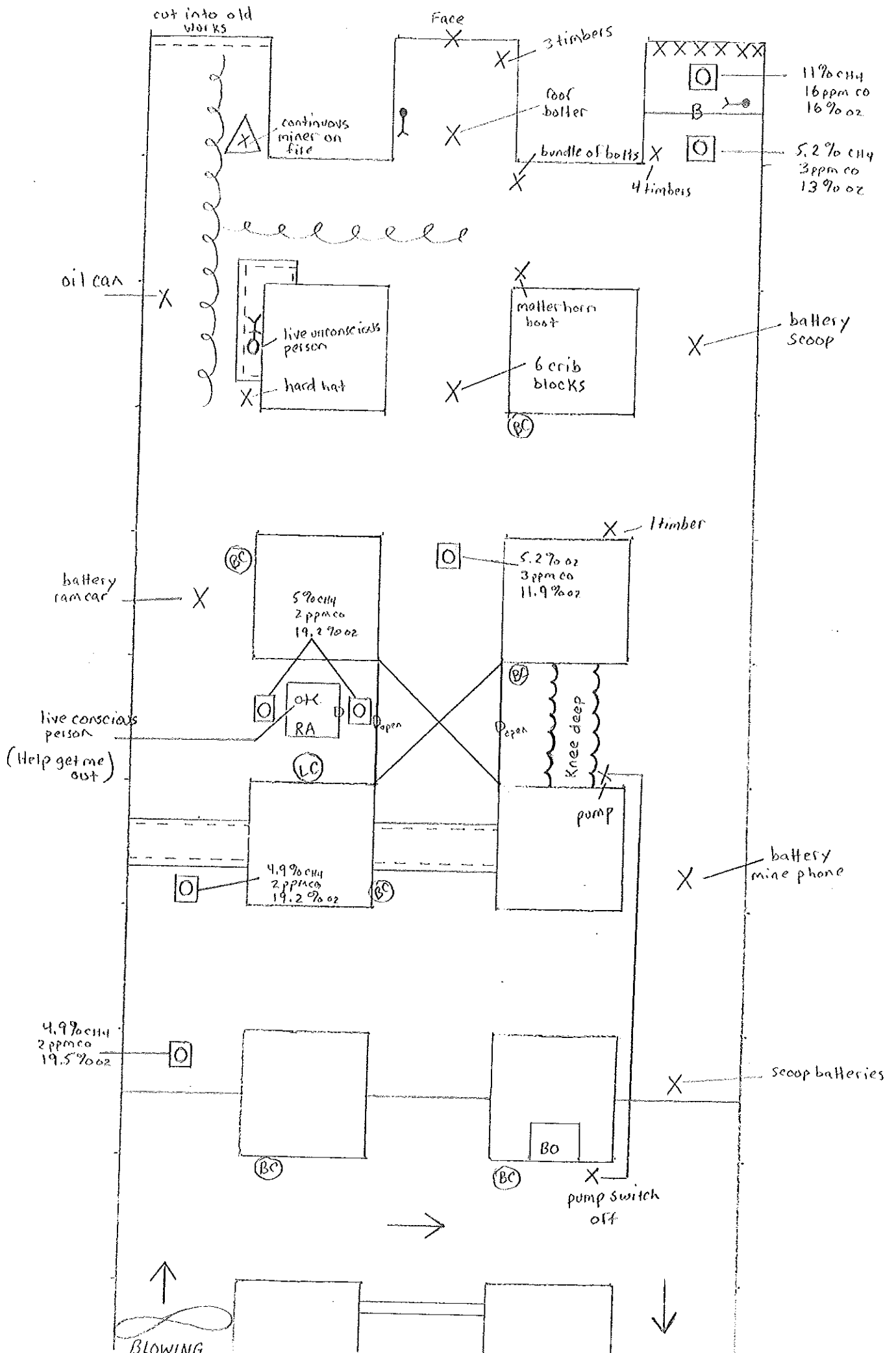


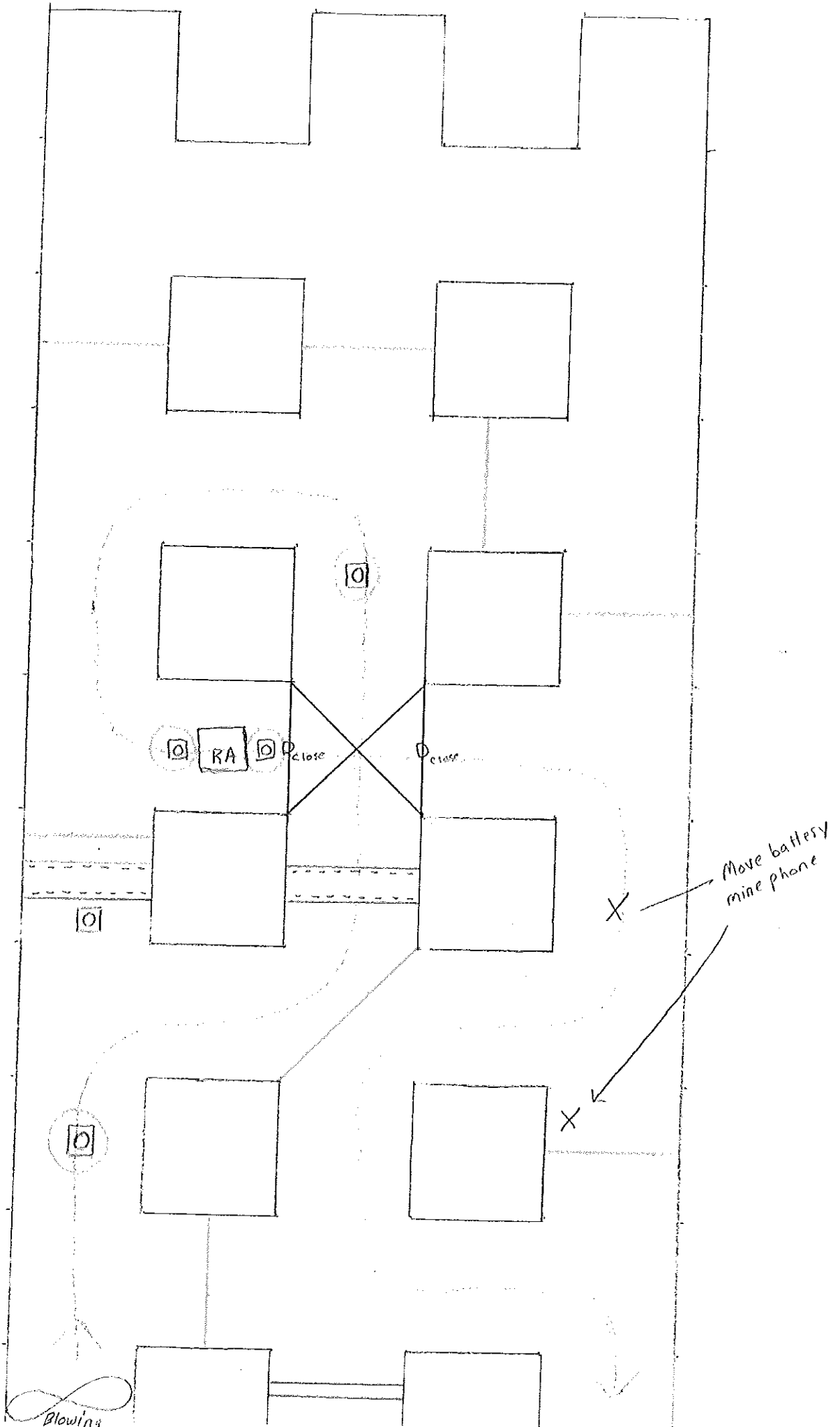
My name is Dave Green, the superintendant of the "Hair Club for Men" #1 mine. Yesterday afternoon we had a five man crew and their foreman enter the mine to run coal on the back hair mains section of the mine. This panel is projected to punch into an older panel of the mine to rehab and move through to another section. About 7:00 pm yesterday evening, the foreman called out and said that the #3 entry had been punched through and they were getting ready to bolt it and the miner was moving to #1 to try to get a hole in it as well. About thirty minutes later, the outside man said he saw a jump in the fan pressure reading chart and witnessed smoke exiting the portals. At about 9:30, the foreman and electrician returned to the surface saying that there had been some kind of ignition or explosion on the section while they were outby sleeping. They tried to get to the face, but started to encounter high levels of methane, CO, and smelled smoke so they decided to don SCSR's and get out. Several local mine rescue teams answered our call for help, explored up to this point of the mine and established a FAB. This mine has a history of bad top and some methane. There is a sump hole cut on the section with a pump in it that runs most of the time to keep the water level down. The power has been de-energized to the section but can be energized for the pump if needed upon request. The mine is ventilated by a blowing fan in the #1 entry and returning out the #3 entry. This fan is kinda cheap, so it cannot be stopped, stalled, or reversed because we're afraid it will explode. A back-up team is available if needed. Thank you and good luck.

Explore all areas of the mine that can be done so safely. Account for all missing miners and bring all survivors to the fresh air base. Call out all explosive mixtures found to the Command Center.



1st vent.
close both of doors
9 builds clears
4 gases and
clears RA

○ = cleared
gases



2nd vent.

8 builds, both OC
doors closed clears
2 gases and
small peice of smoke
in #2
6 timbers must be set
by team in unsafe
roof
○ = gases cleared

vent. will
work if
neither
builds are in,
but only smoke
in #2 will
clear

↑
either
will work
↓

eee

B
○

Close

Close

○
○
○
○

○
○
○
○

Blowing

