

**2014**

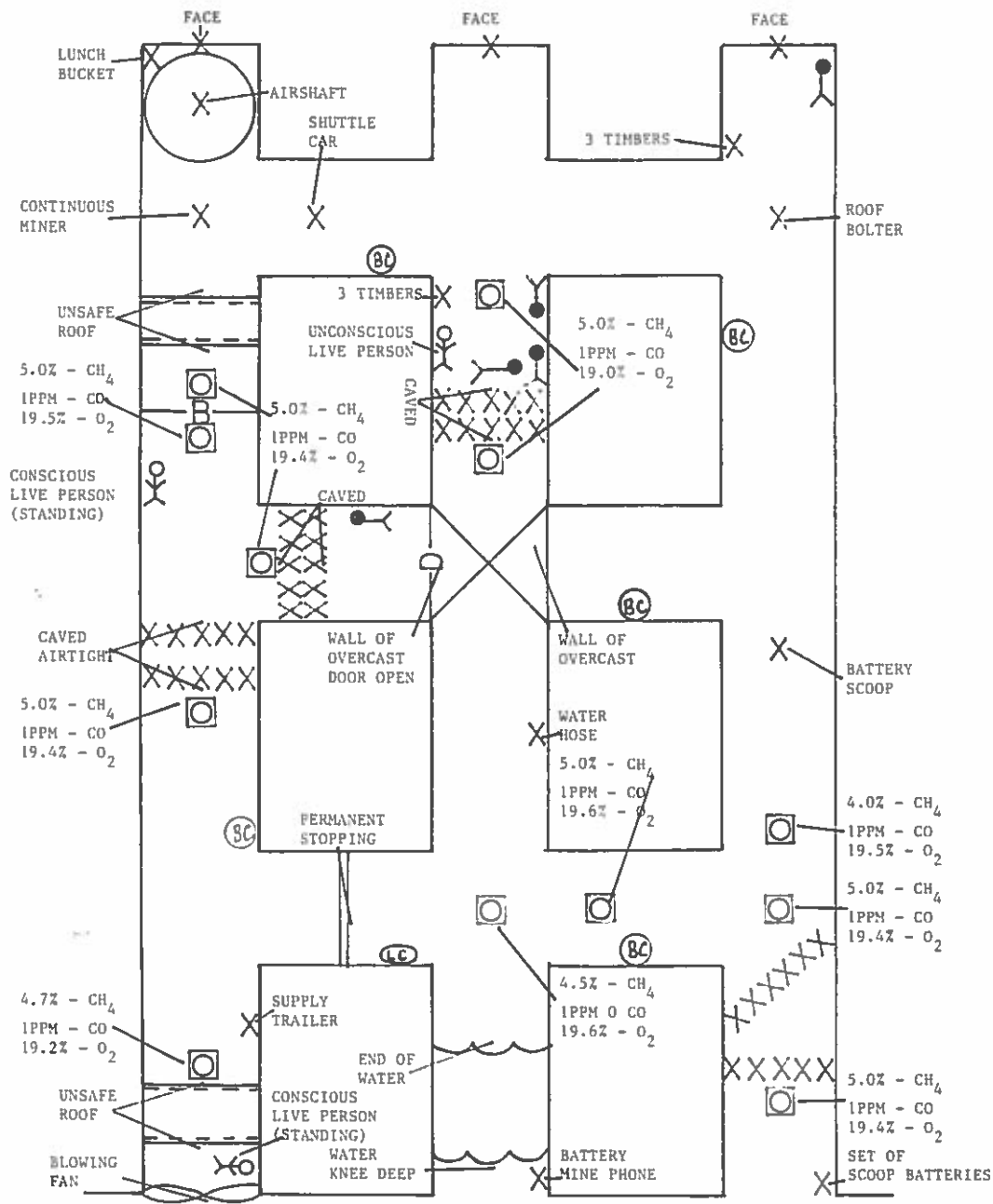
**KY STATE MINE**

**RESCUE**

**CONTEST**

**DAY 2**

**AUGUST 21, 2014**



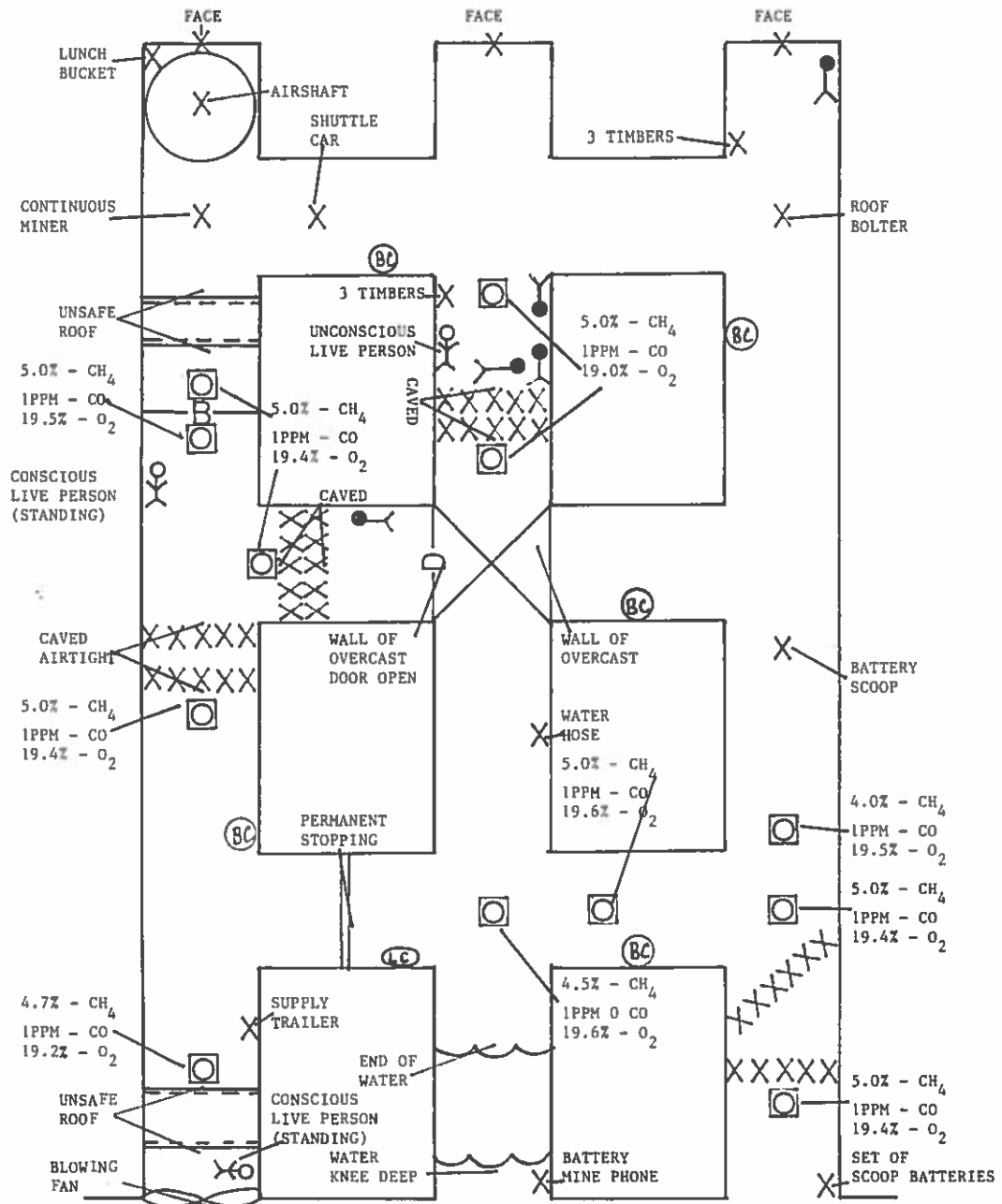
KY STATE MINE RESCUE CONTEST  
 AUGUST 21, 2014  
 DAY 2

**KENTUCKY STATE MINE RESCUE CONTEST  
DAY 2  
AUGUST 20, 2014**

**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 2 mine where an eight 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 high methane readings and low oxygen readings so 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 new airshaft located just inby the 3<sup>rd</sup> crosscut in # 1 entry. The mine is ventilated by a blowing only fan located in the #1 entry portal. The fan is currently off, but can be started if needed by requesting that the superintendant start the fan, however once started the fan cannot be turned off. The new airshaft located in #1 entry was completed yesterday and is safe to use if necessary. It will not be necessary for your team to examine the surface side of the shaft. 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. 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!**



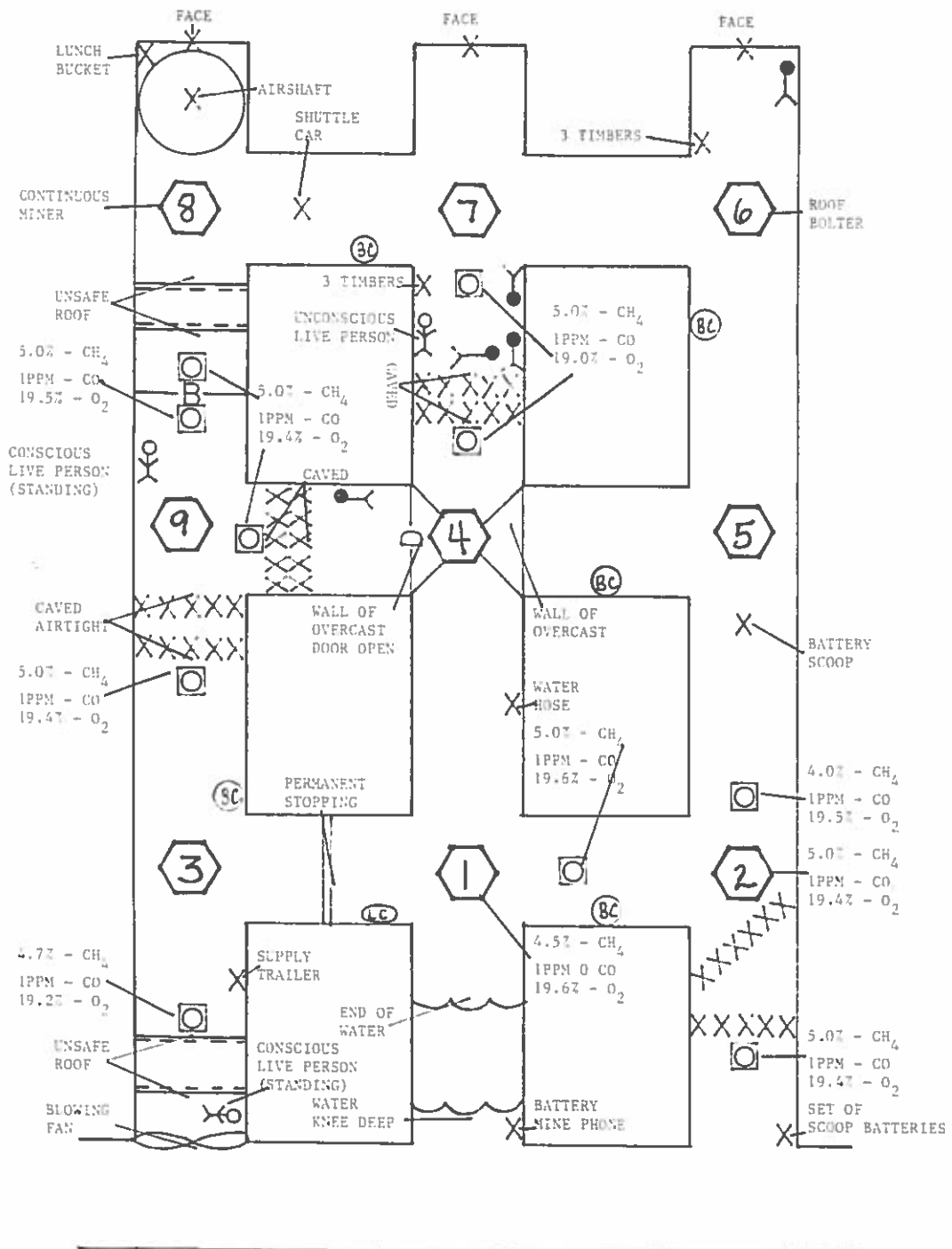
KY STATE MINE RESCUE CONTEST  
 AUGUST 21, 2014  
 DAY 2

KY State Mine Rescue Contest  
Day 2 – August 21, 2014  
JUDGES BRIEFING

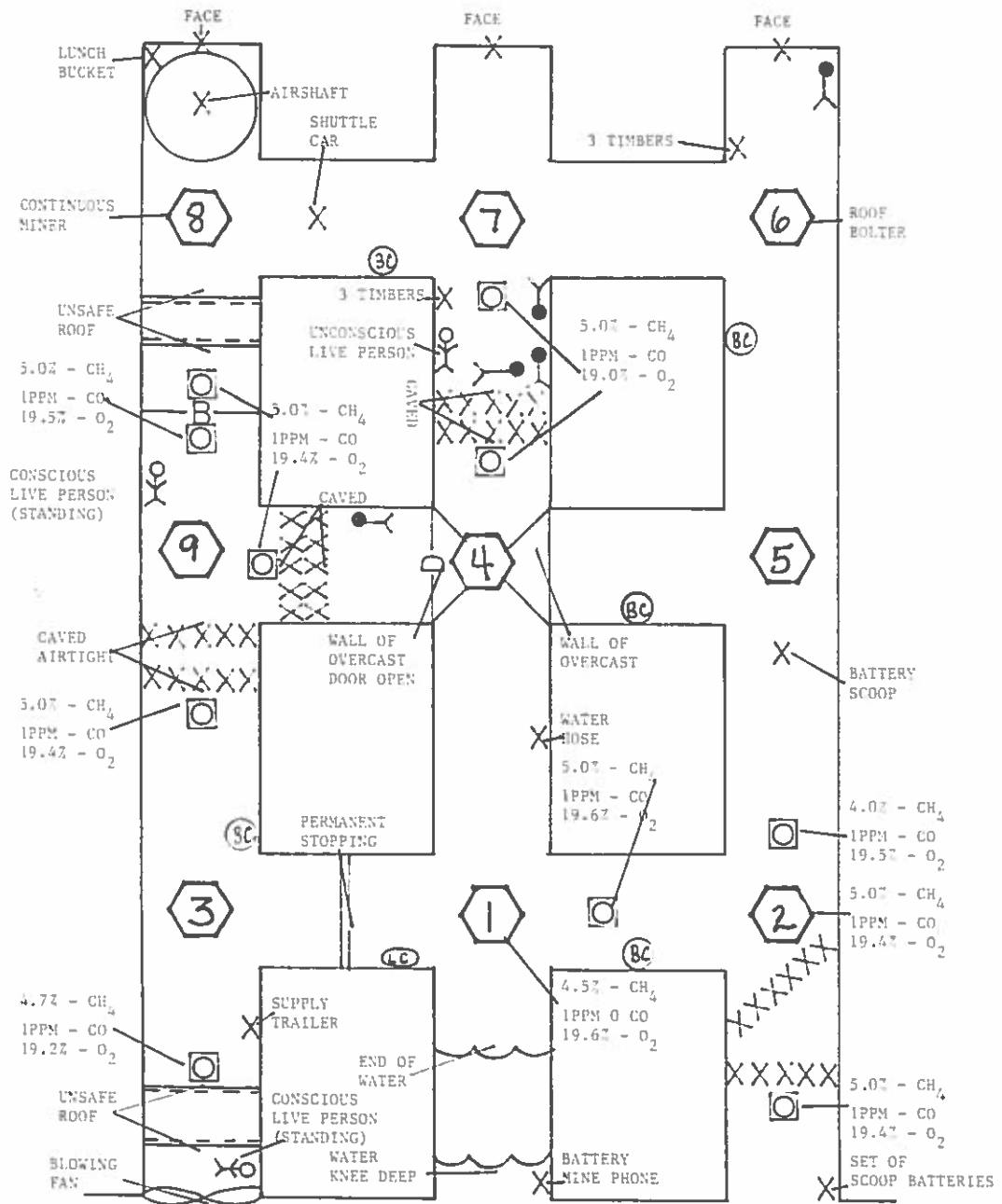
When the team enters the Fresh Air Base, the Supt. will introduce himself to the team captain and Briefing Office. The team will have 4 minutes to arrange their equipment, lay out life line Etc. If the team captain does not start the clock within the four minutes the Supt. will start the clock. The team 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 openings to the section. In #1 entry he will find a blowing fan that is off. He will make a gas test and d&I at the fan. At this point a conscious live person will yell, stating that he is “trapped between the fan and some unsafe roof and request the team bring some timbers and come get him”. In #2 entry he will find water knee deep and may travel up to the corner, making a gas test in the opening. In #3 entry the captain will find an explosive and irrespirable mixture going into a caved area. A roof and rib test must be made along with a gas test and the captain’s d&I at the caved area. The team will then advance in #2 entry to **TEAM STOP #1**. An apparatus check must be made at the first team stop with all team members underground. To the right the captain will find an explosive mixture extending thru the crosscut, into the intersection of #3 entry. A gas test must be made in the opening. To the left the captain will find a permanent stopping intact. He must d&I the stopping and a gas test must be made in the area. Up the straight the captain will travel to the corner of the intersection and must make a gas test in the area before advancing to **TEAM STOP #2**. The captain will find the angled caved area extending into the intersection and will make a zig-zag roof and rib test, d&I the caved area and a gas test must be made in the #3 entry in the corner by the caved area. The team will probably build to travel thru the permanent stopping to **TEAM STOP #3**. At this stop the captain will find a irrespirable mixture at the inby side of the unsafe roof that extends thru the unsafe roof. A gas test is required and a roof and rib test and the captain’s d&i. Up the straight he will find an explosive, irrespirable mixture extending to a caved airtight. A gas test, roof and rib and the captain’s d&I are required. Team stop 4 and 5 are interchangeable, but we will assume the team will travel up #2 entry to **TEAM STOP #4**. Here the team is located under the overcast and must d&I the overcast walls and make a gas test. The door to the left is open and inside the door the captain will find a body that must be touched and d&i. Inby the body the captain will find a caved area and

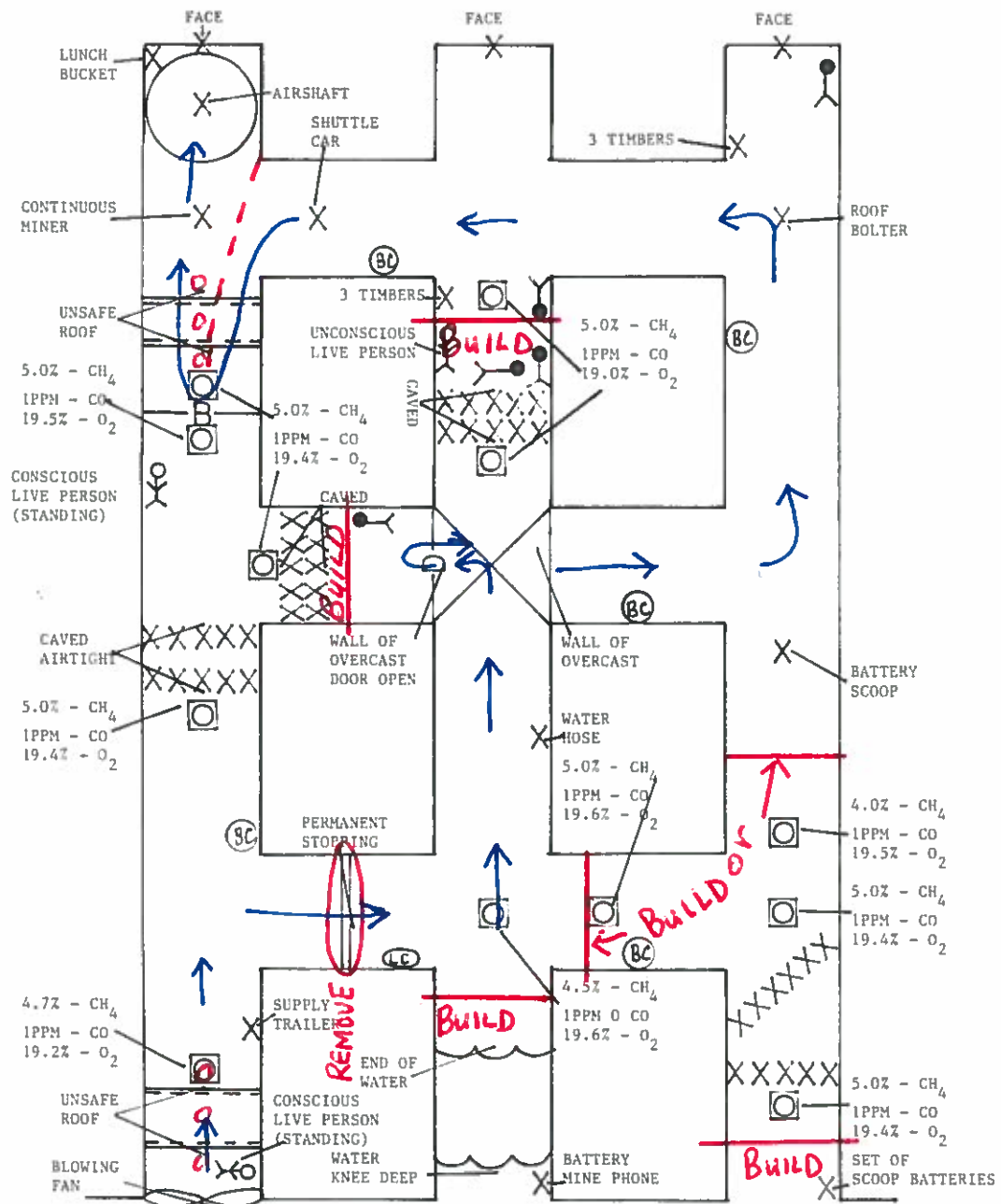


must make a roof and rib test and d&I the caved area. A gas test must be made in the area. Up the straight the captain will encounter an explosive, irrespirable mixture extending into the caved area. A roof and rib test and the captain's d&I are required along with a gas test in the area before advancing to **TEAM STOP #5**. Here the captain will examine to the left to the overcast wall. A gas test must be made in the area and the captain must d&I the wall. Up the straight a gas test must be made in the opening before the team advances to **TEAM STOP #6**. The team will examine to the left making a gas test in the area, and then to the face where a gas test must be made and the captain must make a roof, rib, and face test and d&I the face. The team will find 3 timbers and must return to the man trapped behind the fan before advancing. Once the team timbers thru the unsafe roof in #1 entry the captain will make a roof and rib test at the outby side of the unsafe roof, (d&i not required) and ask the conscious person if he is OK. Captain must d&I the conscious person, and the back side of the fan. Respiratory protection must be placed on the patient to take him thru the irrespirable mixture. After taking the patient to the surface the team will re-enter the mine and advance to **TEAM STOP #7**. Here the captain will make up to the face, making a roof, rib and face test, a gas test and will d&I the face. To the left a gas test must be made in the opening. Outby the team will find three bodies that must be touched and d&I by the captain, and unconscious live man that must be assessed and respiratory protection must be placed on him because he is found in an irrespirable mixture. The captain will make a roof and rib test, and d&I the caved area. A gas test must be made in the area. Once the patient is removed to the surface, the team will advance to **TEAM STOP #8**. The captain will find the airshaft in the face of #1 entry, and a lunch box at the face. He must check the lunch box that is empty and make a roof, rib and face test and d&I the face. A gas test must be made. Outby a roof and rib must be made at the unsafe roof along with a gas test and the captain's d&i. The team must timber thru the unsafe roof and make a roof test and d&I the outby side of the unsafe roof. The captain will find an irrespirable and explosive mixture in front of the barricade. The Conscious man tells them that he is ok. At this time the team must ventilate to breach the barricade. See Vent Map. Once properly ventilated the captain will breach the barricade, make a gas test inside which will show and explosive, but respirable mixture in the barricade. The conscious person must be asked if he ok and must be d&i. Since he will be traveling thru an irrespirable mixture, respiratory protection is required. The captain can reach the area listed as team stop 9 within the 25' limit from the live man and will make back to the caved airtight which requires a zig-zag roof and rib and d&I at the caved airtight area. He also will make to the caved area in the crosscut making a roof and rib test and d&I at the caved area. Gas test must be made as required. If a stopping has not been built between the overcast door and the caved area the team must rebuild the barricade when exiting with the patient. The team will then bring the patient to the surface. The problem should be complete and the captain will stop the clock.



**KY STATE MINE RESCUE CONTEST**  
**AUGUST 21, 2014**  
**DAY 2**





KY STATE MINE RESCUE CONTEST  
 AUGUST 21, 2014  
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KMI  
AUGUST 20, 2014

WRITTEN INSTRUCTIONS

IF IT CAN BE DONE SAFELY:

- EXPLORE THE ENTIRE MINE
- ACCOUNT FOR ALL MISSING MINERS.
- BRING ALL SURVIVORS TO THE SURFACE

PLEASE NOTE:

- YOU MAY ONLY CARRY TWO 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 INCLUDING CLOSED DOORS.
- THE BRIEFING OFFICER IS ISOLATED ON THE SURFACE.

# KY STATE CONTEST

DAY 2

1<sup>ST</sup> CONSCIOUS LIVE MAN BEHIND THE FAN STATEMENT

HELP!! GET ME OUT OF HERE. I AM TRAPPED  
BEHIND THE FAN AND SOME UNSAFE ROOF.  
PLEASE BRING SOME TIMBERS AND COME GET  
ME!

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# KY STATE CONTEST

DAY 2

2ND CONSCIOUS LIVE MAN

HELP!! GET ME OUT OF HERE. I AM OK BUT  
THE TOP HAS FALLEN ALL AROUND ME!