

2014 HARLAN SAFETY DAYS CONTEST DAY 1

HARLAN SAFETY DAYS MINE RESCUE CONTEST SUPERINTENDENT STATEMENT DAY 1 JULY 25, 2014

Thank you for coming to help us. You are located at the fresh air base of the Harco #1 mine. This is a large mine with multiple fans.

This morning 35 miners entered the mine. Around 9:00 am this morning the incident occurred. There was a loud rush of air out the portals and the CO system alarmed. The Responsible Person tried to contact the miners underground but was not able to contact anyone. We reported this to MSHA and contacted mine rescue teams. At 10:30 am 25 miners were able to escape. The other 10 miners are unaccounted for. There are multiple mine rescue teams working different areas of the mine at the same time you will be working.

The area you are exploring contains a refuge alternative and at the time of the incident 4 miners were shown on the tracking system to be in the area also.

The mine has a history of bad roof, water and methane. The mine maps are up to date but does not have the RA location. We have a competent life line person to give and take life line signals if necessary. There are back up and standby teams ready to assist you.

Once your team goes in-by, the Briefing Officer will be stationed in an airtight isolation area and you only will be able to contact him through your communication system.

You will be given two maps you are to denote which one is the Team map and which one is the Briefing Officer map.

Please find the 4 missing miners in this area. Thank you and good luck.

PROBLEM

ACCOUNT FOR ALL MISSING MINERS AND BRING SURVIVORS TO THE FAB THE FAN IS RUNNING EXHAUSTING AND CANNOT BE SHUT OFF, REVERSED OR STALLED DUE TO DAMAGE TO THE FAN.

THE AREA YOU ARE EXPLORING IS CURRENTLY AIRLOCKED. THE AREA IS ALSO CONNECTED TO THE MAIN RETURN AND AIR WILL TRAVEL OUT OF THE UNEXPLORED AREA IF AN AIRLOCK IS NOT MAINTAINED.

EXPLORE ALL AREAS OF THE MINE THAT CAN BE DONE SAFELY.

ADVANCE AND MAINTAIN THE AIR TO THE LAST OPENN CROSCUT OF THE AREA YOU ARE EXPLORING. ALSO ESTABLISH THIS VENTILATION SO THAT NO EXPLOSIVE GAS WILL TRAVEL OVER ANY UNEXPLORED AREAS OR IGNITION SOURCES.

YOU HAVE 105 MINUTES TO WORK BEFORE BEING REPLACED BY ANOTHER TEAM

HARLAN SAFETY DAYS MINE RESCUE CONTEST DAY 1 [UDGES BRIEFING

Number 1 entry GT DI

Number 2 entry GT DI

Number 3 entry GT DI

Number 3 entry Airlock Breach Captain GT Unsafe roof DI RR

Number 2 entry Airlock Breach Captain GT Unsafe roof DI RR

Number 1 entry Airlock Breach Captain GT

Team Stop 1
Team Check
Crosscut between 1 & 2 GT RR DI
Number 2 entry inby GT RR

Team Stop 2
Crosscut between 1 & 2 GT, DI Airlock Breach Captain GT
Unsafe roof GT DI RR
Inby GT

Team Stop 3

Inby GT

Crosscut between 1 & 2 GT, DI Airlock Breach Captain GT Door RA DI

Entering RA open door GT Purge, GT open door GT Unconscious Person Touch, Assess, DI, Put Apparatus on Person Take to FAB

Team Stop 4
Inby GT
Crosscut between 2 & 3 GT
Outby GT
Body Touch DI

Team Stop 5
Crosscut between 2 & 3 GT, DI Partially Destroyed, Caved RR DI
Crosscut between 1 & 2 GT Unsafe RR DI
Outby GT

Team Stop 6
Crosscut between 1 & 2 GT Unsafe RR DI
Barricade DI RR
Outby Caved GT RR DI

Ventilation 1

Entering barricade Captain GT
Conscious Person Touch, Assess, Bandage Leg DI
Put Apparatus on Person Take to FAB
Second Un-conscious Person Touch, Assess, DI
Put Apparatus on Person Take to FAB
Unsafe RR DI

Team Stop 7 Inby GT Unsafe RR DI Outby GT Team Stop 8 Crosscut between 2 & 3 GT Caved RR DI Outby GT

Team Stop 9 Crosscut between 2 & 3 GT Caved RR DI Outby GT Unsafe RR DI

Team Stop 10 Crosscut between 1 & 2 GT Crosscut between 2 & 3 GT Inby GT Caved DI RR

Team Stop 11 Outby GT Unsafe DI RR Inby GT Caved RR DI

Team Stop 12 INBY GT Caved DI RR Outby GT

Ventilation Number 2

STOP CLOCK

PATIENT STATEMENT IN BARRICADE

HELP! GET ME OUT
MY BUDDY IS NOT FEELING
WELL.

Day 1 Blank Map Harlan

	1		1
1	ŀ	1	
į .	1		
	ļ		
	1		
	J		J
	ì		1
i		i	
i i	Į		
l i			
			<u> </u>
			}
			l
			1
1		1	
	l	<u></u>	J
	i		1
j !			l
]			
1			
l i			
l			
	ı		1













