

2012

WKMI SAFETY

DAYS

MINE RESCUE

CONTEST

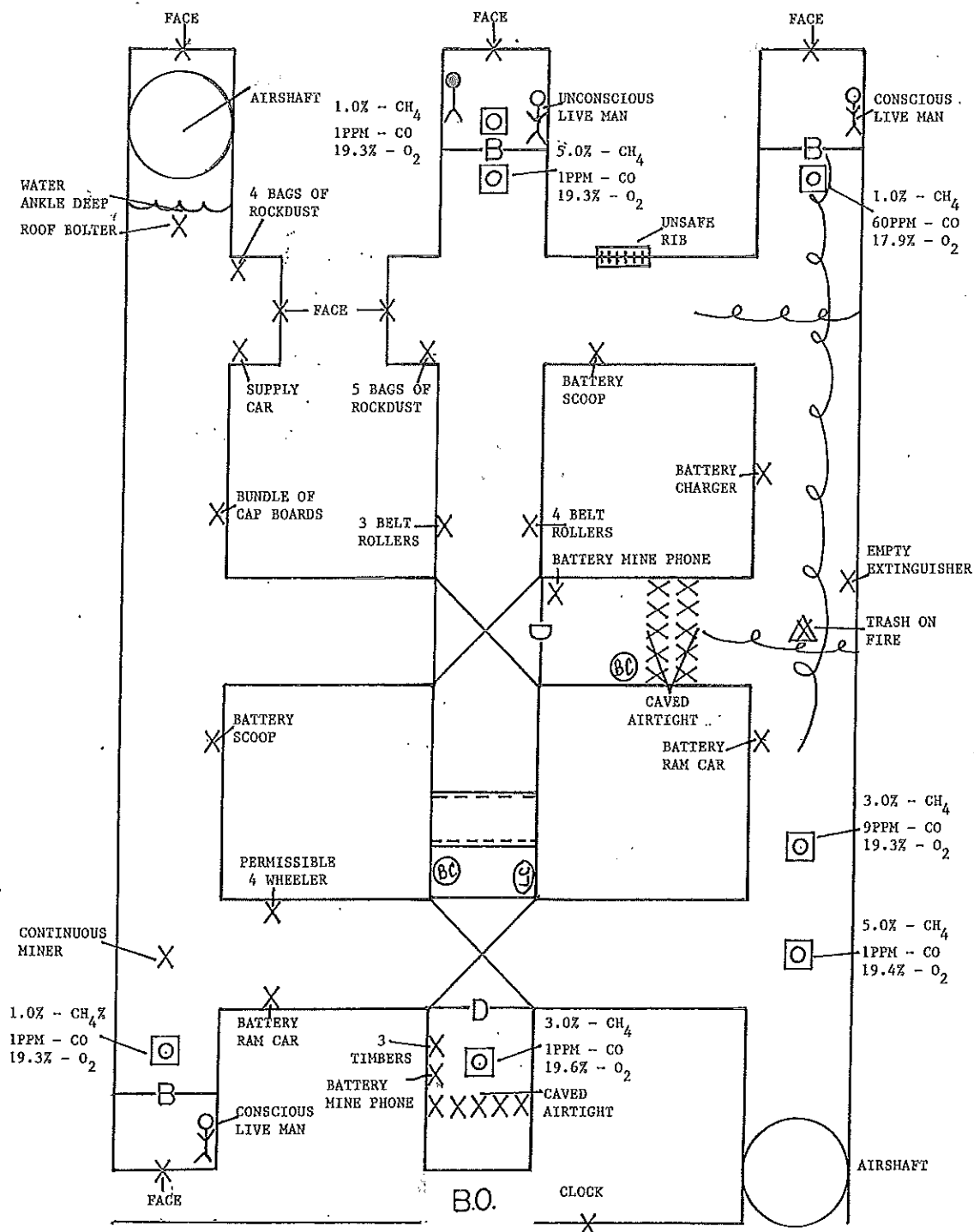
MAY 23, 2012

WKMI SAFETY DAYS
MAY 23, 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 WKMI Mine thanks you for answering the call for help. We have a four man crew underground that we have been unable to contact since arriving at the mine. You are located on the surface near the intake airshaft that enters into the KY#9 coal seam. This shaft is equipped with a man and equipment elevator and is operated by standing in the circle and closing or opening the gate. You will immediately be transported to the bottom or to the surface. The mine's secondary escapeway is through the return shaft located in the North headings of #1 entry. That shaft is equipped with a exhaust fan on the surface that is currently off and guarded but can be started by asking the superintendant to energize it, however once started it cannot be stopped, reversed or stalled. Since this shaft is a secondary escapeway it is also equipped with an emergency elevator but it is currently inoperable. That shaft and fan has been examined and it will not be necessary for your team to examine the surface side of the shaft and exhaust fan. This mine has been hampered by bad top and methane since we started here but it has been controllable.

The underground power has been locked out and is being guarded. 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. This is all the information available except for Additional instructions that will be given to you with the maps.

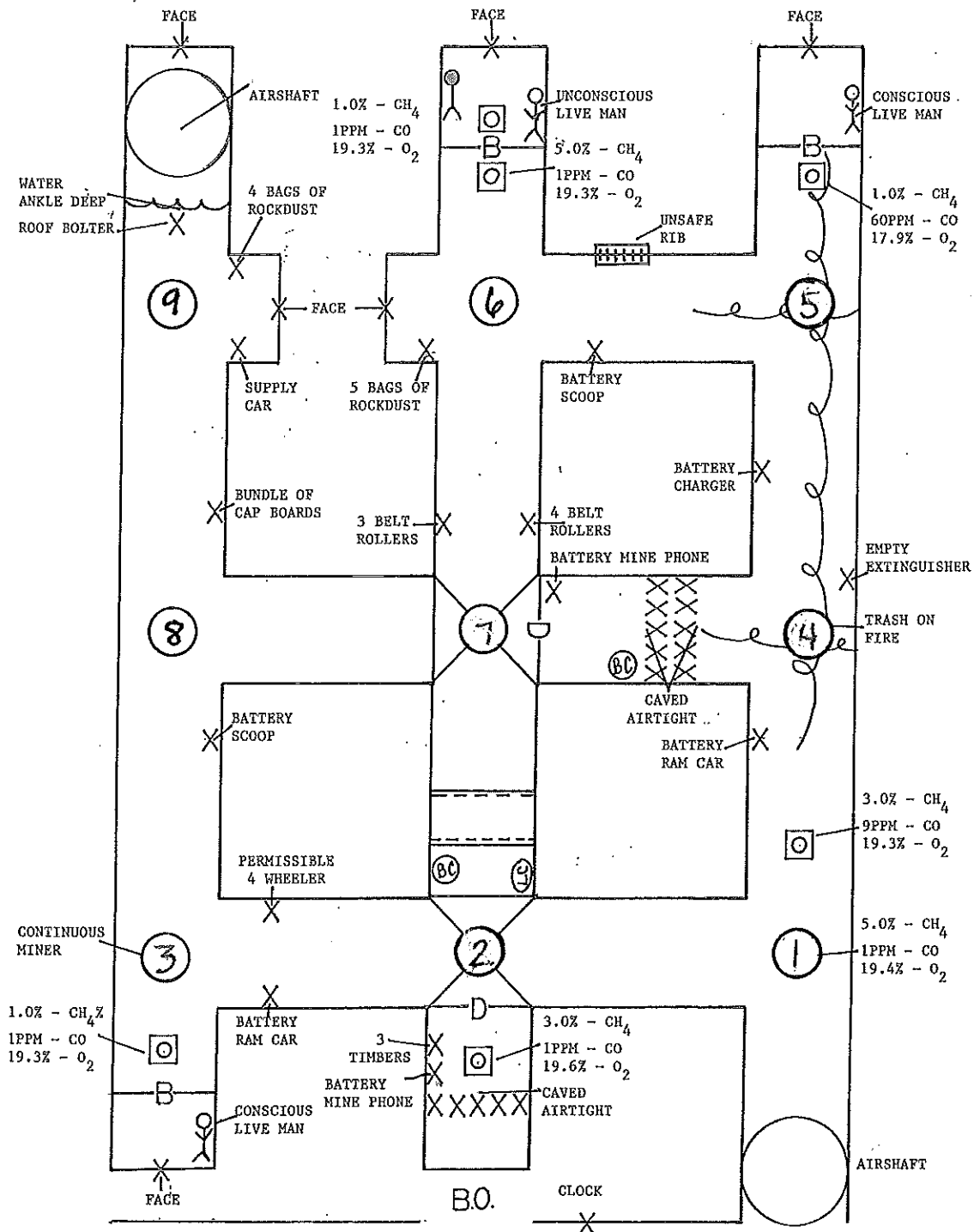


WKMI MINE RESCUE CONTEST
MAY 23 2012
JUDGES BRIEFING

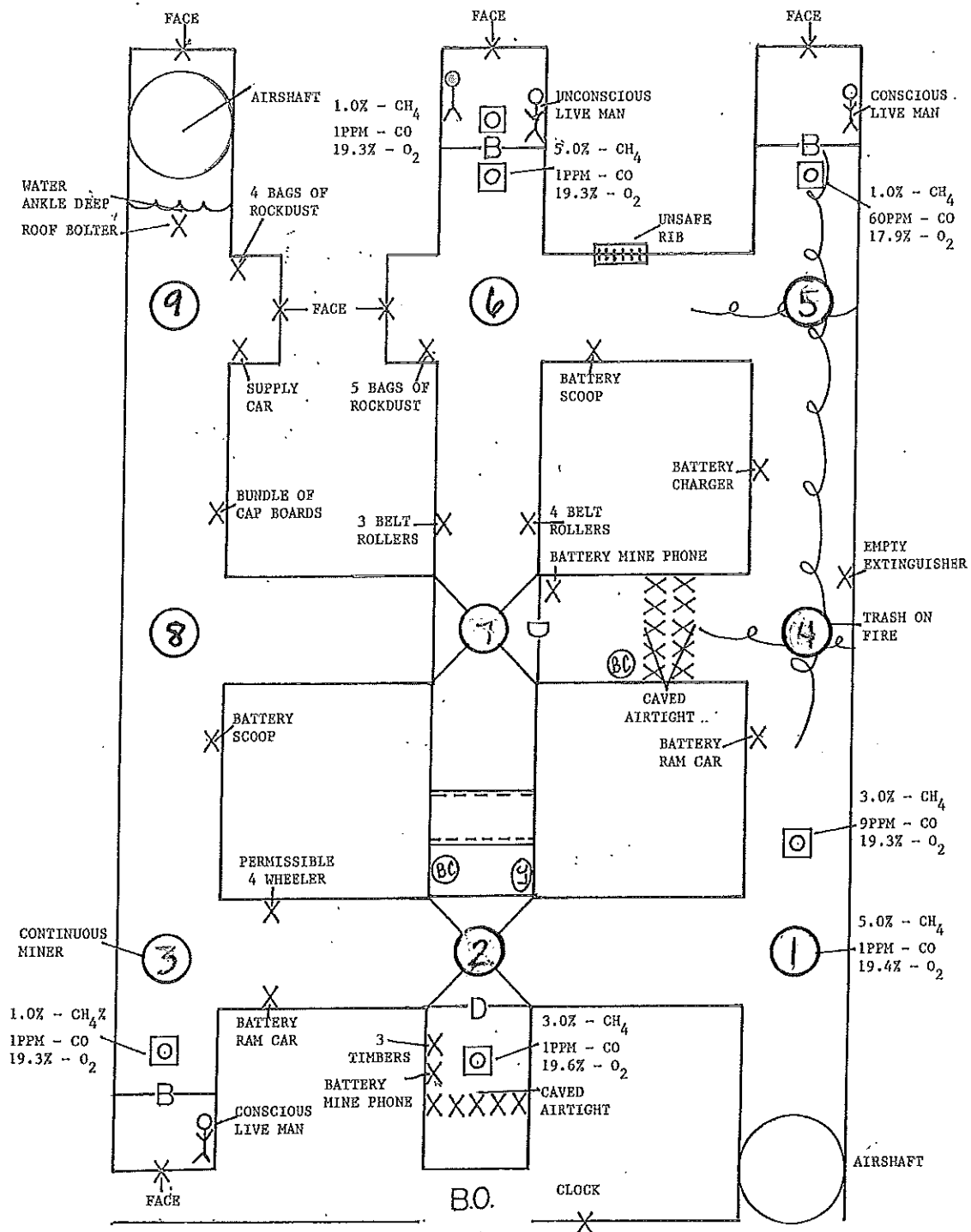
Once the team reports to the fresh air base they will have 7 minutes to read their statement and position their equipment. Supt. must tell the team when they have 1 minute remaining. If the team fails to start the clock within the 7 minute period the superintendent will start the team clock and give 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:

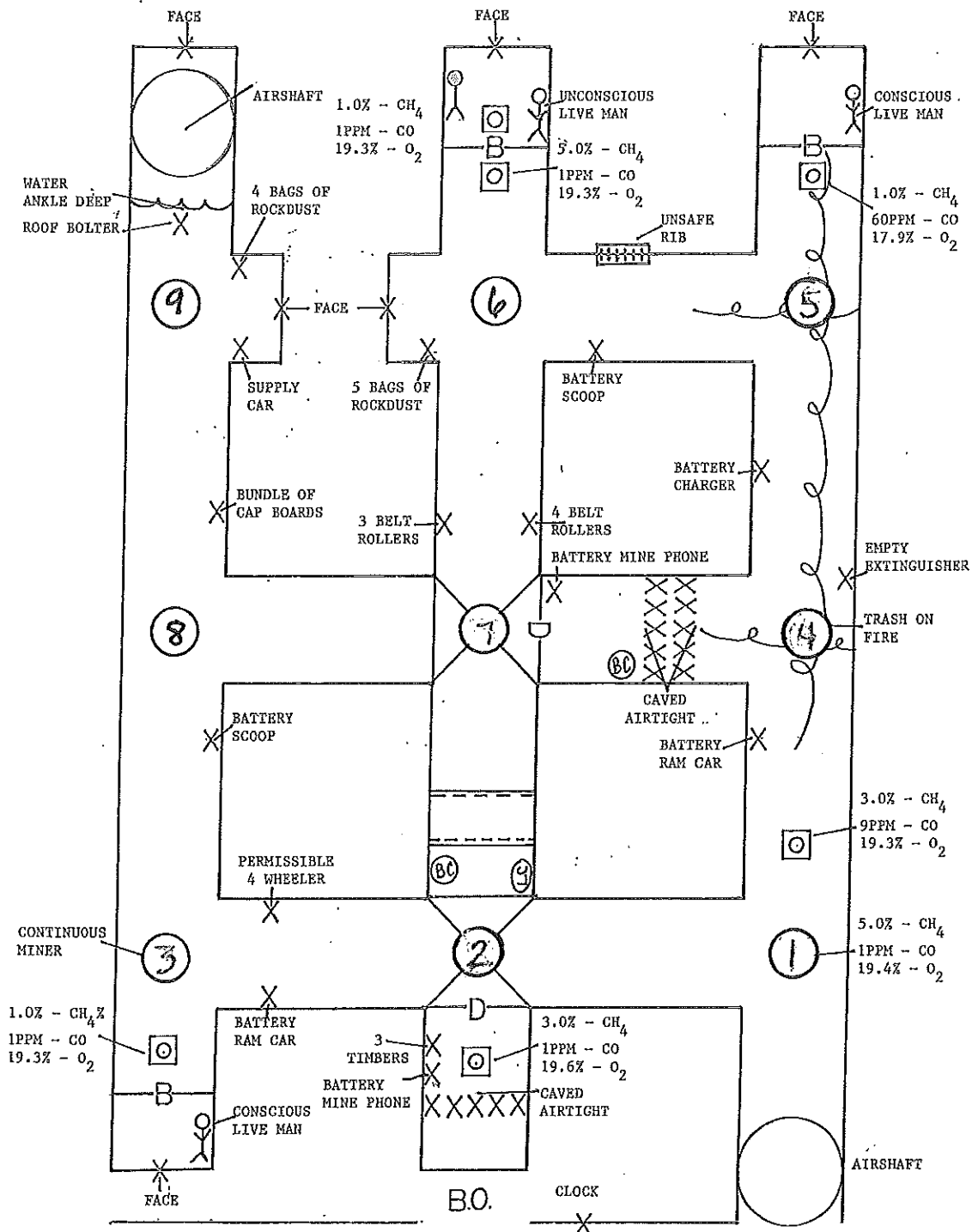
The statement tells the team that they are located on the surface. Team must drop in thru the intake elevator shaft. Once inside the circle the team will close the string gate and immediately will be on bottom. There they will make an apparatus check and advance to **TEAM STOP #1**. At team stop #1 the captain finds an explosive mixture and low oxygen is present in the intersection. He will explore to the left making a gas test somewhere in the opening. He will examine up the straight finding 3% CH₄ and 19.3% O₂. If he steps in the smoke the entire team must be on the lifeline, so he will probably stop short of the smoke and advance the team to **TEAM STOP #2**. The captain will explore to the inby wall of the overcast making a gas check and D&I. He will explore thru the open door making a gas test, roof and rib at the caved area and a D&I at the caved. He should find the battery mine phone and may move it at this time. Captain will make the xcut to the left making a gas test in the area. The team will advance to **TEAM STOP #3**. Here the captain will examine inby making a gas test in the area and then outby to the barricade. He finds low oxygen in front of the barricade and a person behind the barricade responds that it is airtight behind him. The captain will D&I the barricade. Since the team cannot ventilate at this time they must continue to explore. The contaminated entry is #3 so the team must advance to **TEAM STOP #4**. Here the team will find a fire, make a roof and rib test, put the fire out and make a gas test. Remember the team must make a roof test over the fire area everytime the team passes back thru the fire area. Once the fire is out the captain will examine to the caved



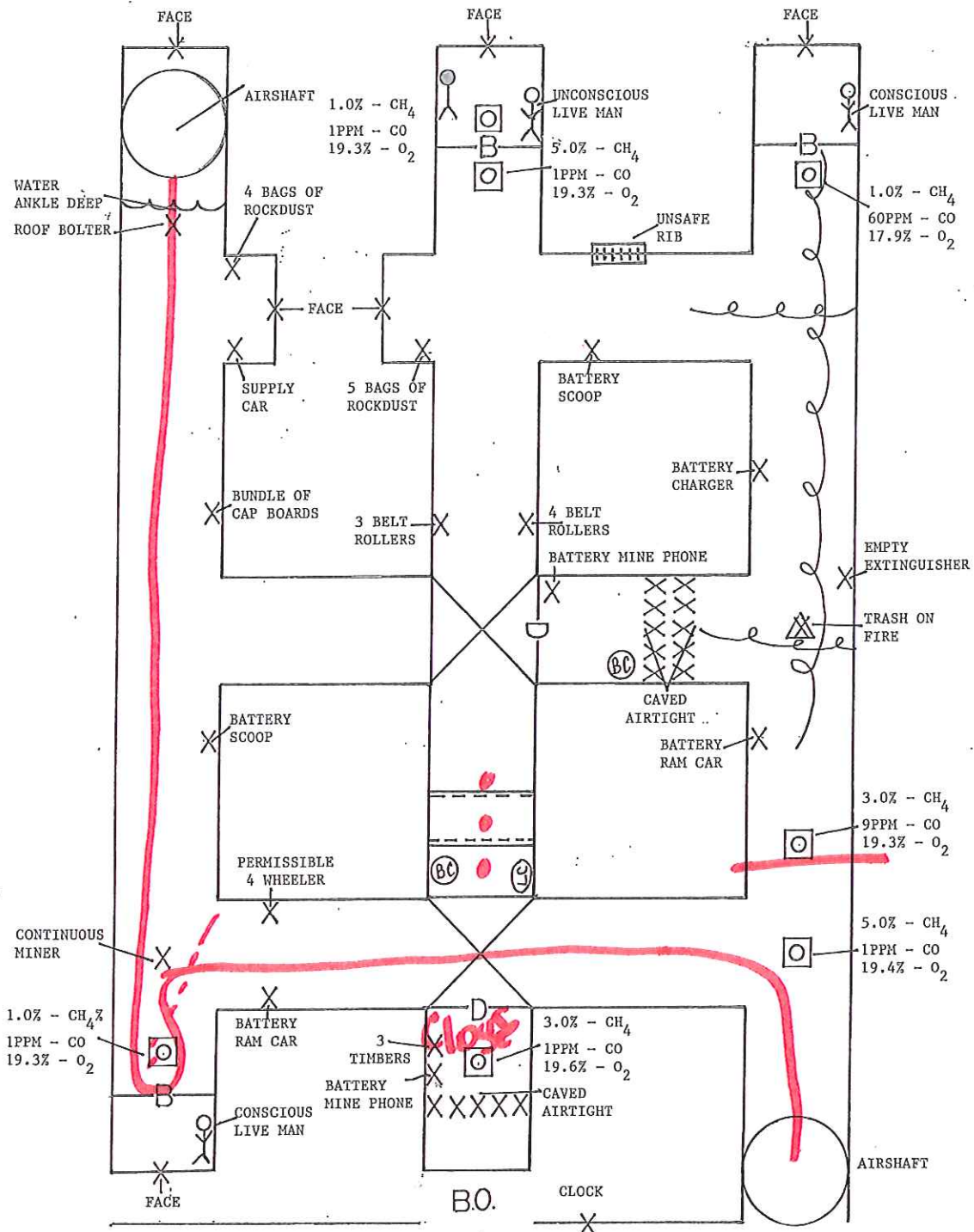
airtight in the xcut to the left, making a roof and rib, a gas test and D&I. The team remains in smoke and must remain on the lifeline. The captain will make up the straight making a gas test in the area before advancing the team to **TEAM STOP #5.** Still in smoke the captain will make the xcut to the left making a gas test in the area and will make inby to the barricade. A gas test is required and the captain must D&I. The patient does not give any information about the conditions inside and since the team cannot ventilate they must continue to explore and will advance to **TEAM STOP #6.** At this stop the captain will examine outby making a gas test in the area, and the xcut to the left where he will find a face that requires a roof, rib and face test, a gas test and D&I. Inby the captain will find a barricade with an explosive mixture and low oxygen in front of it. He will get no response from behind the barricade and must D&I and make a gas test before advancing to **TEAM STOP #7.** Here the captain will examine both walls of the overcast making a gas test and D&I at the wall. The door toward #3 entry is open and the captain will examine thru the door to the caved area in the xcut making a gas test and roof and rib and D&I at the caved area. He will find brattice material which he can place on his stretcher and a battery mine phone which he may choose to move at this time. He will examine outby to the unsafe roof, make a gas test in the opening a roof and rib test at the unsafe roof and D&I. The team may choose to timber thru the unsafe at this time but are not required to until they want to ventilate thru it or advance the #5 man inby the last open xcut which would exceed the two xcut limit. If they timber thru they will find more brattice material and a line curtain. They will make a roof and rib and D&I the outby side of the unsafe roof and will make a gas test and D&I the wall of the overcast. Team must now advance to **TEAM STOP #8.** The captain will examine to the Wall of the overcast in the right xcut making a gas test and D&I and up the straight where a gas test must be made in the area before advancing to **TEAM STOP # 9.** At this stop the captain will explore to the face of the right xcut making a roof, rib and face test, a gas test and D&I. Inby the captain will find the return airshaft, make a gas test and examine to the face making a roof, rib and face test, a gas test and D&I the face. If the team has already timbered thru the unsafe roof in #2 entry they can now ventilate. If they have not they must return and timber to be able to ventilate the 1st barricade. The team must first clear the explosive mixture they found at stop #1. (See Vent #1 Map) After removing the explosive mixture the team can ventilate the barricade in #1 entry or #3 entry. I assume that they will 1st go to #1 entry. (See Vent #2 map). To ventilate the barricade in #3 entry see Vent #3 map. The team must build to breach the barricade because conditions on the



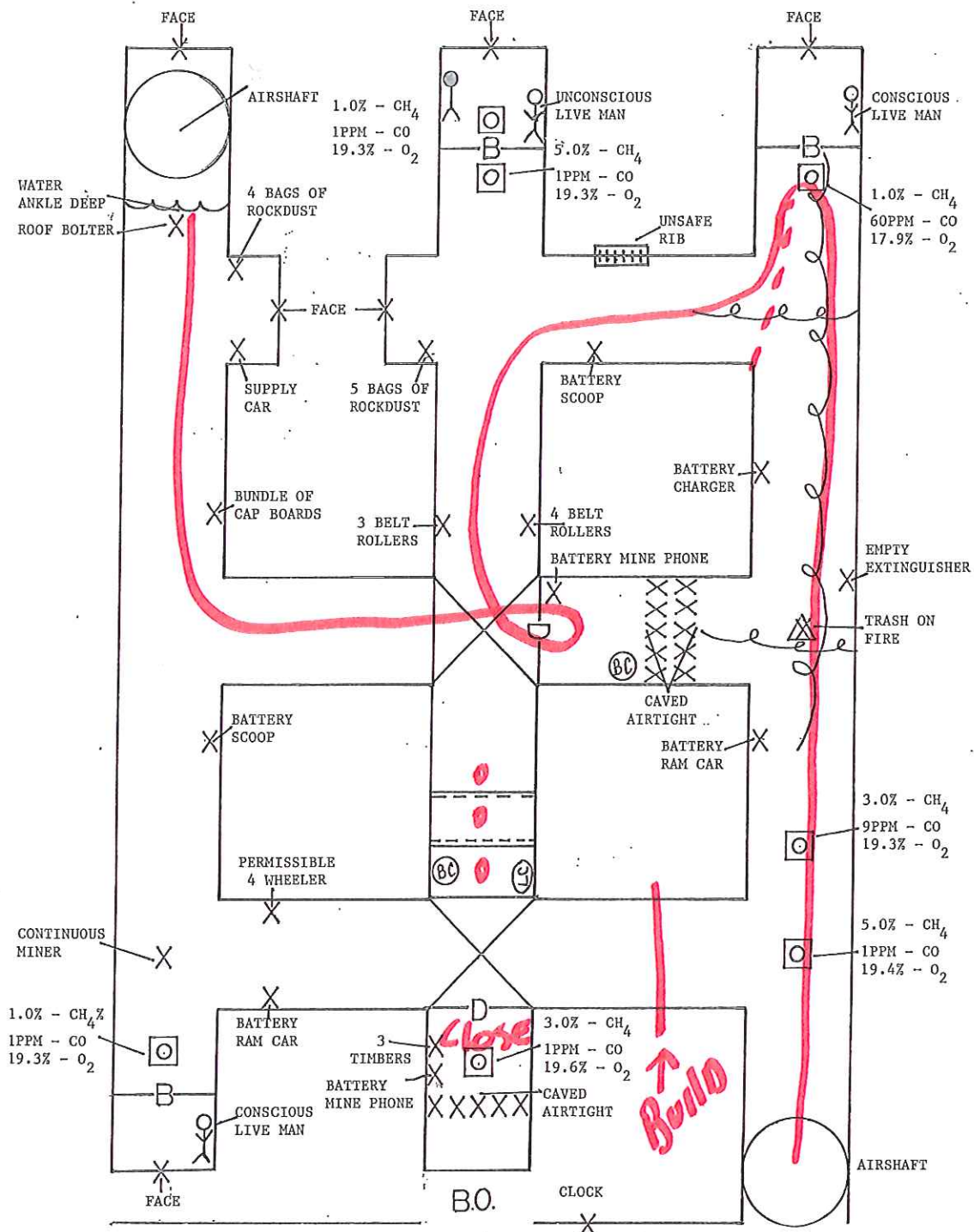
inby side are unknown. Remember frames are used for barricades and can be rebuilt where they are located but cannot be moved to any other location. To ventilate The barricade in #2 entry see Vent #4 map. Team must build to enter the barricade in #2 entry again because conditions are unknown. Captain must make a gas test immediately inside the barricade and will find an irrespirable atmosphere. An assessment must be done on the unconscious man and the captains D&I there. The body must be touched and D&I. The captain can make his roof, rib and face test, gas test and D&I the face while the team places respiratory protection on the patient. 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.



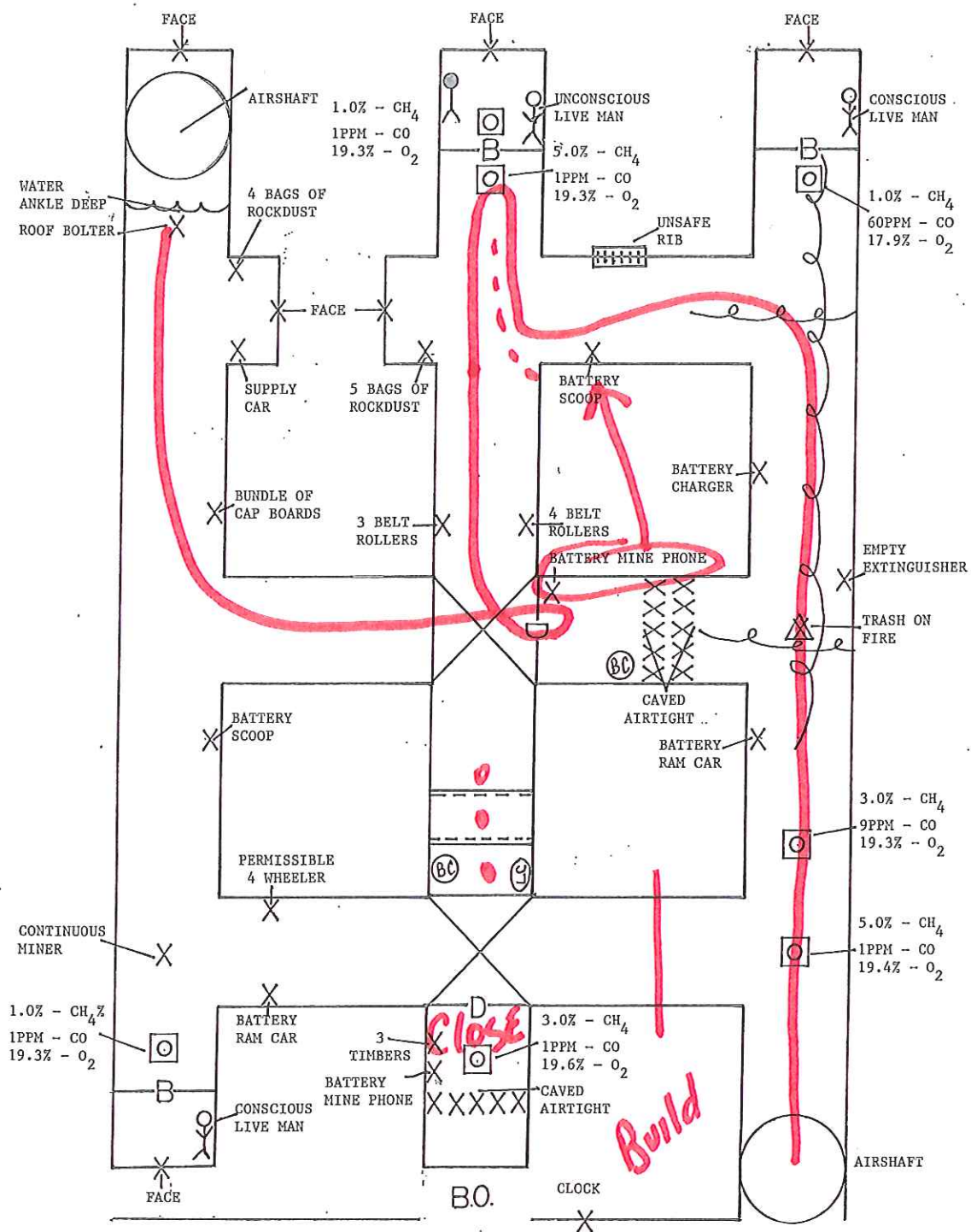




VENT #2



VENT #3



VENT #4

WKMI SAFETY DAYS

WRITTEN INSTRUCTIONS

- BARRICADES ARE WOODEN FRAMES AND MAY BE BUILT BACK WHERE THEY ARE FOUND BUT CANNOT BE MOVED TO ANY OTHER LOCATION.
- OVERCAST MAY NOT BE MOVED OR DISASSEMBLED.
- ONCE THE FAN IS STARTED IT CANNOT BE REVERSED, STALLED OR STOPPED.
- EXPLORE THE ENTIRE MINE IF IT CAN BE DONE SAFELY.
- ACCOUNT FOR ALL MISSING MINERS AND BRING SURVIVORS TO THE SURFACE.
- 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.
- TO OPERATE ELEVATOR STAND IN THE CIRCLE AND OPEN OR CLOSE THE GATE. YOU WILL INSTANTLY BE ON TOP OR BOTTOM.

CONSCIOUS LIVE MAN STATEMENT
#1 ENTRY BARRICADE

WKMI CONTEST
MAY 23, 2012

**HELP!! GET ME OF HERE. I HAVE BEEN HERE
FOR HOURS. THERE IS AN AIRTIGHT FACE
BEHIND ME. I WANT OUT RIGHT NOW!**

CONSCIOUS LIVE MAN STATEMENT
#3 ENTRY BARRICADE

WKMI CONTEST
MAY 23 2012

**HELP!! GET ME OUT OF HERE. I AM O.K. BUT
I WANT OUT!!**