2014 OMSL COMPLIANCE MINE RESCUE CONTEST

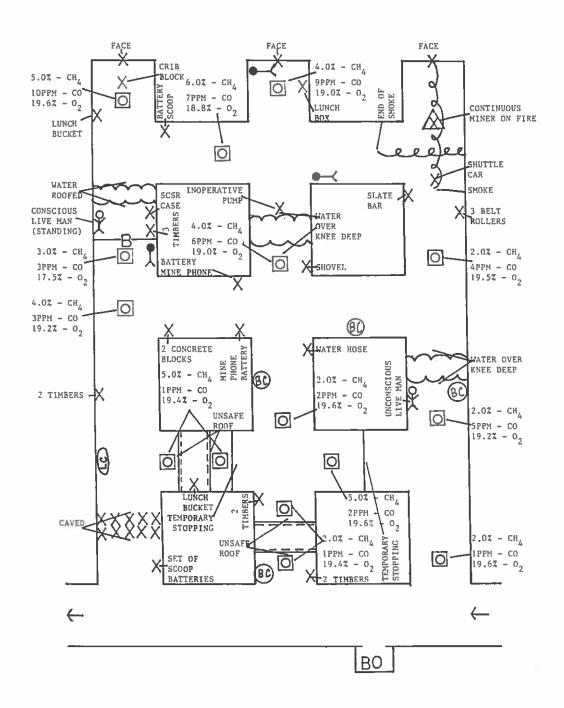
DAY 2

MAY 8, 2014

KY OMSL COMPLIANCE CONTEST DAY 2 MAY 8, 2014

The Reed & Slone #2 Mine thanks you for answering our call for help. We had a four man crew consisting of one mechanic, one mechanic helper, and two rockdusters working the owl shift last night doing routine idle shift work. They were to work on the section, cleaning and rock dusting and replacing the conveyor chain on the continuous miner. We currently only have the one production section, so no one no one else was working last night. The maps we have for your team are update. This section has had a lot of problems with water and some problems with gas, but nothing that has not been controllable. We have been unable to contact anyone since arriving this morning. The mine foreman started up to the section about two hours ago, but has not called out or came back with any information so I called for professional help. You are located underground, at the mouth of the section. The mine is ventilated by an exhausting 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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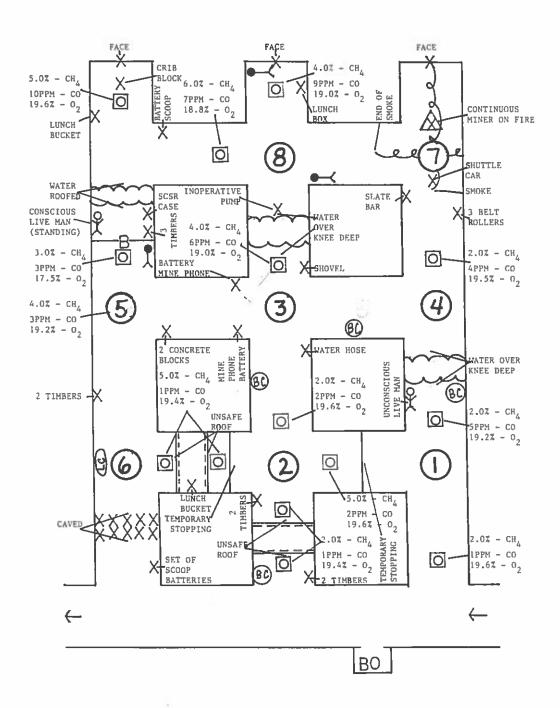
KY OFFICE OF MINE SAFETY & LICENSING COMPLIANCE CONTEST DAY 2 MAY 8, 2014

JUDGES BRIEFING

When the team enters the Fresh Air Base, the Supt. will introduce himself to the team captain and Briefing Officer. 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.

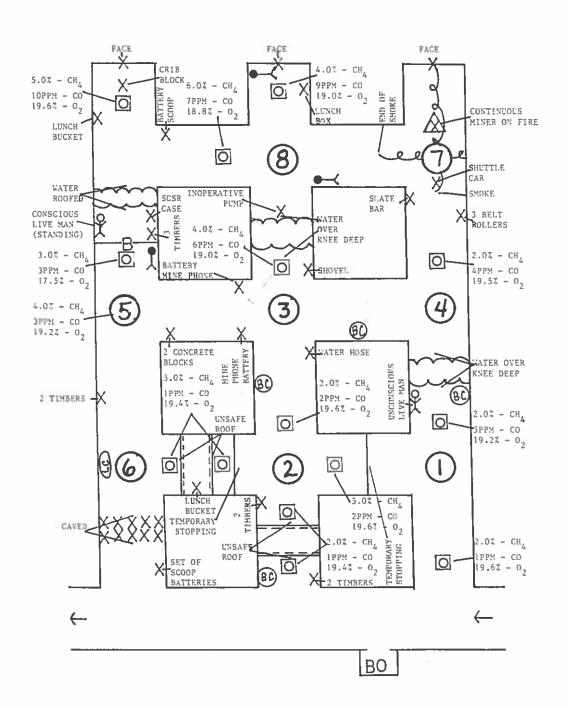
WORKING PROCEDURES:

The team is located underground at the entrance to the working section. The captain should make the three entrances to the section prior to the entire team going inby the Fresh Air Base. In the #1 entry He will find a caved area. A roof and rib test and D&I is required at the caved area and a gas test must be made. In #2 entry, the captain will find a non-explosive, non-respirable mixture and unsafe roof. A roof and rib test is required along with a D&I and a gas test. In #3 entry he will find a non-explosive and respirable mixture. A gas test is required in the opening. Since #1 and #2 entries are blocked the team must advance in #3 entry to TEAM STOP #1. An apparatus check must be made at the first team stop with all team members underground. The captain will examine the crosscut to the left finding a temporary stopping requiring a D&I and a gas test in the opening. Up the straight he will find an unconscious live man in an irrespirable mixture. The captain must D&I the patient, and begin the patient assessment. He may turn him over to another team member to complete it and place respiratory protection on him while the captain makes the water over knee deep. A gas test is required and the captains D&I at the water. The patient shall be taken to the FAB and the team will then travel back to stop #1 and airlock thru to **TEAM STOP #2** The team will make back to the unsafe roof where a roof and rib and D&I is required and a gas test must be made in the opening. To the left another temporary stopping is found requiring a gas test and D&I. Up the straight the team will make examine up to the outby corner of the intersection. At this point the team may choose to airlock thru the temporary stopping. If they do they will find the unsafe roof requiring a roof and rib test and a D&I. A gas test is also required. The team now will travel to TEAM STOP #3. The captain will examine to the right making a gas test in the opening, up the straight he will find water over knee deep requiring a D&I and a gas test in the opening. To the left a gas test will be required in the

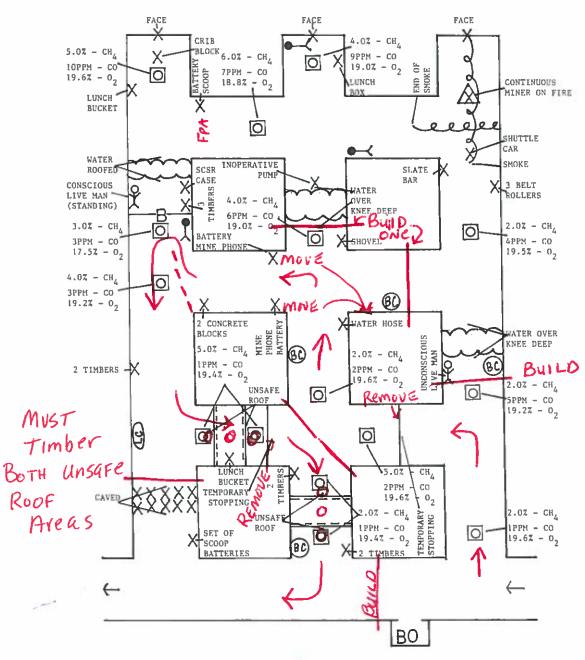


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opening. Since the extent of the contaminate was not found in #3 entry the team must advance to TEAM STOP #4. Here the team will examine up the straight to the outby corner of the intersection making a gas test in the area, and outby to the water over knee deep. Captain must D&I at the water and a gas test must be made in the opening. The team will now travel to TEAM STOP #5. Here the team finds a non-explosive, nonrespirable mixture in the intersection. Up the straight they find a body that must be touched and D&I. They also encounter a barricade, where a gas test, D&I are required. The patient behind the barricade tells them that he is OK and that it is airtight. Since there is an irrespirable mixture in front of the barricade they must ventilate before breaching. Before they can ventilate they must explore out by to TEAM STOP #6. The team will explore to the caved area, D&I, roof and rib required and a gas test must be made in the opening. In the crosscut to the right the captain will find unsafe roof and will make a roof and rib test and D&I the unsafe roof. A gas test must be made in the opening. The team should have found 6 timbers at this point and can now ventilate the barricade. (See Vent Map) once properly ventilated captain may breach the barricade without air locking. He must make a gas check immediately inside the barricade and will find the conscious live man standing. He must begin the patient assessment and D&I the live man and may hand him off to another team member to complete assessment. The captain can make D&I the water roofed and a gas test is required. The live man can be walked to the FAB barefaced. After delivering the patient to the FAB the team should reenter the mine and travel to TEAM STOP #7. Here the team will be in smoke and must be on the lifeline or tagline. They find a continuous miner on fire and may extinguish it with a fire extinguisher. A roof test is required prior to extinguishing the fire and a gas test is also required before passing the fire location. Up the straight the captain finds the face making a roof, rib and face test and D&I. A gas test is required in the opening. To the left the captain finds the end of smoke and a body that must be touched and D&I. The team may then advance to **TEAM STOP #8**. The lifeline should be tied off outby where the team encountered smoke. At stop 8 the captain may examine outby to the water over knee deep, if so he must D&I and a gas test must be made in the opening. He may make the face of #2 entry making a roof, rib and face test and D&I at the face. A gas test must be made in the opening. To the left an explosive mixture is found and when the captain gets to the Battery scoop he should FPA(D&I) and the team should retreat to the FAB. Te team may only go to places they have already been at that team stop. So if they go to the left crosscut first and find the scoop they may not explore back to the water or to the face. Be sure and put that on final map so to alert the map examiners. The problem is complete and the captain should stop the clock.



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VENT MAP

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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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CONSCIOUS LIVE MAN STATEMENT (#1 Entry Barricade)

HELP GET ME OUT OF HERE!! I AM O.K. I'VE BEEN HERE ALL NIGHT. THE WATER BEHIND ME IS ROOFED SO IT IS AIRTIGHT IN HERE.