

## Statement

### WV Alliance Contest

May 8, 9 & 10 2012

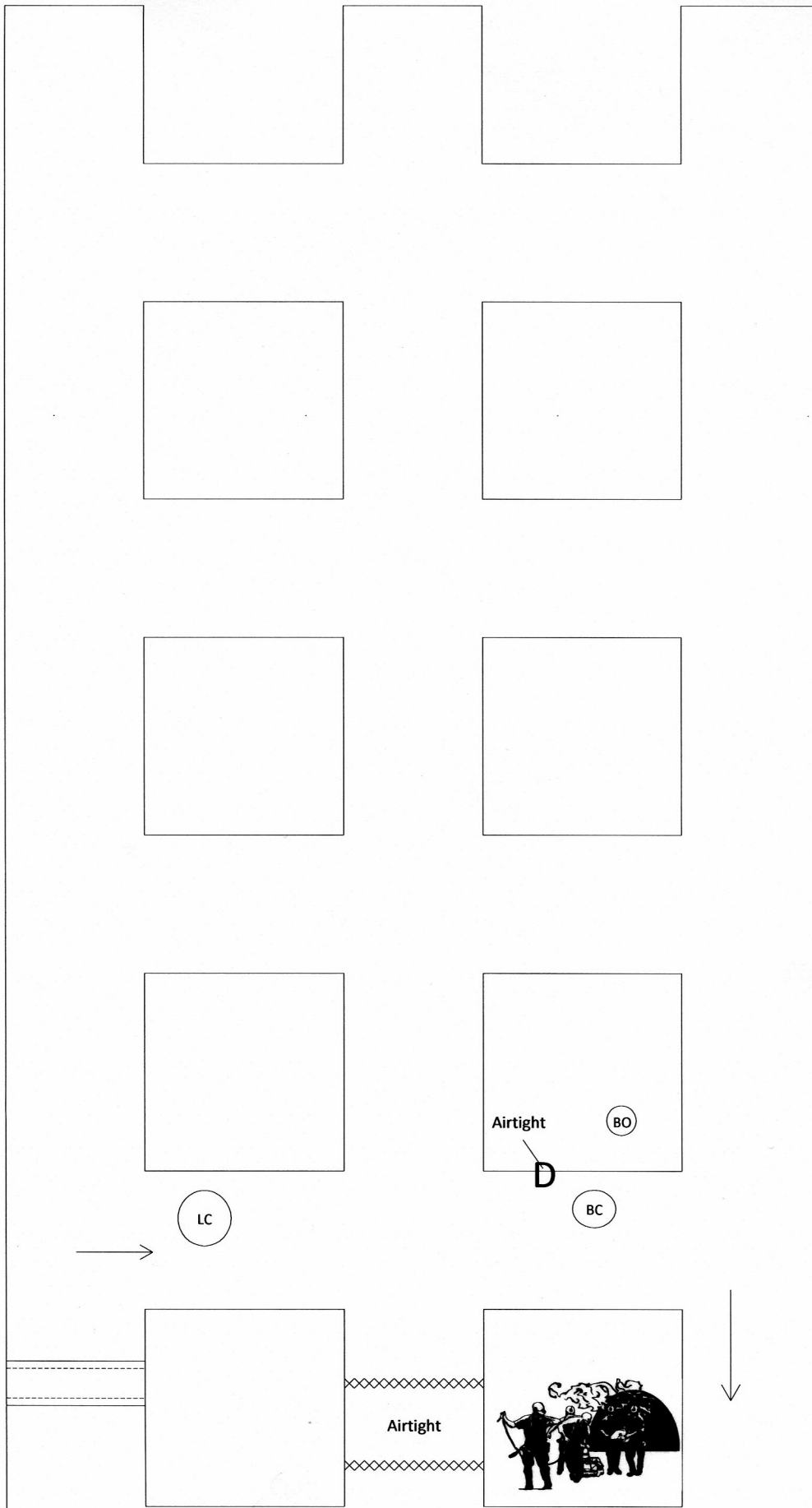
My name is John Doe, Superintendent of the Howard Coal Company, Wilburn Mine. A crew of 10 people went in yesterday to mine coal and 2 of the crew came out and said the roof drill had caught fire and the crew was trying to extinguish it. It was getting hard to breathe so they came outside.

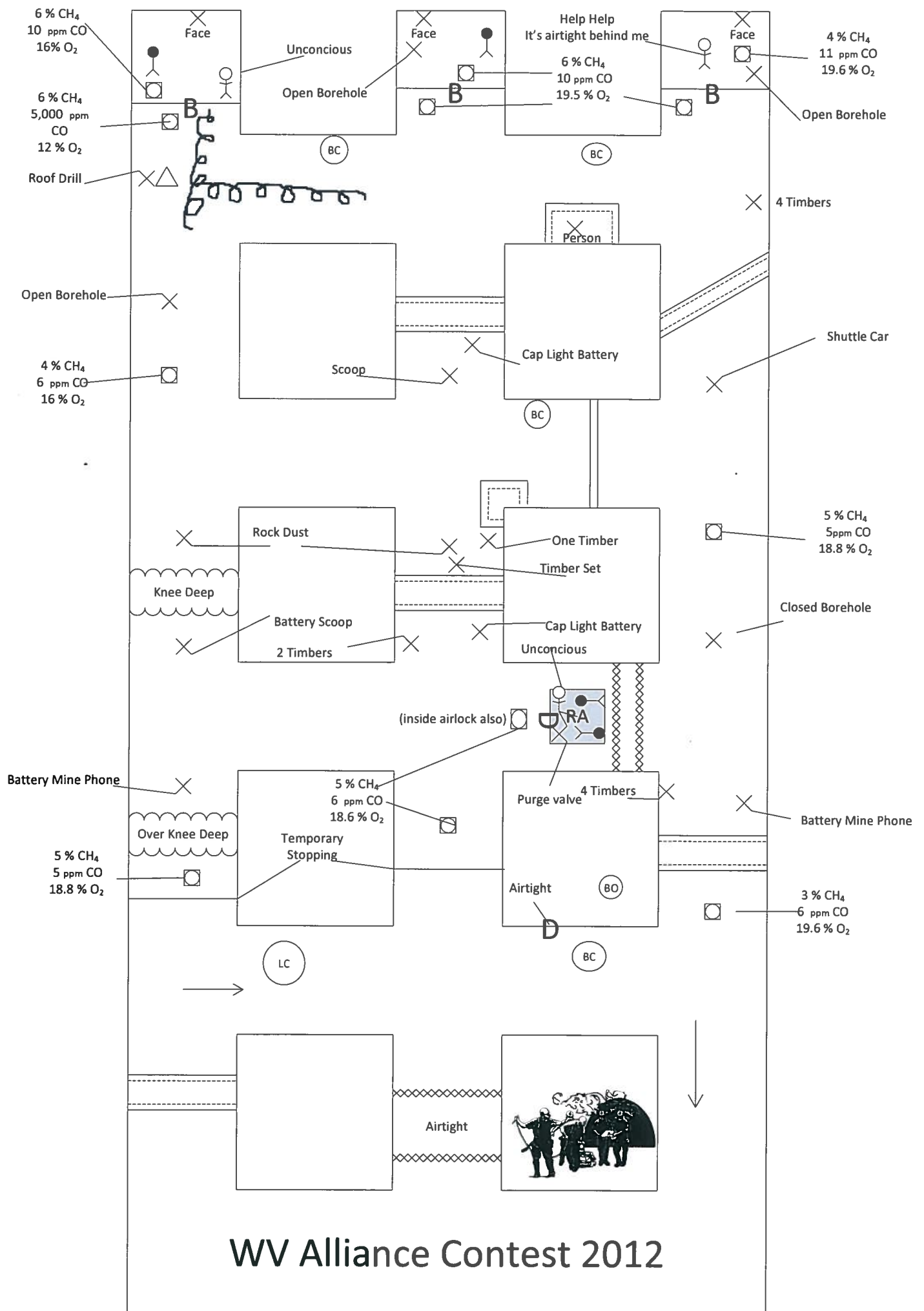
We have a crew drilling boreholes in all entries hoping to find the missing miners. If we make contact with anyone we will let you know. We have 4 holes down now and are drilling the 5<sup>th</sup>. Some of the holes have produced methane and carbon monoxide and we are concerned with the gas contents so be careful. We don't want to get anybody hurt.

You are located at the Fresh Air Base on the #1 section off of North Mains. The mine is 2 miles deep and has been explored to this point. The mine liberates 500,000 cfm of methane every 24 hours. The mine is equipped with up to date safety equipment such as communications, tracking and refuge chambers. We also have a lot of self rescuers underground too.

The mine is ventilated with an exhaust fan that is running at this time and is capable of being reversed if necessary. We also have materials on the surface in case you need anything so don't hesitate to ask.

The mine map is up to date and you will receive 2 copies and the problem when you are ready to start or 7 minutes from the time you received this statement.





## Problem

### WV Alliance Contest 2012

Explore the entire mine if it can be done safely and account for the missing miners. Let the superintendent know if you want the fan reversed and if you need the back-up team to do anything or need any materials.

**Be careful...**

## Statement to Briefing Officer

### WV Alliance Contest 2012

When the team reaches the RA, the following statement will be read and handed to the Briefing Officer:

**“WE DROPPED A PHONE INTO A NEW BOREHOLE THAT DRILLED INTO THE FACE OF #3 ENTRY AND CONTACTED A MINER. PROCEED TO #3 FACE AS SOON AS POSSIBLE”.**

Keys to Problem  
WV Alliance 2012

1. The briefing officer will be placed in the isolated area when the team makes the first team stop inby the Fresh Air Base and will remain there until the clock is stopped.
2. The team must airlock in #2 entry first since #3 is the contaminated entry and the team cannot advance in it. (#2 is adjacent entry) If the team enters the #1 entry first, it will be discounted for unsystematic exploration.
3. The team stop in #1 entry inby FAB between the temporary stopping and water over knee deep can be made at any time before the team moves inby the 2<sup>nd</sup> crosscut.
4. When the team reaches the RA a statement will be given to the BO stating that contact has been made with a miner in the face of #3 and to proceed there.
5. The team captain and 1 other team member can enter the RA (after purging the airlock) and retrieve the unconscious live man at any time during the working of the problem (until verbal contact is made with the person in #3 entry) since the area can never be ventilated due to an explosive mixture extending through the caved area and the fact that there is no verbal response from the RA. (CareVent or other Apparatus is required to retrieve patient)
6. Water knee deep between #1 and #2 crosscuts in #1 entry will require the teams to lift and carry the stretcher each time they travel through the area. (Skills rule only)
7. The non-explosive mixture inby the 2<sup>nd</sup> crosscut in #1 entry only extends to the open borehole since it requires another gas test.
8. The closed borehole in #3 entry inby the first crosscut does not require a gas test and does not stop the gas.
9. The fire will be extinguished when the team simulates it.
10. The Battery Mine Phone must be brought to the fresh air base through the timbered area in #3 entry. If team moves it inby, the phone/ignition source will be moved into an explosive mixture.
11. The atmosphere outby the Barricade in #1 entry is irrespirable (but non explosive) and will require ventilation. There is no response so the team is not tied to it.
12. The atmosphere outby the Barricades in #2 and #3 faces are respirable and will not require ventilation. (No response in #2)
13. The team must enter the Barricade in #3 face immediately after establishing verbal communication since the atmosphere is respirable outby the barricade. No airlock is necessary since the response indicates airtight.
14. The battery cap light in #2 entry is not an ignition source. Explosive mixture can be ventilated over it.
15. Smoke and other irrespirables may be moved through the diagonal unsafe roof in #3 entry since the area is considered explored because the captain makes his presence on each side and ties it in.
16. Teams must timber through the unsafe roof in #2 entry inby the first crosscut before ventilating the explosive mixture through it. They may not use the timber already set for the first support.