

2012

NMRA POST 11

MINI

MINE RESCUE

CONTEST

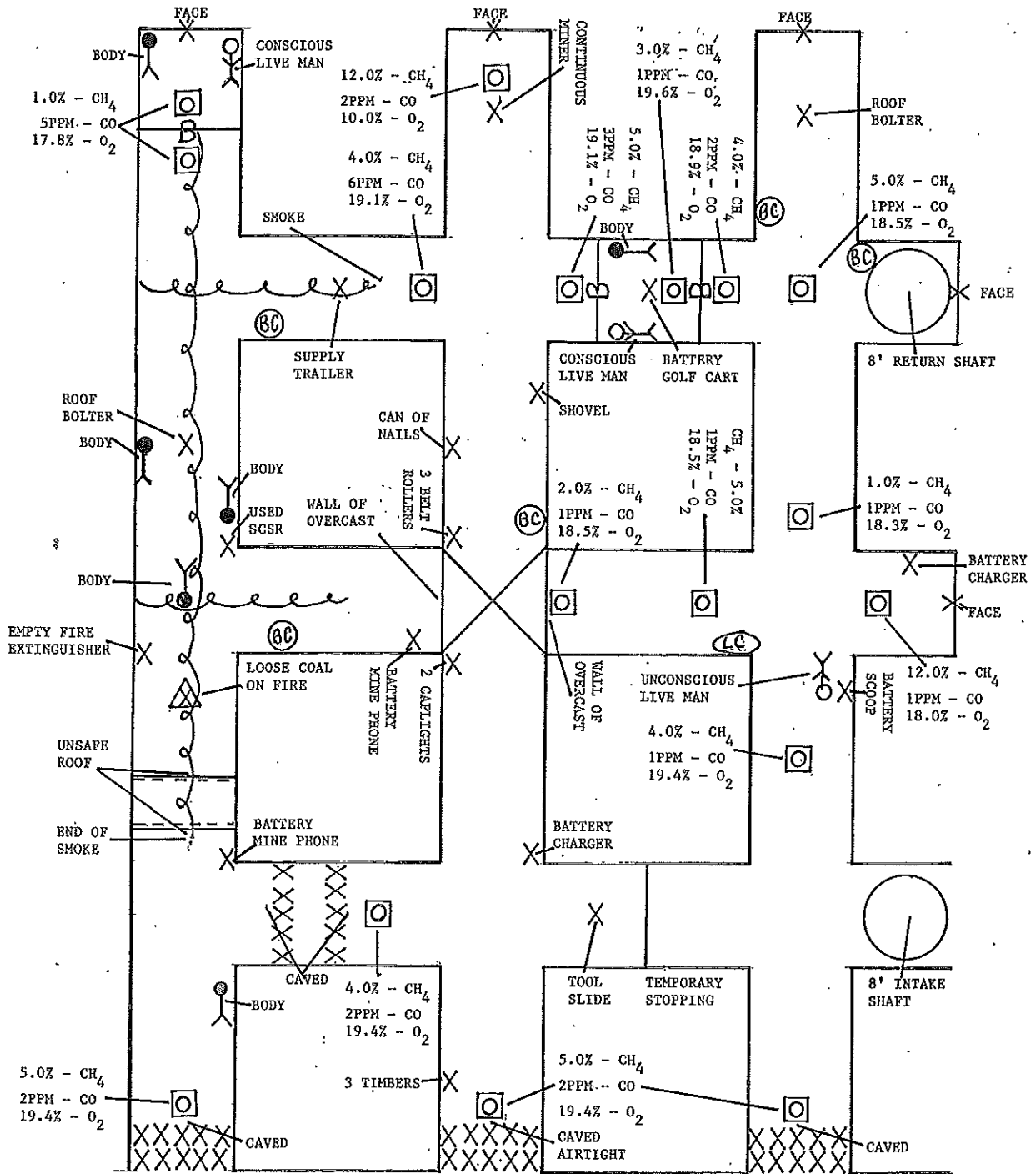
MAY 4, 2012

POST 11 MINI MINE RECUE CONTEST
MAY 4, 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 Post 11 Mine thanks you for answering the call for help. You are located on the surface of this new high wall mine. Upon arriving this morning we found that all three portal entries had collapsed. Those portals have been examined and found to be clear on the surface side of the falls. It will not be necessary for your team to examine the portals on the surface. The only entrance into the mine will be the emergency cage in the intake airshaft. There is a nine man crew underground and we have been unable to contact anyone this morning. The mine also has a return airshaft in a turnout off # 1 entry. The return shaft is equipped with an exhaust fan on the surface that currently is off and guarded but can be turned on by asking the superintendant to turn it on. However once it is turned on, it cannot be turned off, reversed or stalled. Both shafts are shown on your maps which are up to date except for anything mined last night. We have had lots of problems with Methane since we began mining and some top problems but all have been controllable up to this point. All power going underground is currently off and guarded. There is a fully trained and equipped rescue team onsite to serve as your back-up. There is a lifeline man here to handle your lifeline if needed. This is all of the information available except for Additional instructions that will be given to you with the maps.

Good Luck



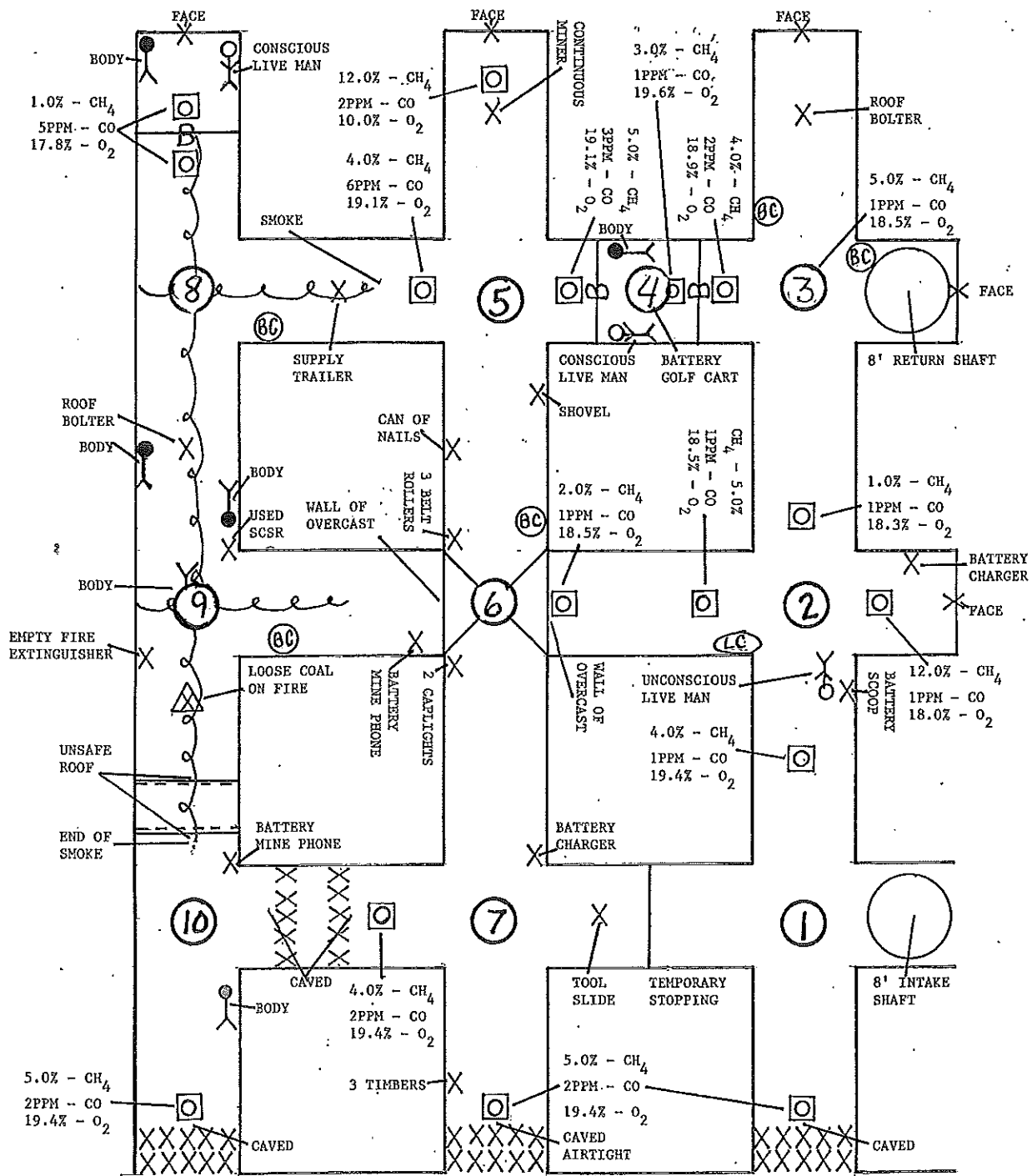
NMRA POST 11
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 MAY 4, 2012

POST 11 MINE RESCUE CONTEST
MAY 4, 2012
JUDGES BRIEFING

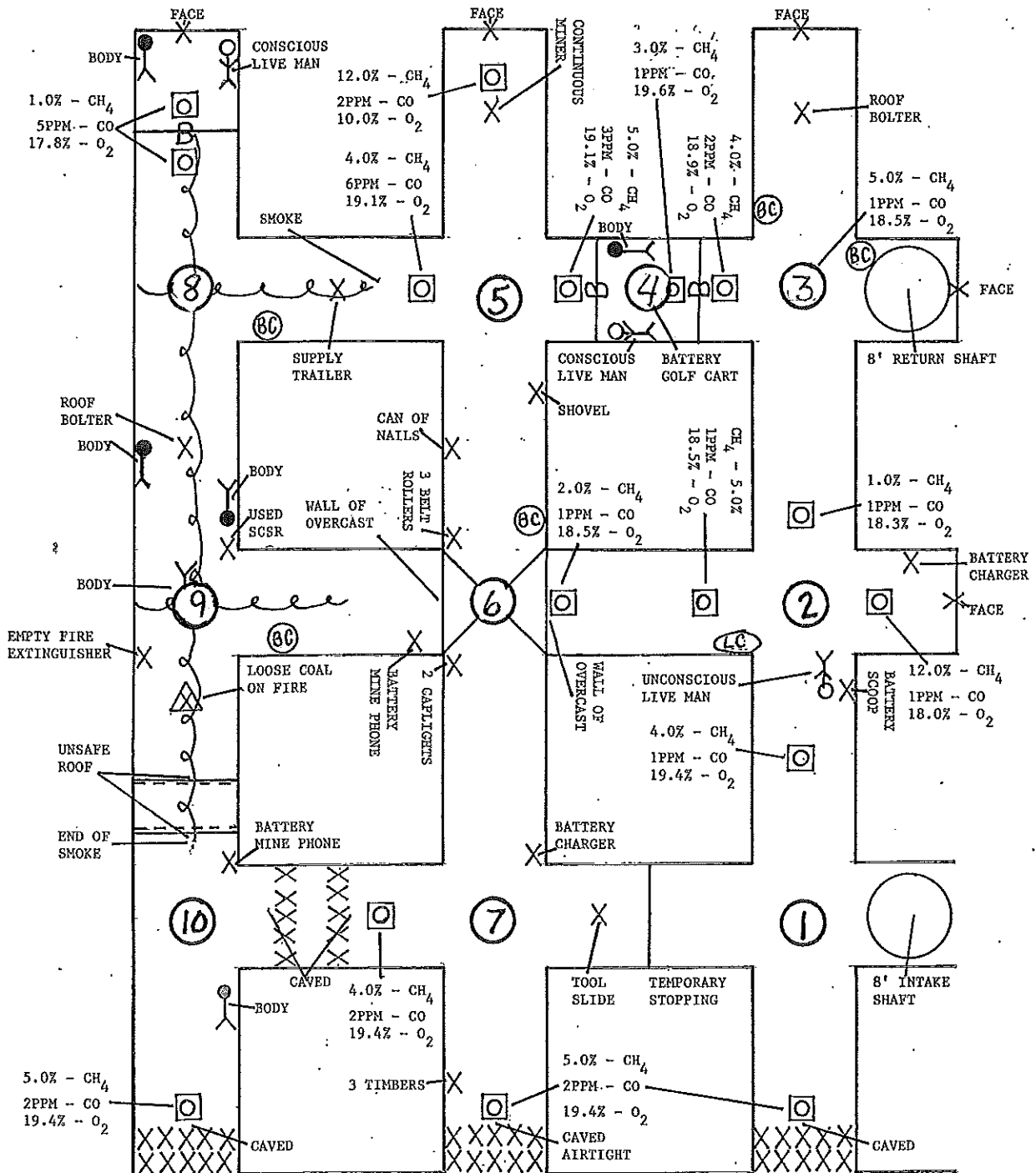
Once the team reports to the fresh air base they will have 7 minutes to read their statement and position their equipment. If the team fails to start the clock within the 7 minute period the superintendent will start the team clock and give them the maps from the packet. After the clock is started, all 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:

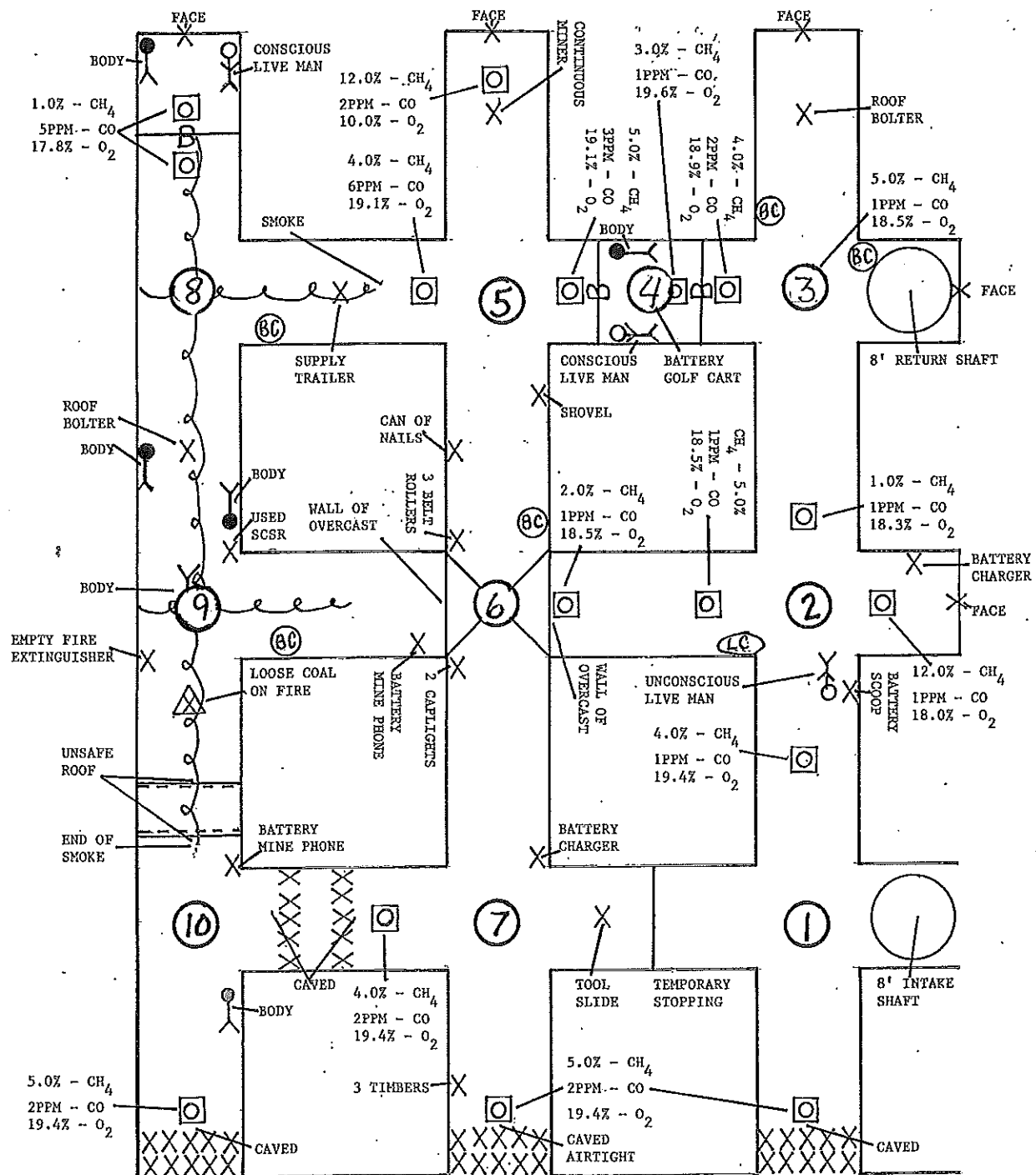
The statement tells the team that the portals have already been examined. To enter the mine the team has to enter the emergency elevator in the intake air shaft. Once inside the circle the team will close the string gate and immediately will be on bottom. There they will make an apparatus check and advance to **TEAM STOP #1**. At team stop #1 the captain will explore back to the caved area where he will find 5.0% CH₄, 2ppm CO, 19.3% O₂ . He must make a roof and rib test by the sound and vibration method and a gas test must be made in the area and he must D&I the caved area. He will explore to the temporary stopping, making a gas test in the area and D&I at the stopping. Up the straight a gas test must be made and an unconscious live man will be found. A patient assessment must be made and since the atmosphere is below 19.5 Oxygen, respiratory protection must be placed on the patient and he must be placed on a stretcher and returned to the surface. Upon re-entry the team will advance straight to **TEAM STOP #2**. The captain will explore to the wall of the overcast making a gas check and D&I . He will explore to the face of the neck to the right making a roof and rib and face test, D&I at the face and a gas test. Up the straight in #3 entry a gas test must be made before advancing to **TEAM STOP #3**. Here the captain finds the exhaust shaft as shown on his map, and explores to the face behind the shaft making a roof, rib and face test, a gas test and D&I. Up the straight he will examine to the face making a roof, face and rib test, a gas test and D&I. In the xcut toward #2 entry the captain will encounter a barricade. The man behind the barricade tells the team that there are two people behind the barricade and that there is another airtight barricade



behind them. At the barricade gas test must be made and the captain must D&I the barricade. Since there is an irrespirable atmosphere in front of the barricade, it must be ventilated before it is breached. (see vent #1 map) Since the condition behind the barricade is known (airtight barricade behind him) and the barricade has been ventilated it will not be necessary to airlock into the barricade, but once breached the captain must make a gas test inside the barricade. The team will find the conscious man and a body inside. Appropriate assessments must be made and both have to be D&I. Since everything is clear on the way out the patient can walk out barefaced. Upon re-entry the team will return to the barricade area for **TEAM STOP #4.** Here the team will rebuild the first barricade to airlock themselves before breaching the next barricade. Upon breaching barricade the captain must make a gas test before advancing team to **TEAM STOP #5.** Here the captain will make the face of #2 entry making a gas test and a roof, rib and face test. Note that the gas in the face area is not explosive due to the oxygen content being below 12%. The captain will make outby in #2 entry making a gas test. The captain will explore the accessible opening in the xcut toward #1 entry where he will find smoke. If he enters the smoke at this time the entire team must be on the life line. A gas test is required in the xcut. The team should tie across and behind by advancing to **TEAM STOP #6.** At this stop the captain will examine both walls of the overcast D&I's and gas test are required there. He also must make a gas test otby the imaginary line toward team stop 7, before advancing to **TEAM STOP #7.** Here the captain will examine to the caved area in the xcut making a gas test and roof and rib and D&I at the caved area. He will explore to the temporary stopping between #2 and #3 entry making a gas test and a D&I and then explore outby to the caved airtight that requires a D&I, a gas test and Roof and Rib test. With everthing tied in across and behind, the team should advance to **TEAM STOP #8.** The captain will examine to the barricade toward the face, where he will make verbal contact with the patient behind the barricade. He will make a gas test, and D&I the barricade. Since there is low oxygen in front of the barricade the team will need to continue to explore until they can ventilate. The captain will make outby in #1 entry where he will remain in smoke and will find two bodies that must be touched and D&I. A gas test must be made in the area. The team will then advance to **TEAM STOP # 9.** At this stop the captain will find another body, touch it and D&I. The team will still be in smoke as the captain makes down to the loose coal on fire. He will make a roof test at the fire area, extinguish the fire and make a gas test. He will find the unsafe roof across the entry making a roof and rib test and D&I. The captain will make



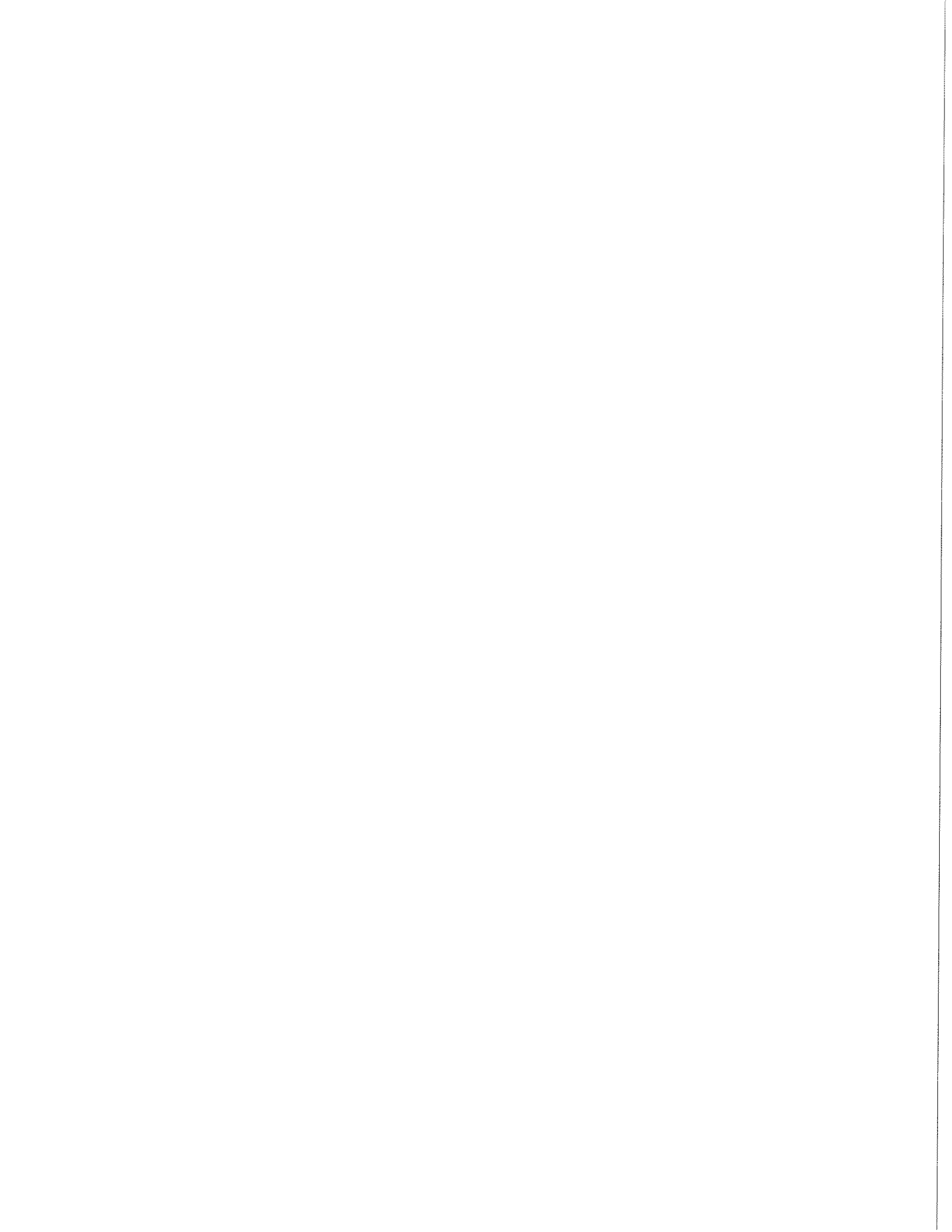
the xcut between #1 and #2 entry over to the wall of the overcast, making a gas test and D&I at the overcast wall. At this point the barricade can be ventilated (see vent #2 map) After properly ventilating, the team will go back to the barricade and hold the line curtain up to clear the irrespirable atmosphere and since conditions are unknown, team must airlock to enter the barricade. Once breached the captain must make a gas test inside the barricade and will find a conscious man in an irrespirable atmosphere, he must ask him if he is alright and respiratory protection must be placed on the patient. Captain will also find a body that must be touched and D&I. The captain will make a roof, rib and face test at the face, make a gas test and D&I the face. Since it is a solid face the team will not be required to rebuild the barricade when they retreat. The team will bring the patient to the surface and re-enter the mine and traveling back to the team stop #9 area to the unsafe roof. The team will timber thru the unsafe roof and advance to **TEAM STOP 10.** Here the team will find the last unaccounted for body, touch and D&I and explore to the caved area across the entry making a roof and rib test and a gas test and D&I at the caved. The captain will also explore to the caved area in the xcut between #1 and #2 entry making a roof and rib test and a gas test and D&I at the caved area. The team will the retreat out of the mine and stop the clock.

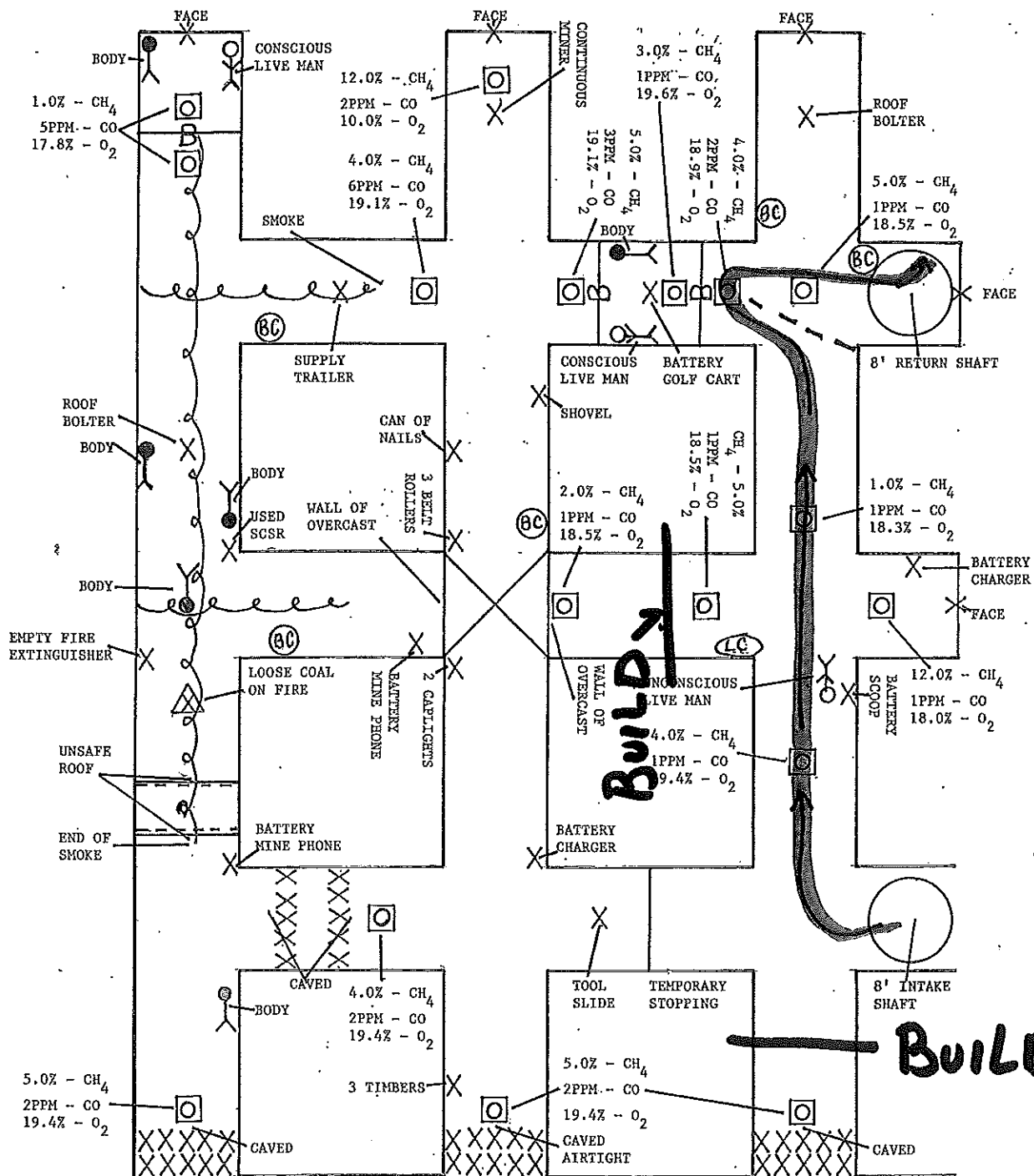


POST 11 MINI CONTEST

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 EMERGENCY ELEVATOR STAND IN THE CIRCLE AND OPEN OR CLOSE THE GATE. YOU WILL INSTANTLY BE ON TOP OR BOTTOM.



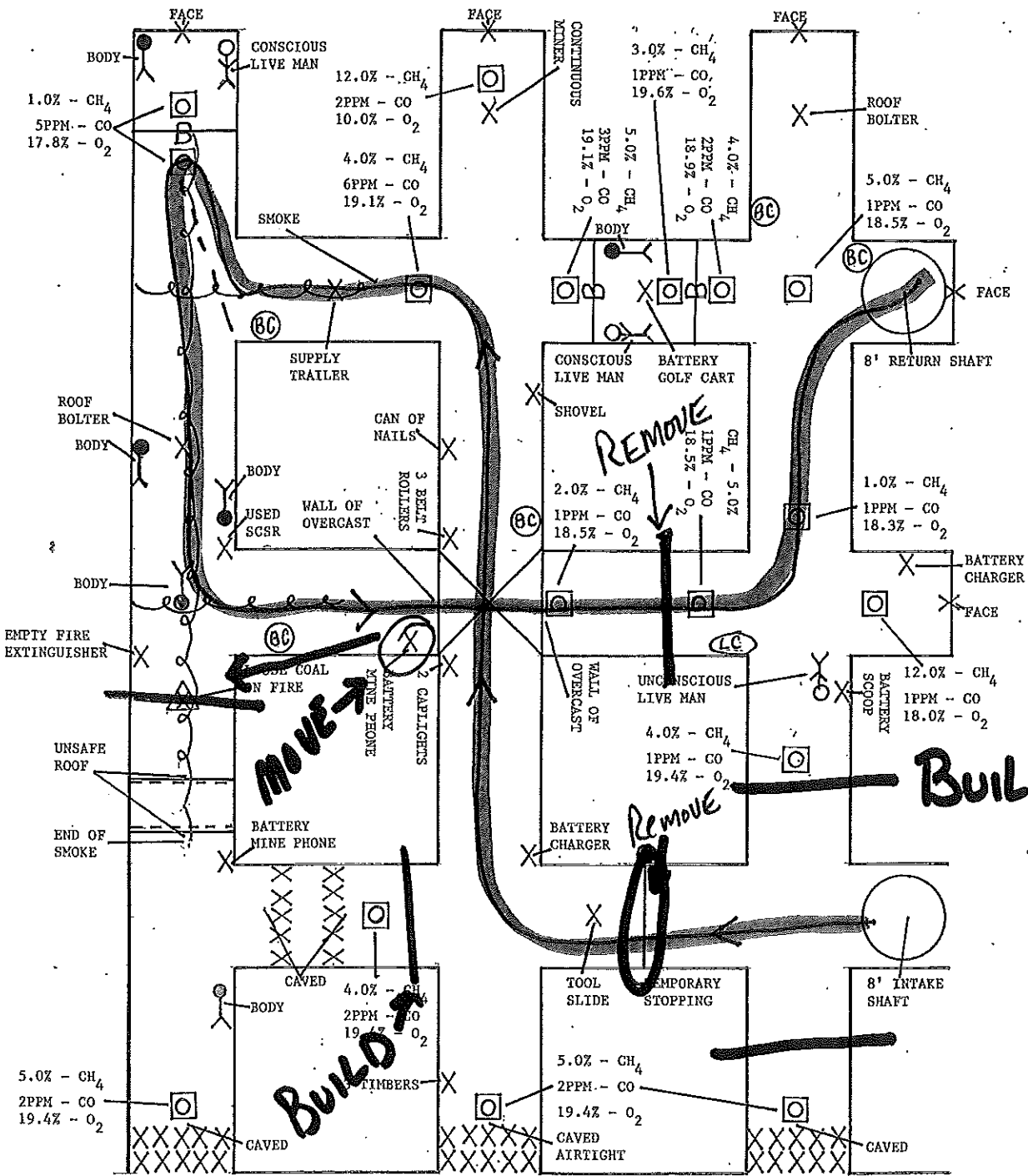


VENT # 1

NMRA POST 11
WKY MINI
MAY 4, 2012

1ST CONSCIOUS LIVE MAN STATEMENT
POST11 MINI CONTEST
MAY 4, 2012

**HELP!! GET US OUT OF HERE. JOE AND ME
HAVE BEEN HERE FOR HOURS AND JOE IS
NOT DOING VERY GOOD. I HAVE BUILT
ANOTHER AIRTIGHT BARRICADE BEHIND
ME. WE WANT OUT RIGHT NOW!**



VENT # 2

2ND CONSCIOUS LIVE MAN STATEMENT
POST11 MINI CONTEST
MAY 4, 2012

**HELP!! GET US OUT OF HERE. FRED AND ME
HAVE BEEN HERE FOR HOURS. I THINK FRED
IS ALREADY DEAD. PLEASE GET US OUT!!**

