

2013  
WKMI  
MINE RESCUE  
CONTEST

MAY 22, 2013

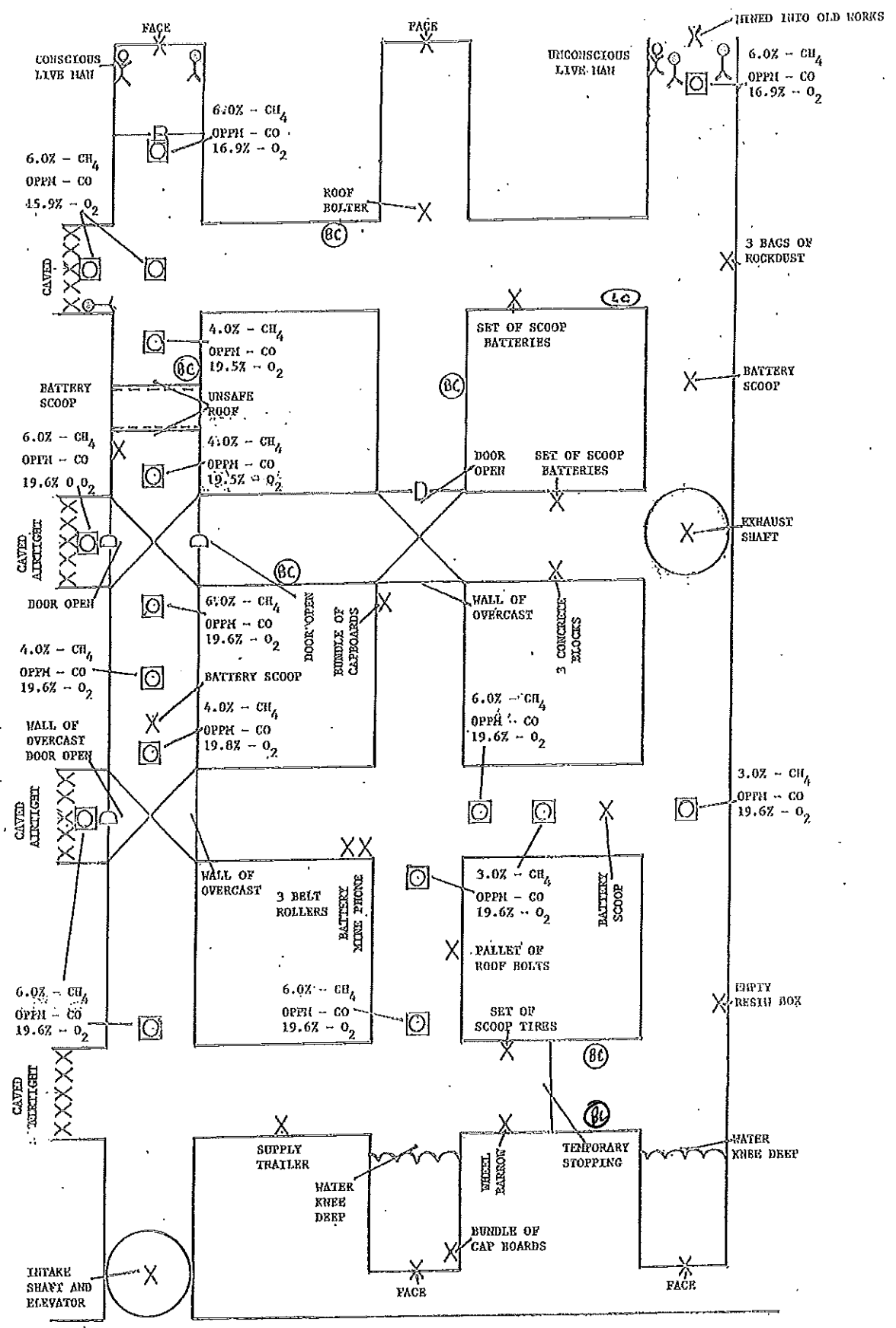
WKMI SAFETY DAYS  
MAY 22, 2013

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

The Poor Boy Coal Company, Badly Bent Mine thanks you for answering the call for help. There is a six man crew underground that we have been unable to contact since arriving at the mine today. You are located on the surface near the intake airshaft that enters into the 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 #3 entry. That shaft is also equipped with a emergency man cage but it is currently not working. The return shaft is equipped with a exhaust fan on the surface that is currently off and guarded but can be energized and de-energized by requesting in writing (on the forms provided) that the superintendant turn it on or off. It cannot be, reversed or stalled. That return 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 methane and water since we started here but it has been controllable. We have recently pulled out of our old workings to the left of the shaft, leaving us with basically a brand new mine. All four opening to that area has since caved and the crew underground were supposed to scoop the faces and then remove the two overcast in #1 entry and prepare to seal the old works outby the caved areas

All of the underground power has been locked out and is being guarded. All regulatory agencies have been notified as required and are now onsite. 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 are not up to date. This is all the information available except for additional written instructions that will be given to you with the maps. Your briefing officer will be isolated on the surface and will only be able to communicate with you by your communications system after your 1<sup>st</sup> team stop underground.

Good Luck

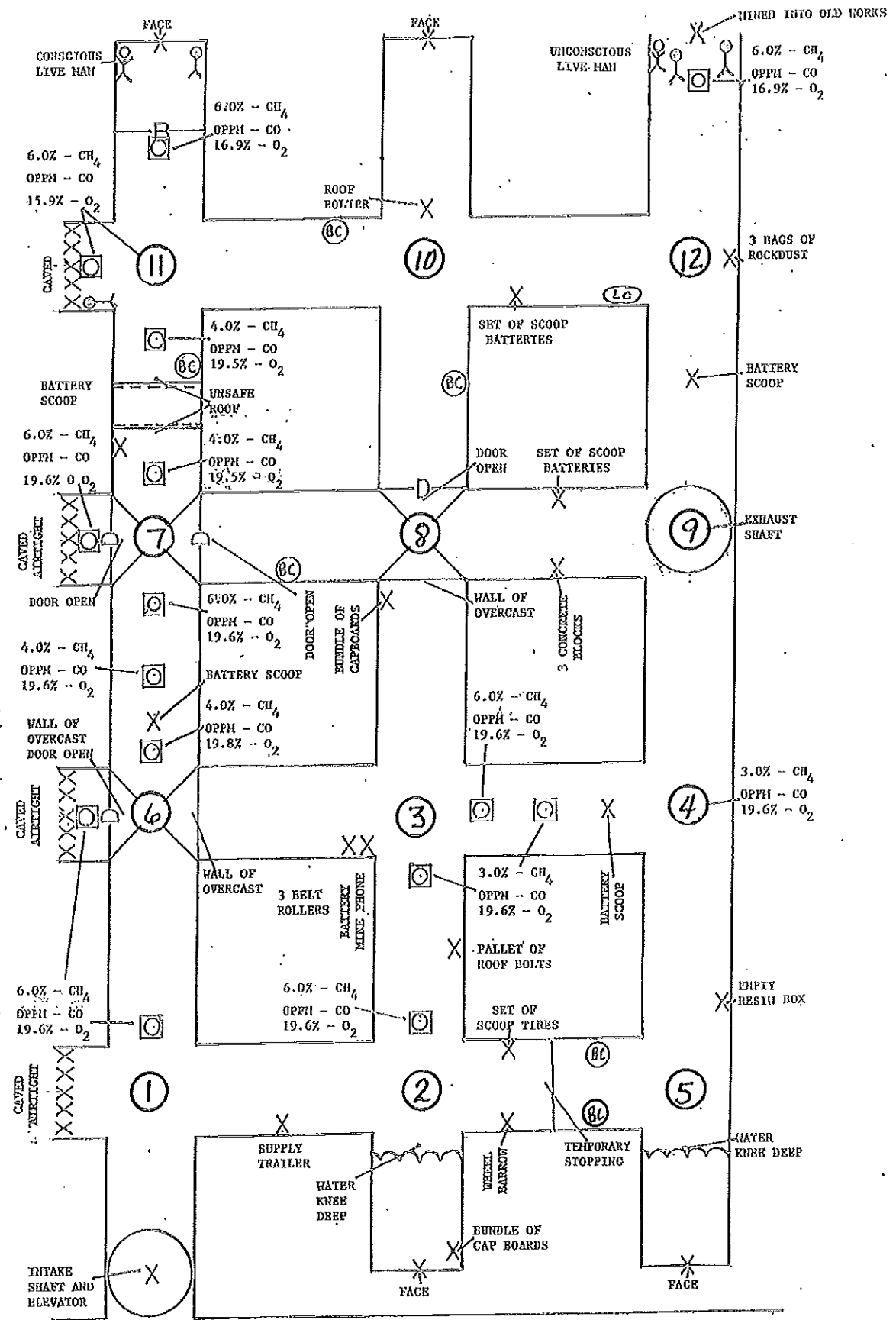


WKMI SAFETY DAYS  
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JUDGES BRIEFING

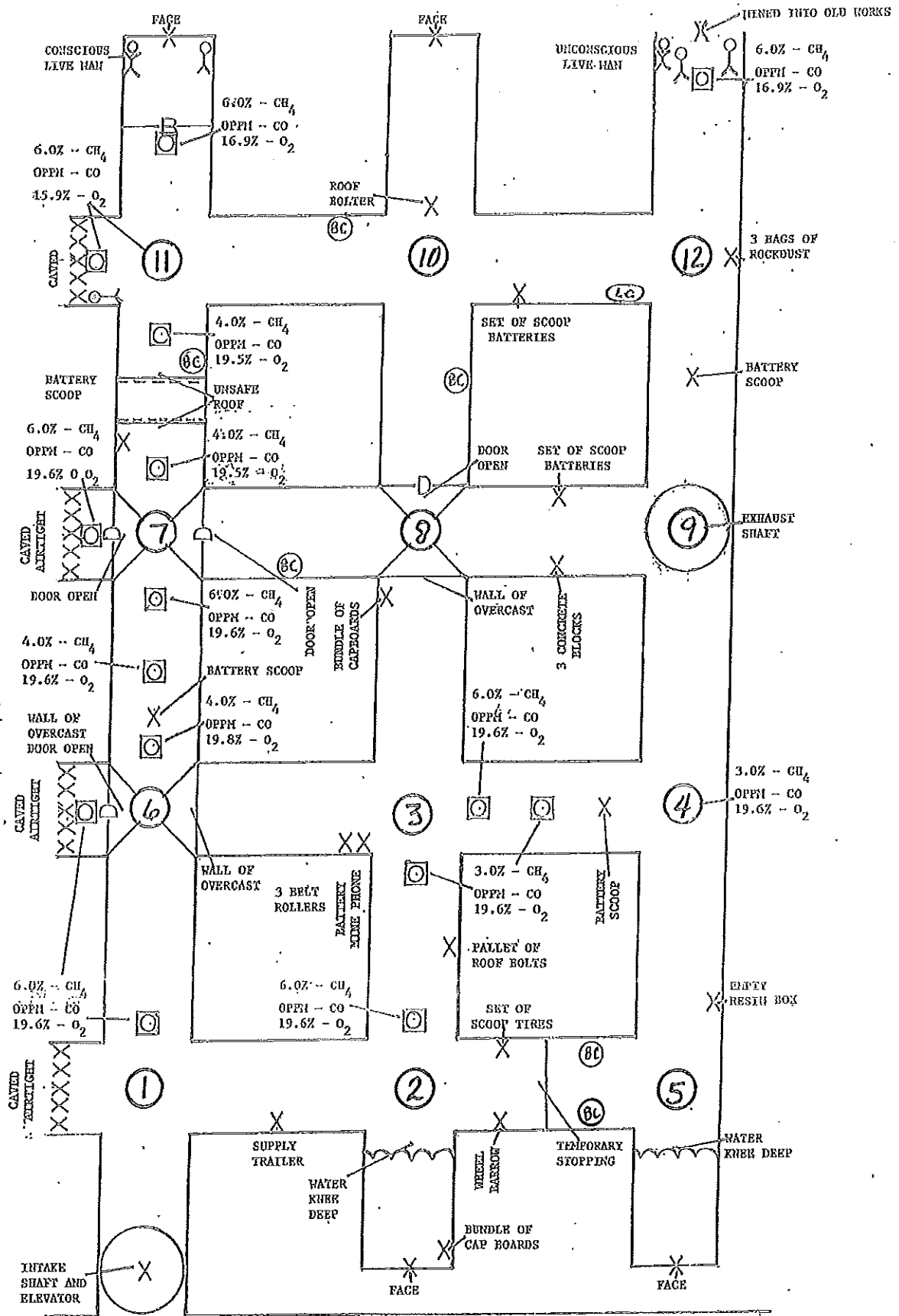
When the team enters the Fresh Air Base, the Supt. will introduce himself to the team captain and Briefing Office. The team will have 4 minutes to arrange their equipment, lay out life line Etc.. If the team captain does not start the clock within that four minutes the Supt. will start the clock. The 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.

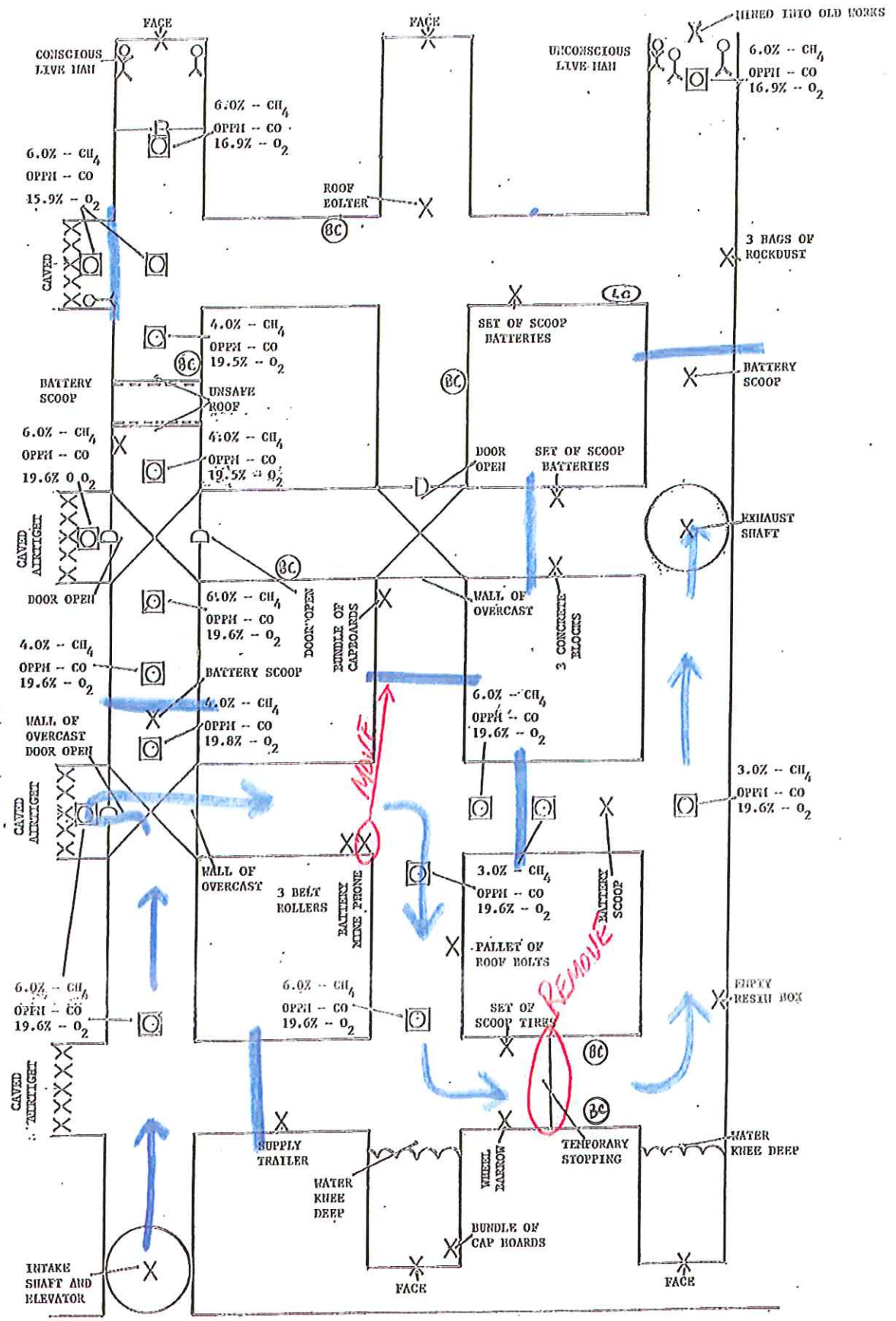
**WORKING PROCEDURES:**

The team is located on the surface. The only portal is the intake shaft with the elevator. When the team enters the elevator and puts the gate up, they will immediately be on the bottom and the team may travel to **TEAM STOP #1**. An apparatus check must be made at the first team stop (within 50 feet from the bottom of the shaft) with all team members underground. The team will find 6.0% CH<sub>4</sub>, 0 ppm CO and 19.6% O<sub>2</sub> up the straight. To the left they will find a caved airtight where a roof and rib test, a gas test and the captain's D&I is required.. The captain will examine the right and find it clear. A gas test must be made in the opening. The team will advance to **TEAM STOP #2**. The captain will find 6.0% CH<sub>4</sub> 0ppm CO and 19.6% O<sub>2</sub> inby the intersection. Outby He will find water knee deep and a face. He must make a roof face and rib test, a gas test and D&I the face. To the right he will find a temporary stopping. At this point he has no building material and will advance to **TEAM STOP #3**. He actually has a choice because of the contaminate found in both #1 and #2 entry on which way he travels, but we will assume that he will travel up #2 entry to team stop #3. Here the captain will explore to the left to the wall of the overcast making a gas test and D&I. Up the straight he will explore to the wall of the overcast making a gas test and D&I. To the right he finds 6.0% CH<sub>4</sub> 0 ppm CO and 19.6% O<sub>2</sub>, changing to 3.0% CH<sub>4</sub> before it gets to the Battery scoop. A gas test must be made in the opening before advancing to team stop **TEAM STOP #4**. Here the team may examine all the way to the outby corner of the next xcut making a gas test somewhere in the opening and will tie behind making a gas test in that opening before advancing to **TEAM STOP #5**. Here the team explores over to the temporary stopping making a gas test and D&I at the stopping. Examining outby he finds water knee deep and a face that requires a roof, rib and face test and a D&I. A gas test must also be made in the opening. The team now should return to #1 entry since they did not find the extent of the gas there, advancing to **TEAM STOP #6**. The team will explore to the left, thru the door in the overcast to caved airtight area, make a gas test



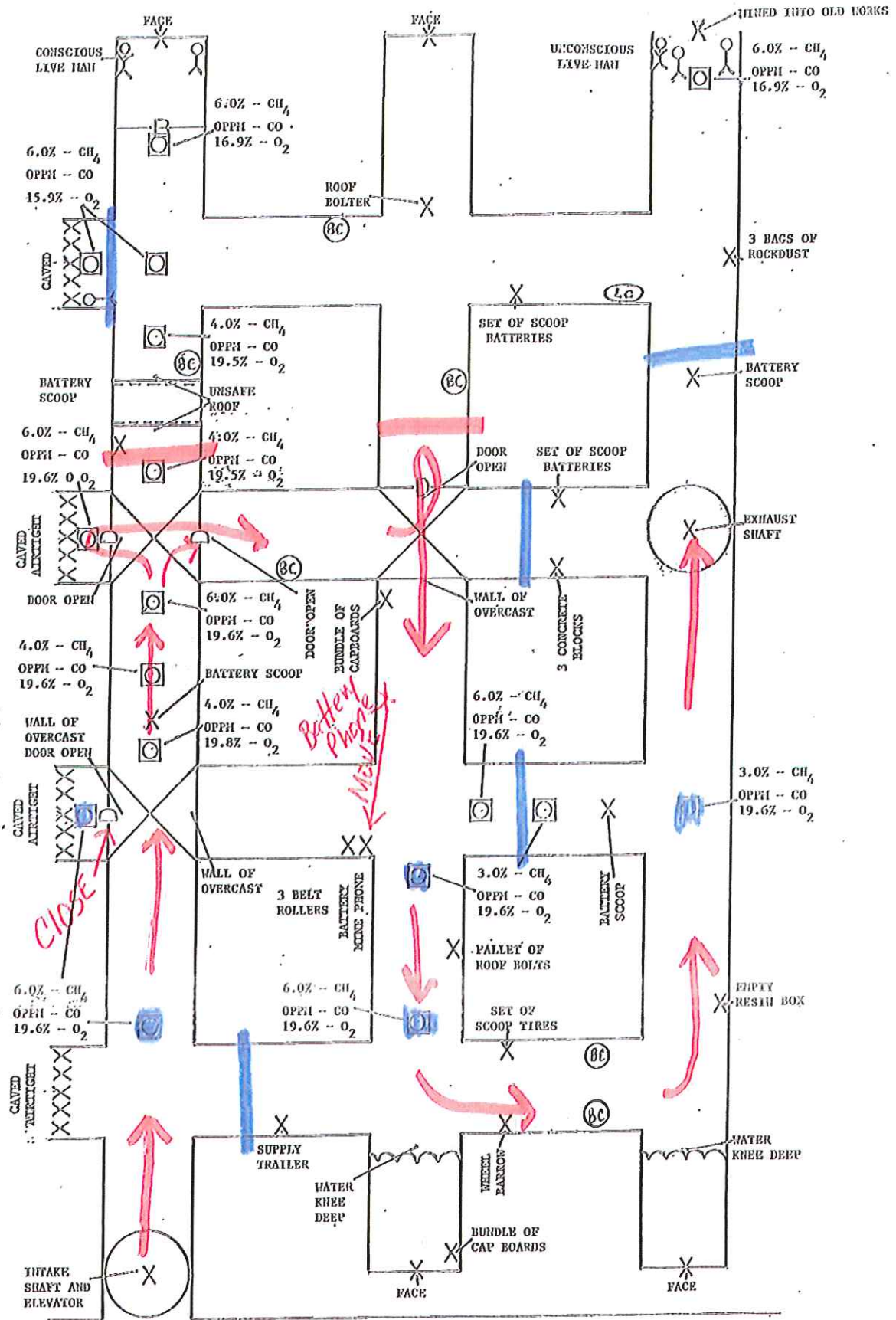
and a roof and rib test and D&I at the caved area. The team finds an explosive, respirable mixture in front of the caved airtight. To the right is a wall of an overcast that must be D&I and a gas test must be made. Up the straight the team finds 4.0% CH<sub>4</sub> 0ppm CO 19.8% O<sub>2</sub>, that changes to an explosive, respirable mixture just outby the intersection. The team should advance to **TEAM STOP #7.** Here the team will find an open door in both overcast walls. Thru the door to the left they will find a caved airtight area with an explosive, respirable mixture. A roof and rib test a gas test and a D&I must be made. Up the straight he will find unsafe roof across the entry and a roof and rib must be made along with the D&I. A gas test must be made in the opening. Thru the door to the right a gas test must be made before the team advances to **TEAM STOP #8.** The captain will examine the walls of the overcast making a gas test and D&I the wall. Inby he will find the door open and may examine up to the outby corner of the next intersection, making a gas test in the area. In the opening to the right he must make a gas test before advancing to **TEAM STOP #9,** Here the captain will find the return airshaft as shown on the team map. Inby a gas test must be made in the opening. Since the contaminate remains in #1 entry the team must now advance thru the door in the overcast, to travel the adjacent entry, to **TEAM STOP #10.** To the left team must make a gas test in the area and up the straight the team will find a face where a roof, rib and face test must be made. The captain must D&I the face and a gas test must be made. To the right the team will find a Line curtain and must make a gas test in the opening. The extent of the gas in #1 entry is still unknown so to remain systematic the team must advance to **TEAM STOP #11.** Here examining outby the team will find the unsafe roof and must make a roof and rib test and D&I at the unsafe roof. A gas test must also be made in the opening. To the left team will find a body that must be touched and D&I. They also find a caved area with an explosive, irrespirable mixture extending into the caved. A roof and rib and D&I is required at the caved area and a gas test must be made in the area. Up the straight, team will find a barricade with a response saying help get me out of here and gives no other information. At this point the team can ventilate to clear the barricade. See the Ventilation maps ( it will take three steps to ventilate the barricade). Once the ventilation is complete and the Conscious man is removed to the surface, the team will re-enter the mine and travel to **TEAM STOP #12.** Here examining up the straight the captain will find the remaining missing persons. The bodies must be touched and D&I. The unconscious man must be assessed and have respiratory protection with a full face piece. The captain must D&I the unconscious man's location. The captain can make up the straight and find that the entry is mined into old works. With the fan off the team can exit the mine. Remember the fan can be started or stopped by requesting in writing to the superintendant the teams intentions on the forms provided,. When the team exits the mine with the unconscious man the problem is complete and they will stop the clock.



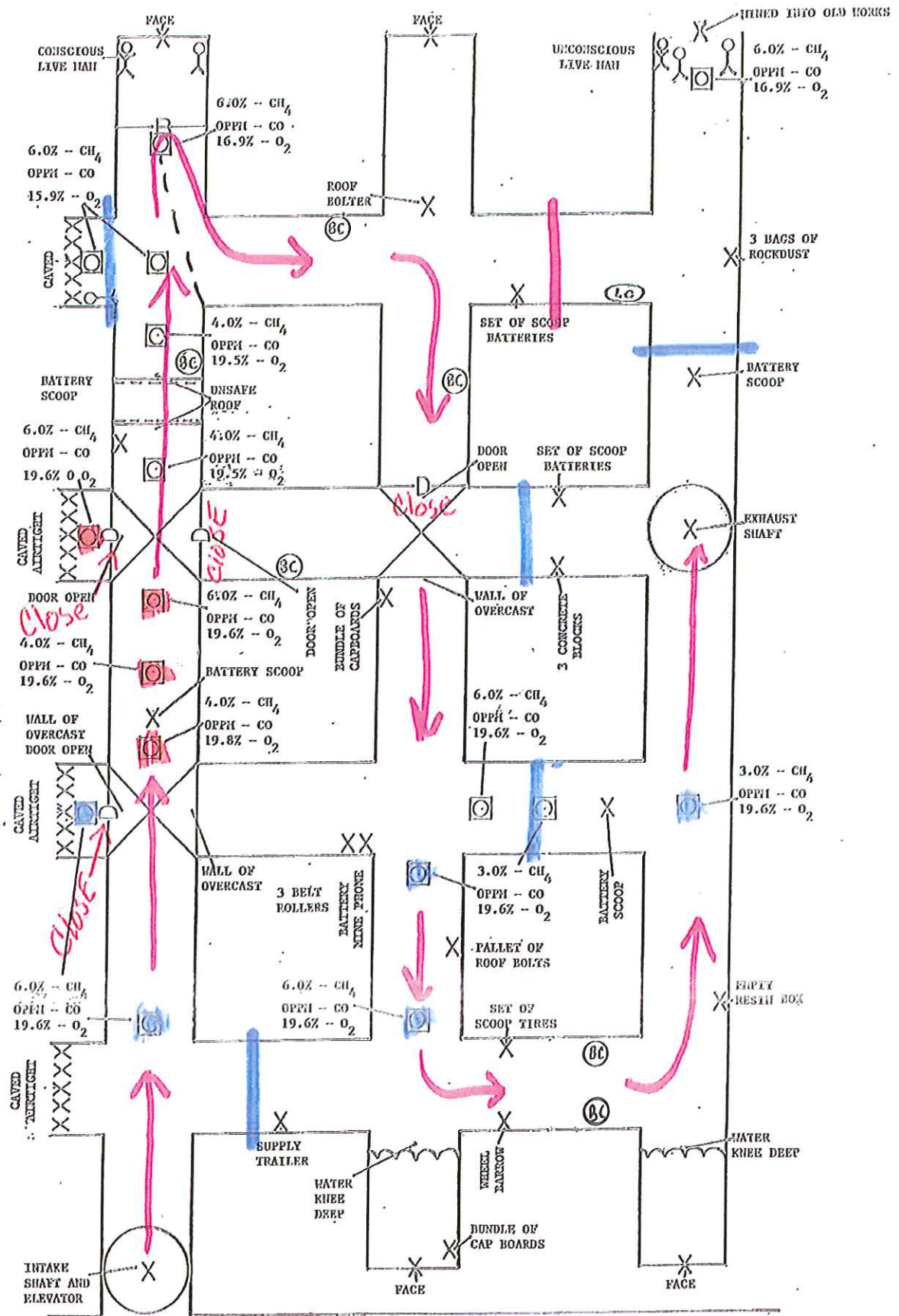


1<sup>ST</sup> VENT





2<sup>ND</sup> VENT



# 3RD VENT

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Mr. Superintendent:

Please START the fan. TIME \_\_\_\_\_

B.O. Initials \_\_\_\_\_ SUPT. Initials \_\_\_\_\_

Please STOP the fan. TIME \_\_\_\_\_

B.O. Initials \_\_\_\_\_ SUPT. Initials \_\_\_\_\_

Mr. Superintendent:

Please START the fan. TIME \_\_\_\_\_

B.O. Initials \_\_\_\_\_ SUPT. Initials \_\_\_\_\_

Please STOP the fan. TIME \_\_\_\_\_

B.O. Initials \_\_\_\_\_ SUPT. Initials \_\_\_\_\_

Mr. Superintendent:

Please START the fan. TIME \_\_\_\_\_

B.O. Initials \_\_\_\_\_ SUPT. Initials \_\_\_\_\_

Please STOP the fan. TIME \_\_\_\_\_

B.O. Initials \_\_\_\_\_ SUPT. Initials \_\_\_\_\_

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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 OR STOPPING THE FAN BY FILLING OUT THE FORM PROVIDED EACH TIME THE FAN IS STOPPED OR STARTED.

PLEASE NOTE:

- TO OPEN OR CLOSE DOORS YOU MUST TURN THE PLACARD OVER TO THE APPROPRIATE SIDE.
- TEAM BUILT AIRTIGHT STRUCTURES MUST BE PROPERLY HOOKED ON BOTH SIDES.
- THE BRIEFING OFFICER WILL BE ISOLATED ON THE SURFACE.