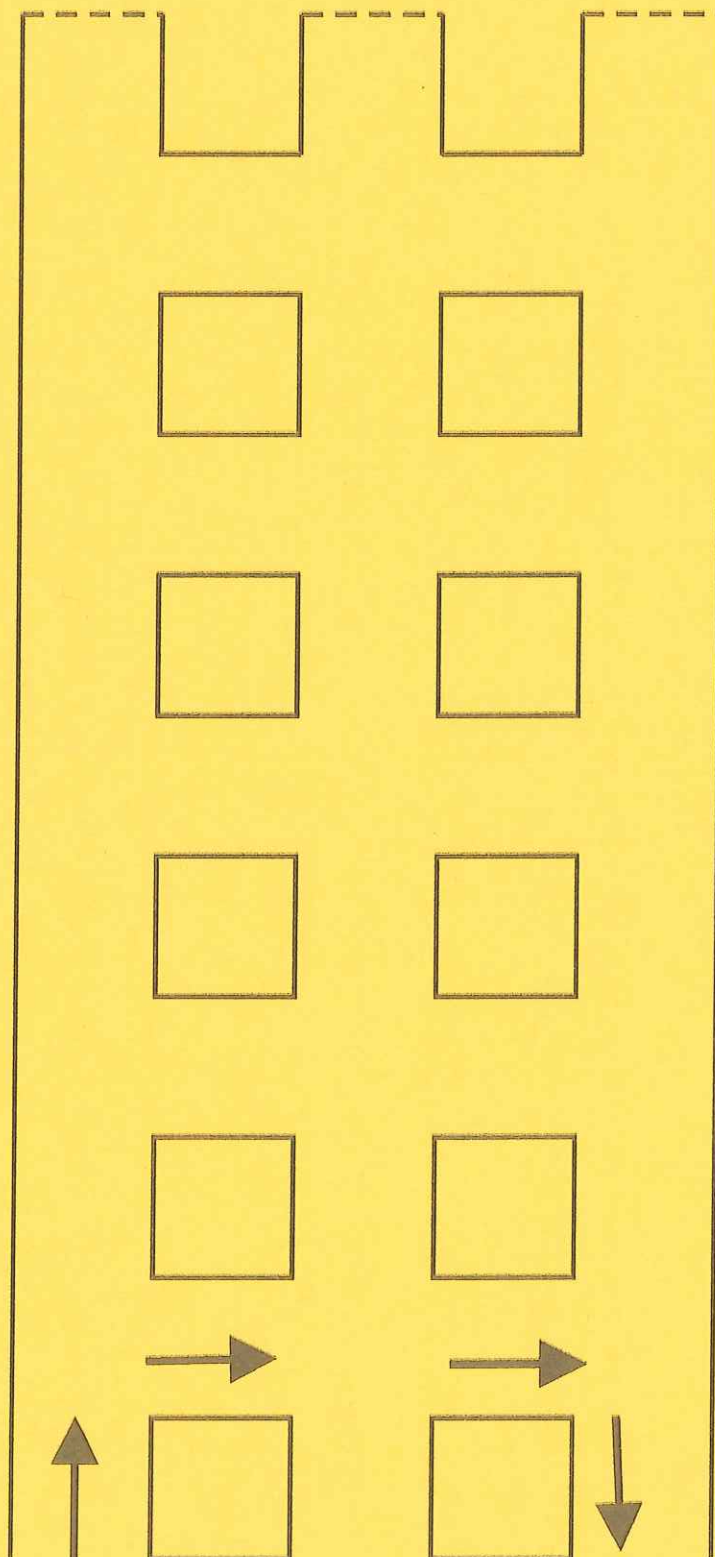


Placard Map

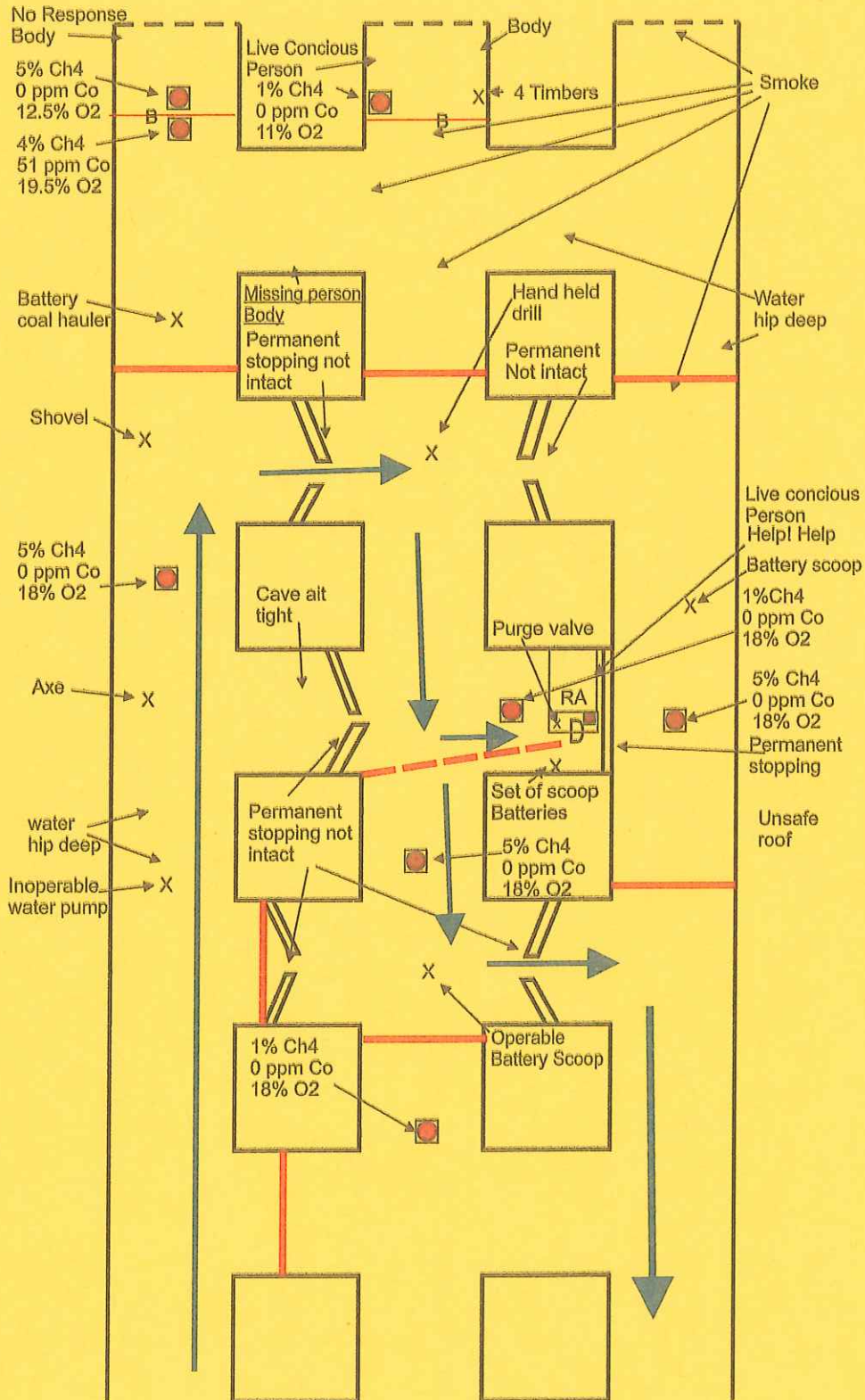




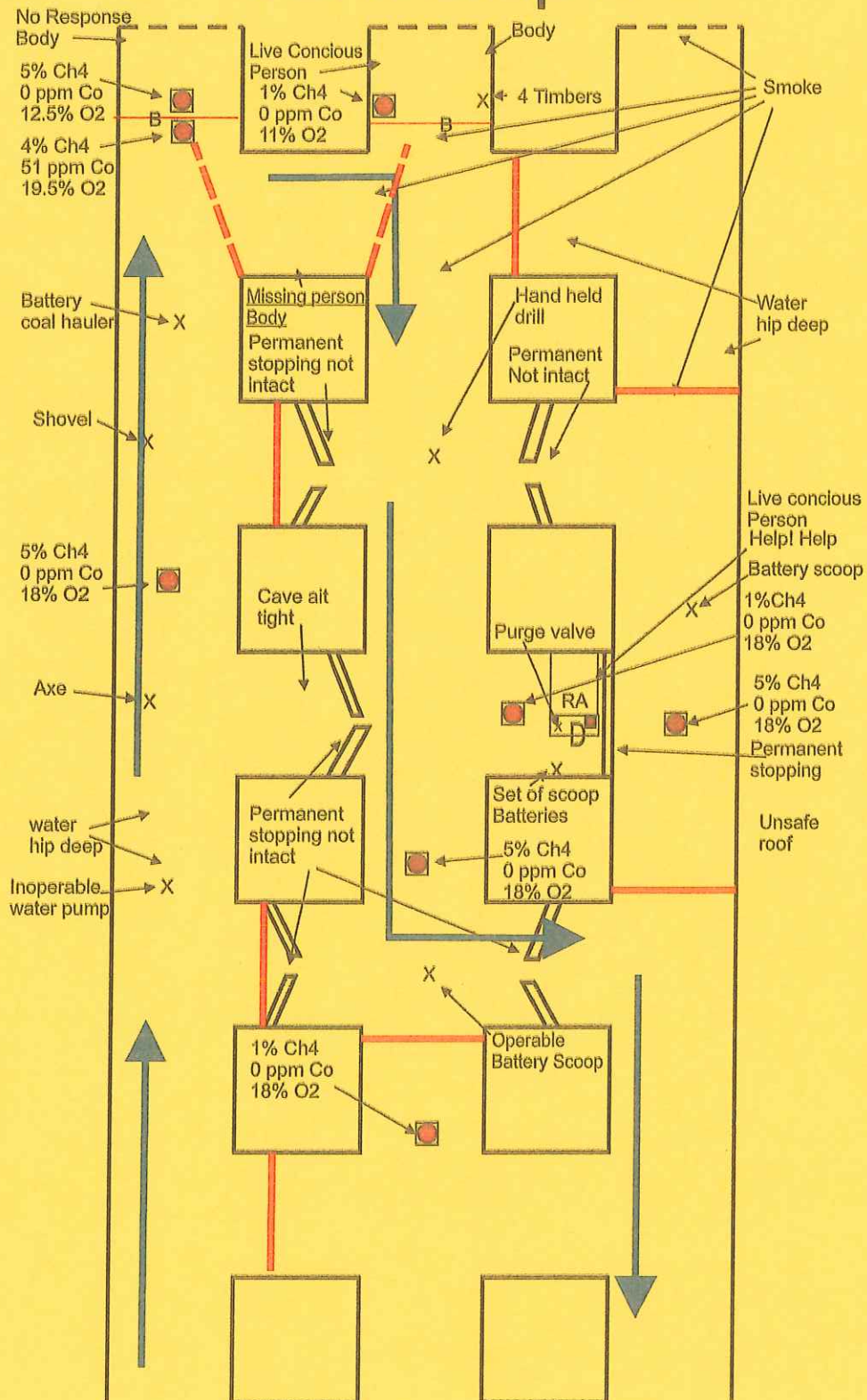
JUDGES BLANK MAP



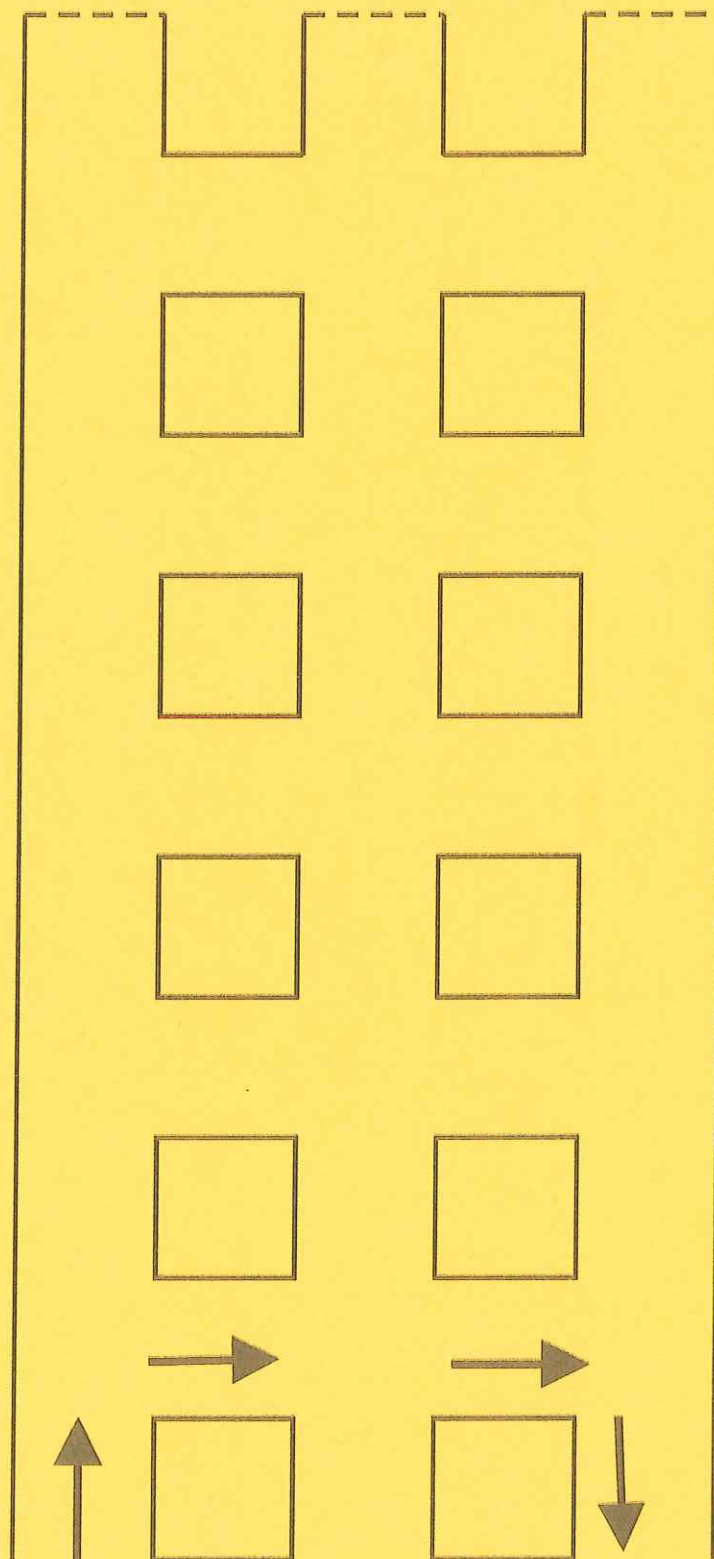
Vent Step 1



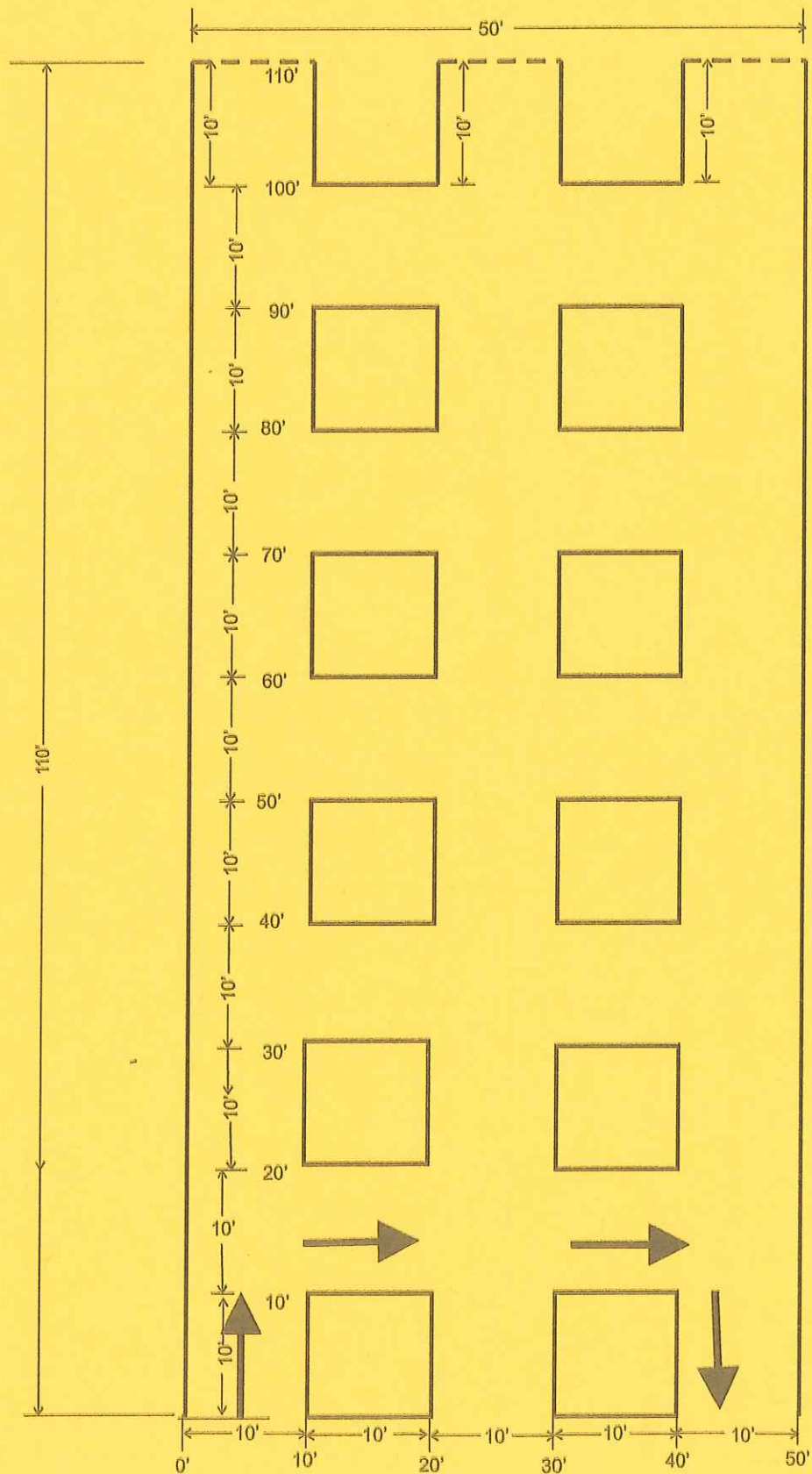
Vent Step 2



JUDGES VENT/FINAL MAP



FIELD LAYOUT MAP



FIELD LAYOUT MAP

PLACARD MAP

