

2013

KY STATE MINE

RESCUE

CONTEST

DAY 1

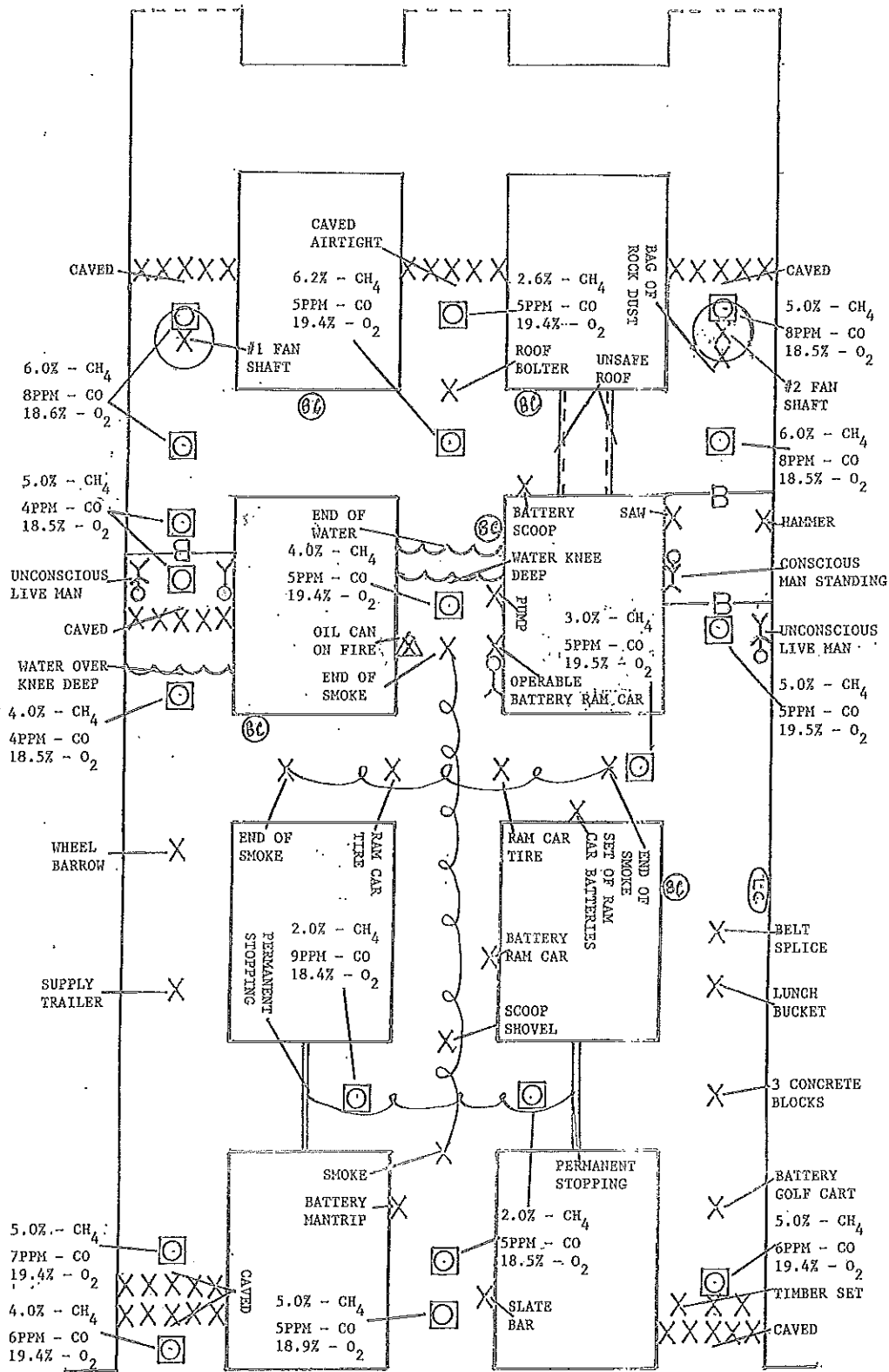
AUGUST 21, 2013

KENTUCKY STATE MINE RESCUE CONTEST
DAY 1
AUGUST 21, 2013

YOU HAVE 4 MINUTES TO POSITION YOUR EQUIPMENT. YOU MUST START THE CLOCK WITH IN 4 MINUTES OR THE JUDGE WILL START IT FOR YOU.

The KMI Mine thanks you for answering the call for help. You are located on the surface of our Number 1 mine where a 5 man crew went in on third shift to do routine service and maintenance work. We have been unable to contact anyone underground since arriving here this morning. Our attempts to enter the mine was stopped by low oxygen readings in the #2 portal and we decided to call for trained mine rescue teams to check it out. This mine is presently one section that is developing for our long term mining plan. You will enter the mine thru our highwall openings and explore toward the airshafts located just inby the 3rd crosscut in # 1 and #3 entries. Both airshafts are equipped with fans that operate in tandem in a push/pull operation. Both fans are presently off but can be started if needed by requesting that the Superintendent start the fan, in writing on the form provided. If the number one shaft fan is started in the blowing position, the number two shaft fan will automatically start in the exhausting mode. If the number one shaft fan is started in the exhausting position, the number two shaft fan will automatically start in the blowing mode. Both of the shafts and fans have been examined on the surface and found to be in safe operating condition, however once started they cannot be turned off, reversed or stalled. It will not be necessary for your team to examine the surface side of the shafts. This mine has had a lot of problems with methane and the roof, but we have been able to control them. The mine maps are up to date except for anything mined in the last couple production shifts. The underground power has been de-energized, locked and guarded, all regulatory agencies have been notified and are on site. All available supplies are located underground. A trained mine rescue team is on site to serve as your back-up. That is all the information available at this time.

Good Luck!



Kentucky State Mine
Rescue Contest

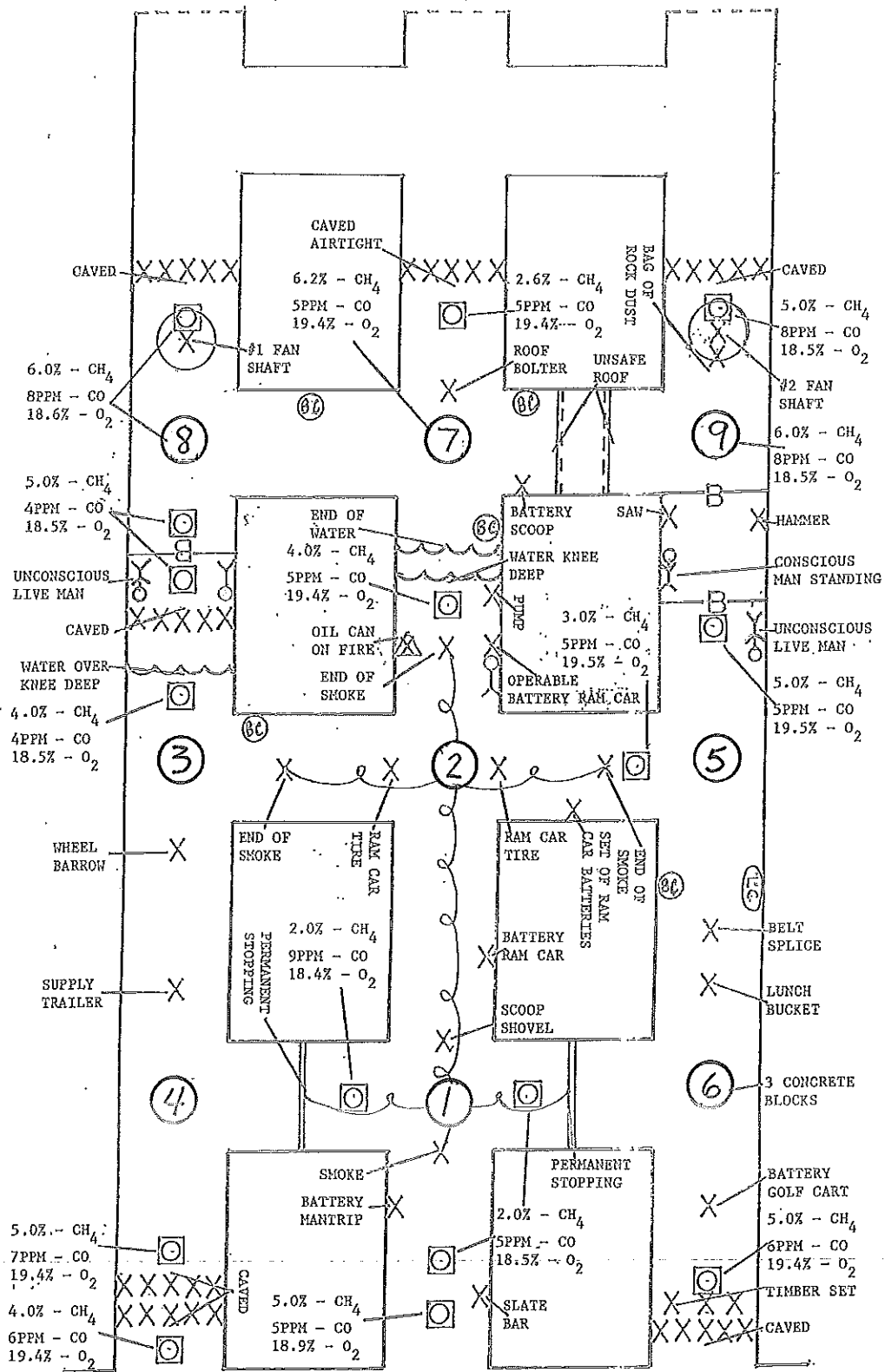
Day 1
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KY State Mine Rescue Contest
Day 1 – August 21, 2013
JUDGES BRIEFING

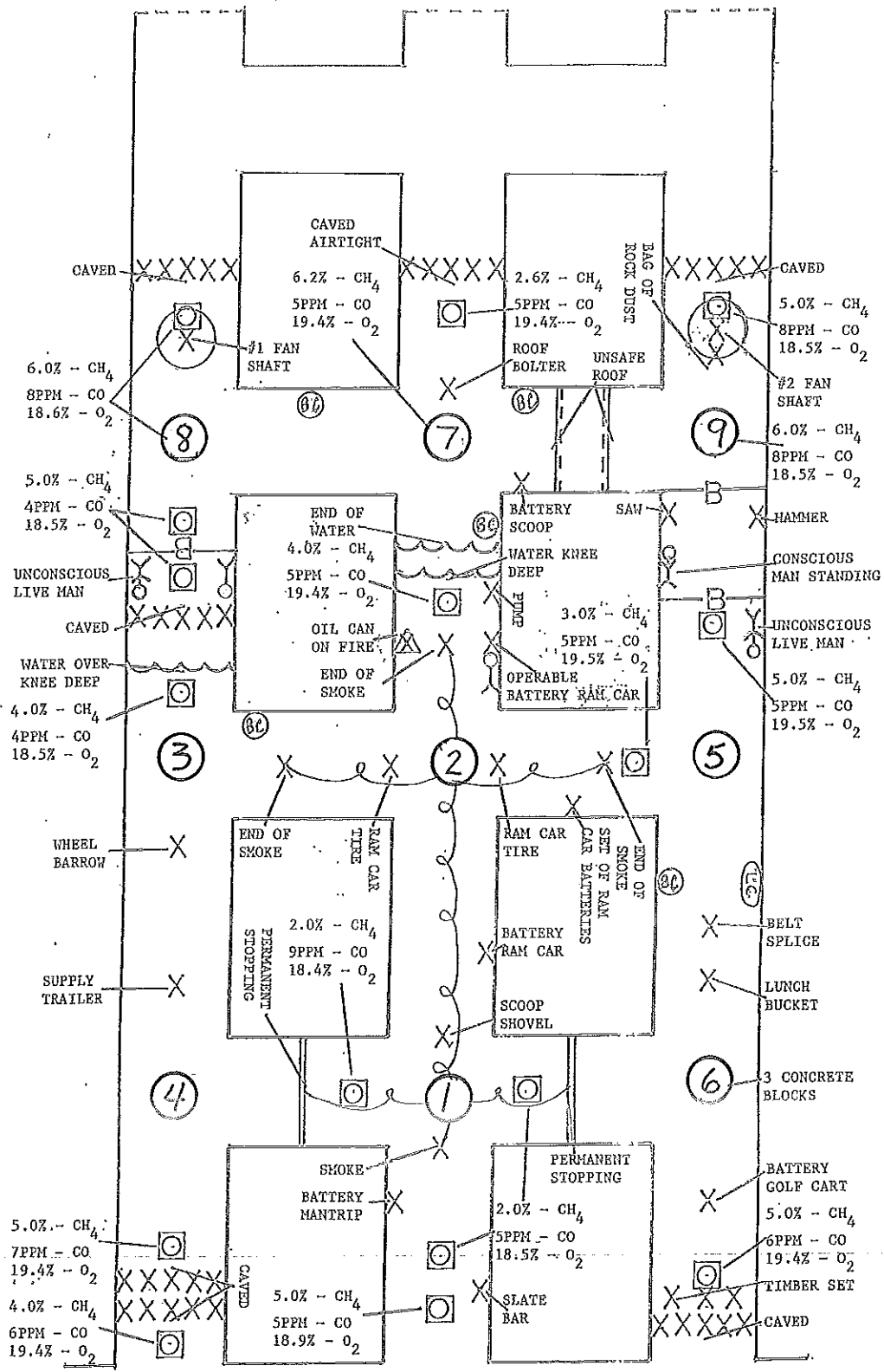
When the team enters the Fresh Air Base, the Supt. will introduce himself to the team captain and Briefing Office. The team will have 4 minutes to arrange their equipment, lay out life line Etc.. If the team captain does not start the clock within that four minutes the Supt. will start the clock. The team does not have to unload and test stretchers. They must however check their gas detectors after the clock has started as well as their communications between the team and the B.O. Teams must go over standard lifeline signals with the lifeline judge unless wireless communications are used.

WORKING PROCEDURES:

The team is located on the surface. The captain will begin by examining the portals. In #1 entry he will find a caved area blocking the entry. A gas test will indicate and irrespirable mixture going into the caved area. A roof and rib test must be made and he must d&i the caved area. In #2 entry he will find an explosive and irrespirable mixture for a short distance and then just an irrespirable mixture. A gas test must be made in the opening. In #3 entry the captain will find a caved area where he must make a roof and rib test, a gas test and d&i at the caved area. He now knows he must travel in #2 entry to **TEAM STOP #1**. An apparatus check must be made at the first team stop with all team members underground. The team will be in smoke and must be on a life line or link line. if the #5 man remains in clear air a link line will suffice but he must tie off before advancing the #5 man into the smoke.. To the left the captain will find a permanent stopping that must be d&i. Also a gas test must be made in the area. The placard indicates and irrespirable mixture. To the right the captain will also find a permanent stopping and an irrespirable mixture. Captain must d&I the stopping and a gas test must be made in the opening. Up the straight the captain will remain in smoke and a gas test must be made in the opening. The team will advance to **TEAM STOP #2**. The team will remain in smoke at this stop. To the left the captain will find the end of the smoke making a gas test in the opening. Up the straight the captain finds a body that must be touched and d&i. He will also find an oil can on fire. A roof and rib test must be made over the fire area and it can be extinguished by simulating using a fire extinguisher. A roof test must be made each time the team passes this location throughout the remainder of the problem. A gas test must be made after the fire is extinguished. An operable battery ram car will be found and may be moved during the working of the problem. To the right the team will find the end of smoke . The team will advance to **TEAM STOP #3**. Up the straight team will find water over knee deep blocking their travel and must d&I the water. A gas test must be made in the area indicating an irrespirable mixture

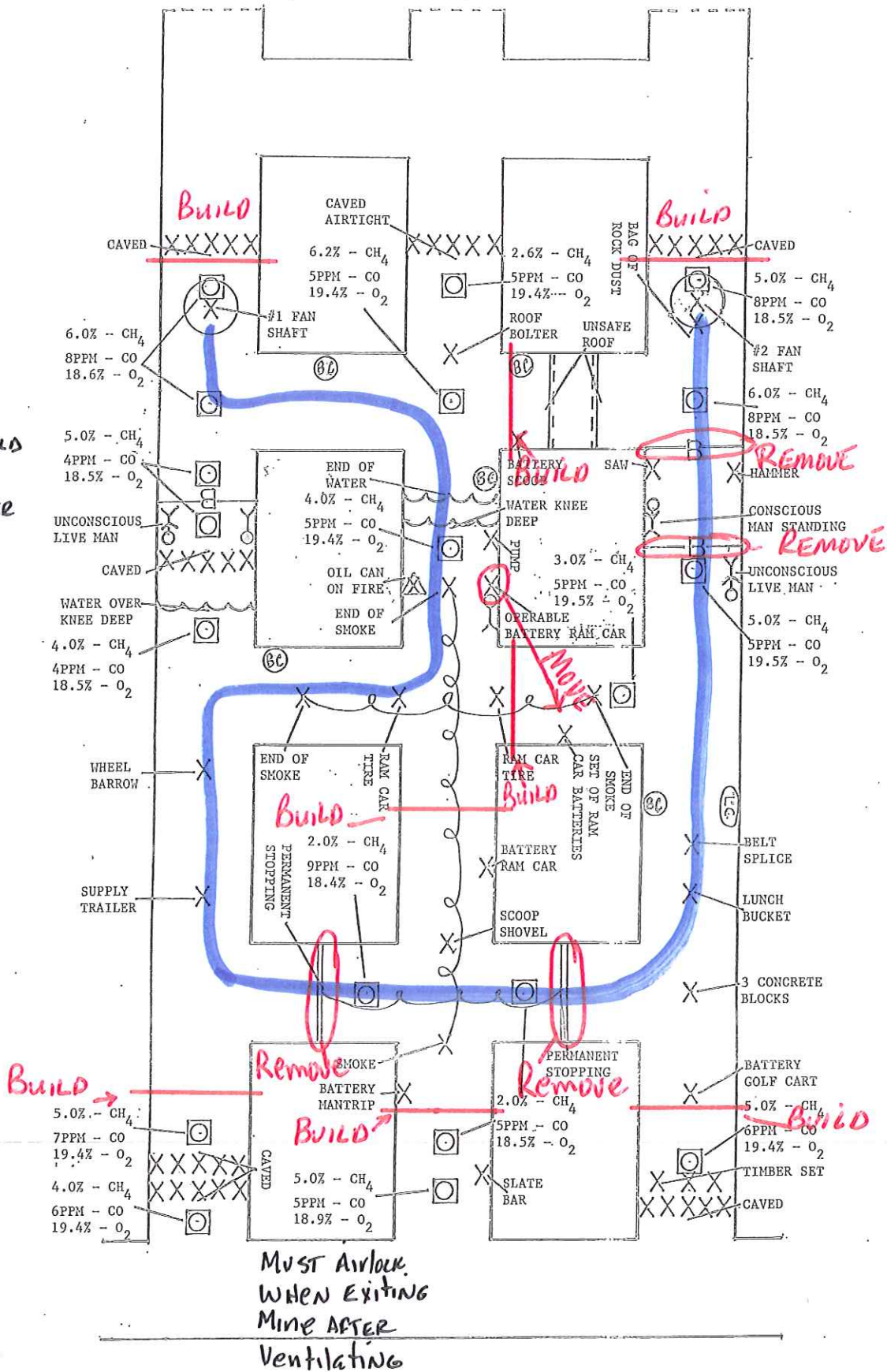


there. Outby a gas test must be made in the opening before advancing to **TEAM STOP #4**. Here the team will tie back to the caved area, requiring a roof and rib test, a d&i and a gas test. An explosive and irrespirable mixture will be found extending into the caved area. In the Crosscut between #1 and #2 entry the back side of the permanent stopping will be found and must be d&I and a gas test must be made in the opening. The team may now advance to **TEAM STOP #5**. Here the team may explore outby in the opening making a gas test before making inby. Inby the team will find an unconscious live man who must be assessed and d&i. Since he must be carried thru irrespirable mixtures respiratory protection must be placed on him. The patient behind the barricade will call to the team stating that he has built an airtight structure behind him and that he has had a SCSR on for about 30 minutes. Since the patient has told the team it is airtight behind him and he has his respiratory protection on and because of the respirable air in front of the barricade it will be delay if the team does not breach the barricade and take the two patients out at the same time. NOTE: if the 1st crosscut has not been explored in #3 entry, the #5 man may not travel inby the outby corner of the intersection in the second crosscut. Once both patients are removed to the surface, the team will return traveling to **TEAM STOP #6**. The team will explore tying into the back of the permanent stopping making a gas test in the opening and d&I at the stopping, and also tying back to the caved area making a roof and rib, a d&i and a gas test indicating an explosive and an irrespirable mixture going into the caved area. The team should advance to **TEAM STOP #7**. Here the team will have the option again on where stop 7 is. They may go airlock and go thru the barricade in #3 entry to the last intersection or they may travel thru the water knee deep to the Last open crosscut in #2 entry. Lets assume they go to #2 entry following the contaminate. Here they will find an explosive and irrespirable mixture in the intersection and up the straight to the caved airtight. A roof and rib test and d&I must be made and a gas test must be made inby the opening. To the right team will find unsafe roof and must make a roof and rib and d&I at the unsafe roof. A gas test must be made in the opening. To the left a gas test must be made before advancing to **TEAM STOP #8**. The captain will find an explosive mixture and an irrespirable mixture in the intersection and inby to the #fan shaft and the caved area. The caved area will require a roof and rib test, a d&I and a gas test in the area. Outby the team will find a barricade with no response with an irrespirable mixture in front of it. Since the fans operate in tandem, the barricade cannot be ventilated until the #2 shaft bottom is explored. The team may build off the caved area inby the #1 shaft at this time. The team will now advance to **TEAM STOP #9**, Here the captain will find the #2 shaft as shown on the team map. Inby he will find an explosive and irrespirable mixture extending into a caved area. A roof and rib test and a d&I must be made and a gas test must be made in the area. The team may build off the area inby the airshaft at this time. Once this area is explored the barricade can be ventilated. See Ventilation map. Once started the fans will remain operating and the team must airlock to exit the mine.



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MUST. Build
Barricade
BACK AFTER
Rescuing
Patient



VENTILATION MAP

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CONSCIOUS LIVE MAN STATEMENT

HELP!! GET ME OUT OF HERE. I HAVE BUILT AN AIRTIGHT STRUCTURE BEHIND ME AND IT IS AIRTIGHT IN HERE. I HAVE MY SCSR AND GOGGLES ON AND I HAVE HAD THEM ON FOR 28 MINUTES.

Mr. Superintendant:

Please START the fans as marked:

_____ #1 SHAFT FAN - BLOWING / #2 SHAFT FAN EXHAUSTING

_____ #1 SHAFT FAN – EXHAUSTING / #2 SHAFT FAN BLOWING

TIME _____

B.O. Initials _____ SUPT. Initials _____

KMI
AUGUST 21, 2013

WRITTEN INSTRUCTIONS

IF IT CAN BE DONE SAFELY:

- EXPLORE THE ENTIRE MINE
- ACCOUNT FOR ALL MISSING MINERS.
- BRING ALL SURVIVORS TO THE SURFACE
- REQUEST STARTING THE FAN BY FILLING OUT THE FORM PROVIDED AND GIVING TO SUPERINTENDANT.
- ONCE STARTED THE FAN CANNOT BE STOPPED, REVERSED OR STALLED.

PLEASE NOTE:

- YOU MAY ONLY CARRY TO BRATTICE CLOTHS AT A TIME
- LINE CURTAINS ARE YELLOW AND MUST NOT BE TWISTED TO BE EFFECTIVE.
- AIRTIGHT STRUCTURES MUST BE PROPERLY HOOKED ON BOTH SIDES.
- THE BRIEFING OFFICER WILL BE ISOLATED ON THE SURFACE.