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**2014**

**OMSL**

**COMPLIANCE**

**MINE RESCUE**

**CONTEST**

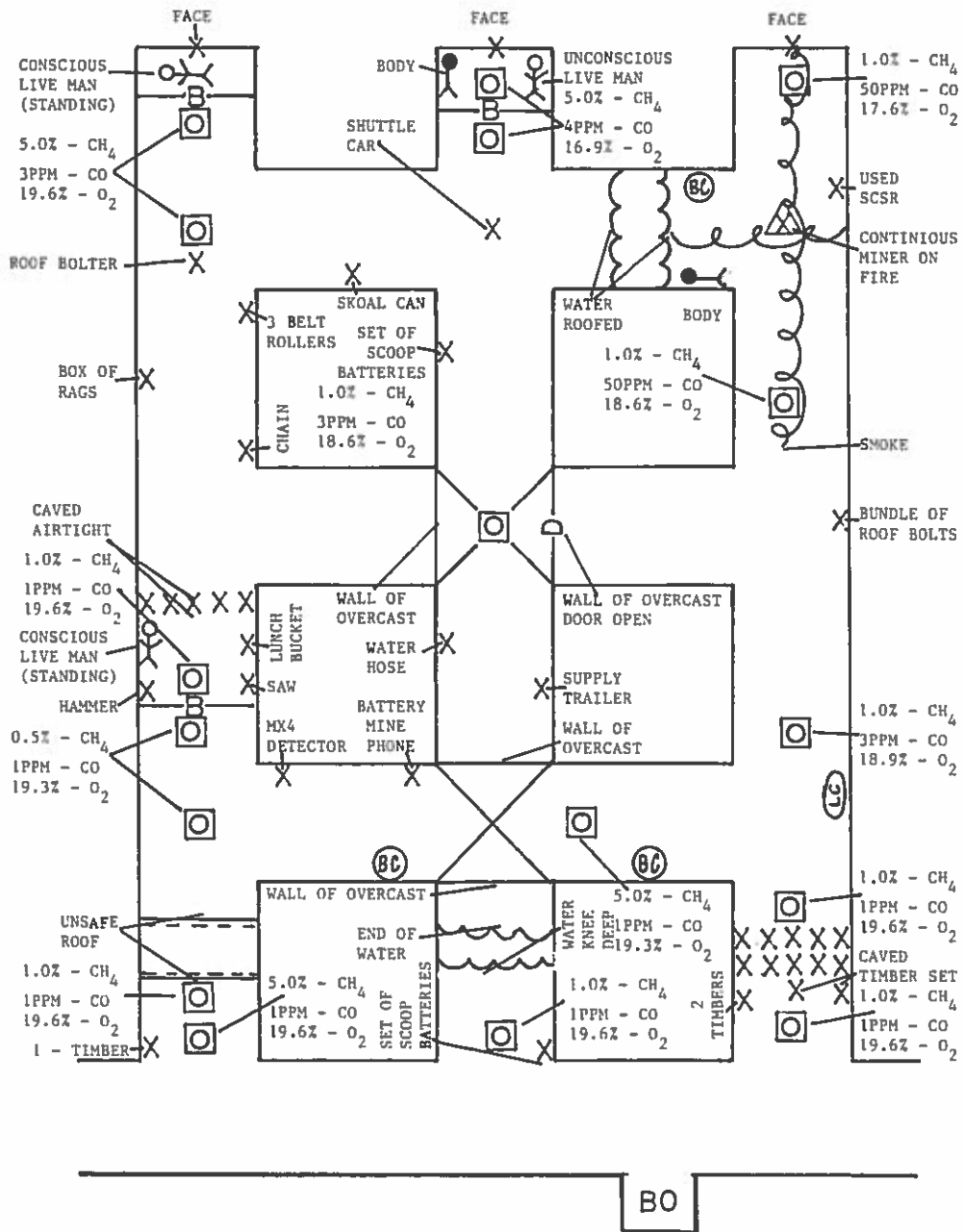
**DAY 1**

**MAY 7, 2014**



**KY OMSL COMPLIANCE CONTEST**  
**DAY 1**  
**MAY 7, 2014**

The Reed & Slone #1 Mine thanks you for answering our call for help. We had a four man crew and a foreman who went in at midnight to do routine idle shift work. They were supposed to clean and rock dust the section, check permissibility on the equipment and if they had time, run a little early coal before the day shift crew entered the mine. According to the scales they never started producing coal. We currently have two production sections, but the number 1 section is idle so no one was working there last night. This is a short term mine, mining toward some old works to our North, but we have the maps from the old unsealed truck mine and should be several hundred feet away from them. The maps we have for your team are update. We have been unable to contact anyone since arriving this morning. The mine foreman started up to #2 section, but the entrance to the section was blocked, so he called for help. You are located underground, at the mouth of the # 2 section. The mine is ventilated by blowing fan located on the surface that is currently running and cannot be turned off or reversed. Ventilation is currently traveling across the Fresh air Base as indicated by the arrow. We now have a trained mine rescue team here to serve as your back up. We have a lifeline man here to assist you if you need him. This is all the information I have at the present time.  
Good Luck!



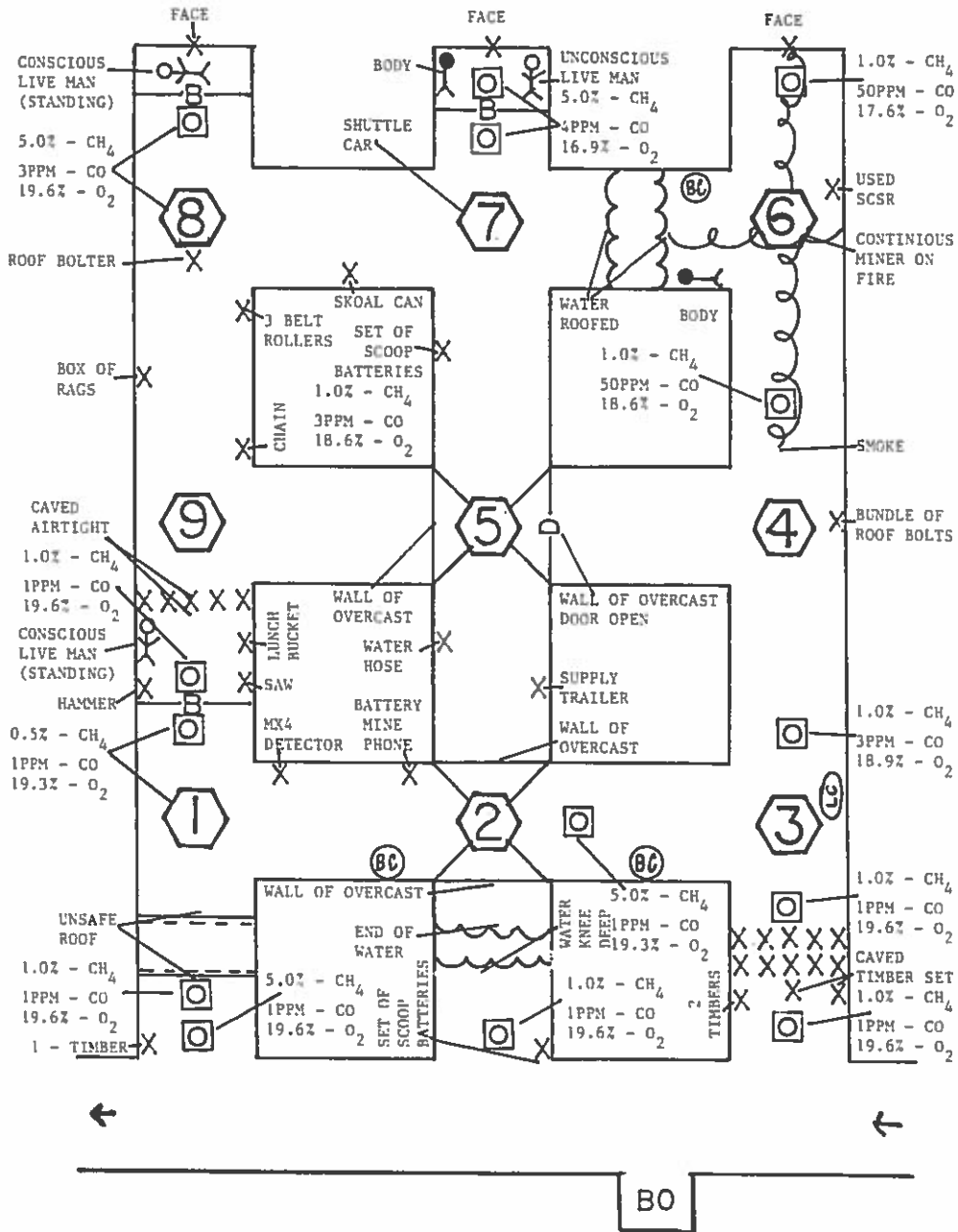
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JUDGES BRIEFING

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.

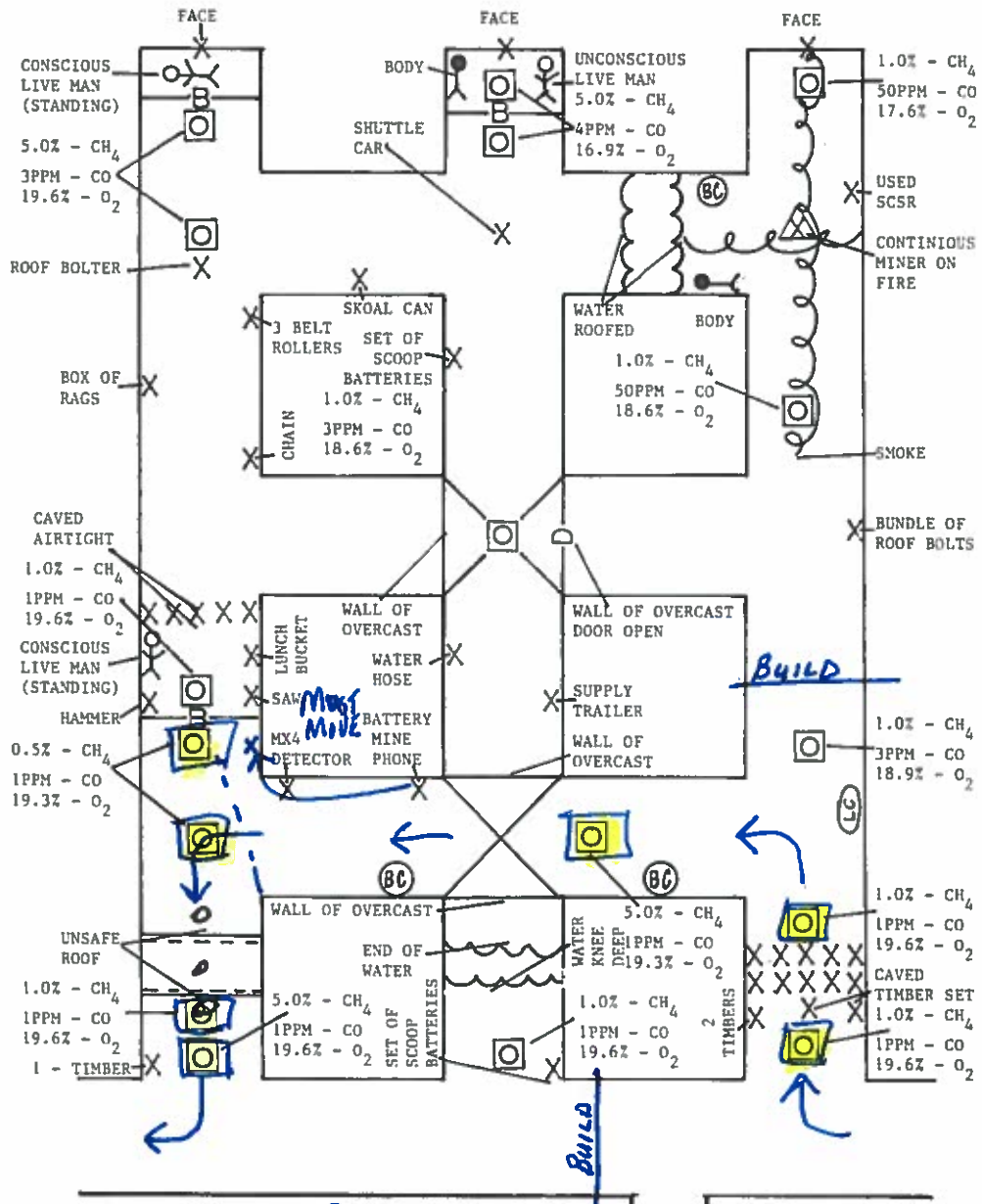
**WORKING PROCEDURES:**

The team is located underground at the entrance to the #2 working section. The captain should make the three entrances prior to the entire team going in by the Fresh Air Base. In the #1 entry He will find an explosive mixture changing to a non-explosive mixture at the unsafe roof. He must make a roof and rib test and D&I at the unsafe roof. He must make a gas test in the opening. In #2 entry, the captain will find a non-explosive mixture extending thru the water knee deep to the wall of the overcast. He will make a gas test and D&I at the overcast wall. In #3 entry he will find a non-explosive mixture and a caved area. He must make a gas test somewhere in the opening and a roof and rib test and D&I the caved area. Since #2 and #3 entries are blocked and the team has found 3 timbers (1 in #1 entry and 2 in #3 entry) the team must timber thru the unsafe roof in the #1 entry, making a roof and rib and D&I on the inby side of the unsafe roof then advancing to **TEAM STOP #1**. At team stop #1, an apparatus check must be made at the first team stop with all team members underground. The team will examine the crosscut to the right making a gas test in the opening and then examine up the straight to where they find a barricade with an irrespirable mixture in front of it. The conscious live man inside tells them it is airtight and gives them gas readings inside. The team must ventilate before breaching the barricade and since they cannot ventilate at this time they will continue to **TEAM STOP #2**. The team will be under the overcast and the captain will D&I the overcast walls and a gas test must be made. In the crosscut to the right the captain will find an explosive, irrespirable mixture extending into the first intersection of #3 entry. A gas test must be made in the opening before the advancing to **TEAM STOP #3**. Here the captain will examine back to the caved area making a roof and rib test and D&I at the caved area. A gas test must be made in the opening. Up the straight the team must make a gas test in the opening and may examine up to the outby corner of the next



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intersection. At this point the team can ventilate the barricade See Vent Map #1. It is important to note that the team must move the battery mine phone before ventilating the barricade. They may place the phone at the barricade, and must ventilate the explosive gases out before holding up the line curtain to clear the irrespirable mixture in front of the barricade. Once the barricade is properly ventilated, it may be breached without air locking (conditions inside are known). Once breached the captain must make a gas test immediately inside the barricade. The captain must begin the assessment of the live man and can pass him off to another team member while he D&I the patient's location. The captain can make the caved airtight area (Roof and rib, gas test and D&I) while the patient is being readied to transport to the FAB. The ventilation may be short circuited by removing the stopping in the FAB. Once the patient is brought to the FAB the team will re-enter the mine and travel thru the temporary stopping they built in #3 entry. They will advance to **TEAM STOP #4**. Here the team will find smoke extending up the straight, and must be on lifeline or tag line while in the smoke. They will not have to tie off as long as the #5 man is in air clear of smoke. In the crosscut to the left team will find a wall of overcast with the door open. A gas test must be made in the opening and the team will advance to **TEAM STOP #5**. Here the team finds the wall of the overcast requiring a gas test and a D&I. Outby they find the wall of the overcast requiring a gas test and a D&I. Inby they will make a gas test in the opening before advancing to **TEAM STOP #6**. The team may choose to travel up the straight to (team stop 7 on your map) instead of going around to team stop 6, but will probably go to 6 to avoid the barricade they can see. They will re-enter the smoke and must be on life line or tie off and remain on tag line. In the intersection they will find the continuous miner on fire that requires a roof test perpendicular to their direction of travel. It may be extinguished with an extinguisher. A gas test must be made at the fire location. To the left they will find a body that must be touched and D&I by the captain who will also find water roofed that requires a D&I. A gas test must be made in the opening. Up the straight the captain will find a face where he must do a rib, face and roof test, D&I and a gas test must be made. The team will advance to **TEAM STOP #7**. To the right the team will find the water roofed, requiring the captains D&I and a gas test in the opening. Up the straight the team will find barricade with an explosive and irrespirable mixture and will get no response from the barricade. Captains D&I and a gas test is required. To the left a gas test must be made in the opening before the team advances to **TEAM STOP #8**. Here the captain will examine outby making a gas test in the opening and then examine inby and find the Barricade (gas test and D&I required) and explosive but respirable mixture. The live man inside the barricade tells the team he is OK. He also relays that it is airtight with a face behind him. Since there is a respirable mixture in front of the barricade and conditions are known (airtight) inside the barricade it is not necessary to ventilate or build an airlock to breach the barricade. The captain must breach the barricade, immediately make a gas. He must ask the patient if he is OK, the team must place respiratory



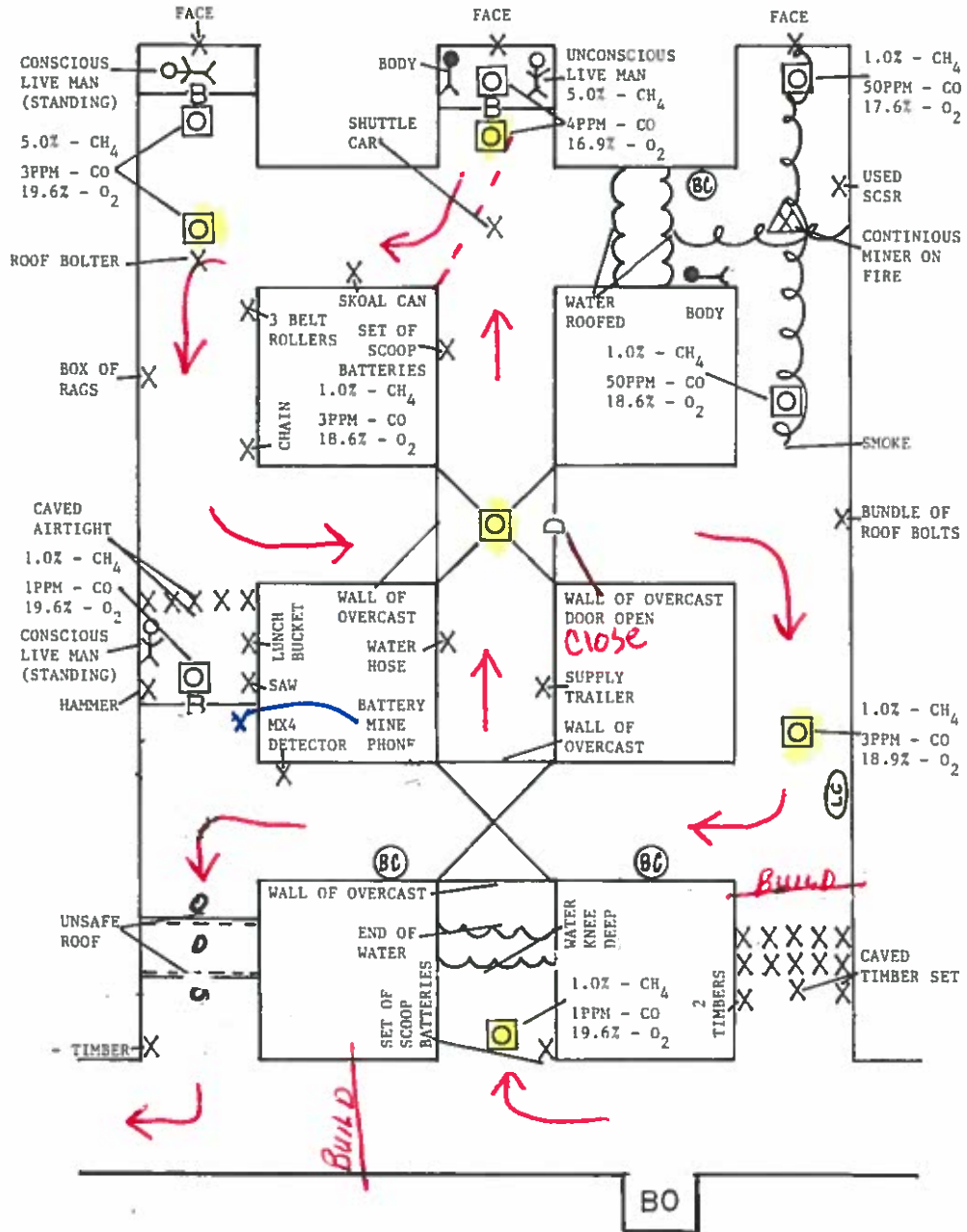
Must Move Phone -  
Clear gases Before  
Holding up Line  
Curtain!

 Cleared

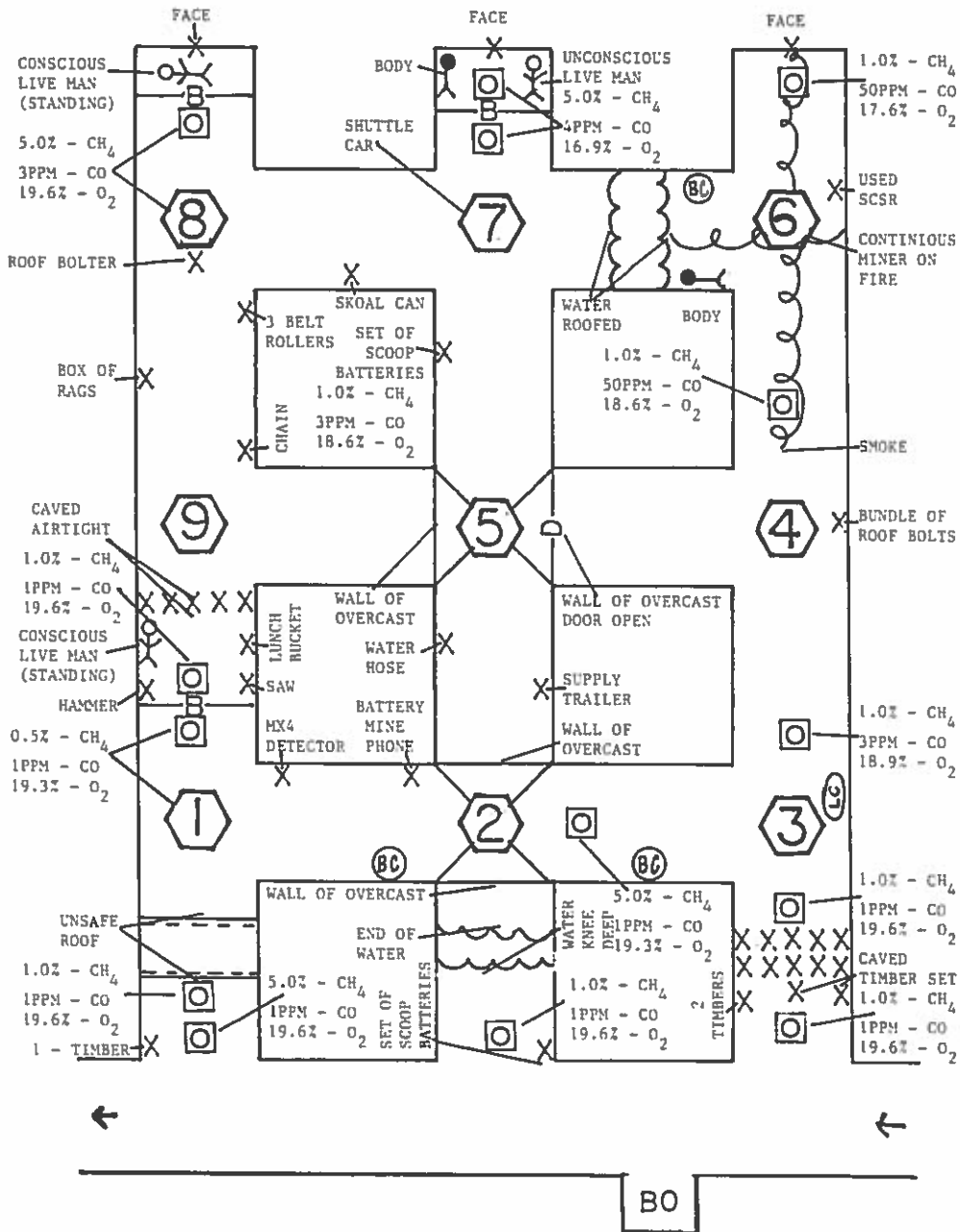
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protection on him (he will be traveling through Low Oxygen on his way out. The captain may examine the face making a roof, rib and face test, a gas test and D&I is required. Once the patient is delivered to the FAB the team must travel to **TEAM STOP #9**, Here the captain will examine to the inby side of the caved airtight. A gas test, roof and rib and D&I are required. He then will make to the wall of the overcast making a gas test and D&I. At this point the Barricade in the face of #2 entry can be ventilated. See Ventilation Map #2. Once properly ventilated, the barricade can be breached. The captain must make a gas test inside the barricade immediately. He must touch and D&I the body and must begin to assess and D&I the live man. While the team is putting respiratory protection with a full facepiece on the patient the captain can make the face. A roof, rib and face check, a gas test and D&I is required. The patient may then be brought to the FAB. Upon exiting the mine the problem is completed and the clock may be stopped by the captain.





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## 2014 KY OMSL COMPLIANCE CONTEST

### WRITTEN INSTRUCTION

- EXPLORE THE ENTIRE MINE IF IT CAN BE DONE SAFELY
- ACCOUNT FOR ALL MISSING MINERS
- BRING SURVIVORS TO THE FAB
- TO OPEN OR CLOSE DOORS YOU MUST REHOOK THE CURTAIN AND TURN THE PLACARD TO THE APPROPRIATE SIDE.
- THE TEAM MAY CARRY ONLY TWO BRATTICE CLOTHS AT ANY GIVEN TIME

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DAY 1

1<sup>ST</sup> CONSCIOUS LIVE MAN STATEMENT  
(#1 Entry by caved airtight)

HELP GET ME OUT OF HERE!! I AM O.K. BUT I'M SCARED TO DEATH, I'VE BEEN HERE ALL NIGHT. IT IS CAVED AIRTIGHT BEHIND ME SO IT IS AIRTIGHT IN HERE. ACCORDING TO MY SPOTTER I HAVE 5% METHANE, 1 PPM CO AND 19.3% OXYGEN IN HERE. I JUST DON'T KNOW WHAT IS OUT THERE, OR I WOULD HAVE LEFT BY NOW!

**2014 OMSL COMPLIANCE CONTEST**  
**2ND CONSCIOUS LIVE MAN STATEMENT**  
**(#1 Entry FACE)**

**HELP GET ME OUT OF HERE!! I AM OK. IT IS  
AIRTIGHT IN HERE WITH A SOLID FACE BEHIND  
ME.**