

**2014**

**NMRA**

**POST 11**

**MINE RESCUE**

**CONTEST**

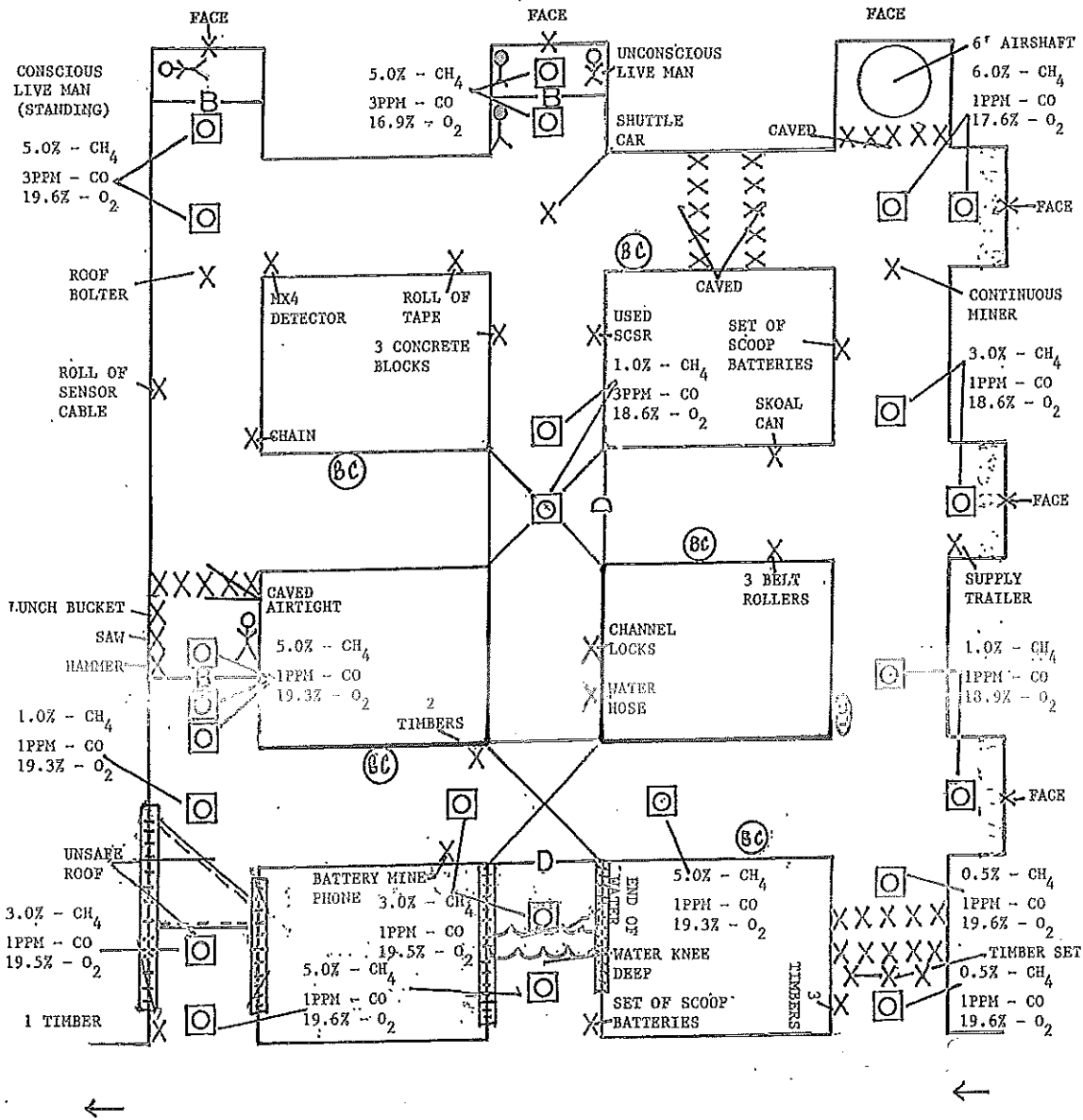
MAY 2, 2014

## **NMRA POST 11 CONTEST**

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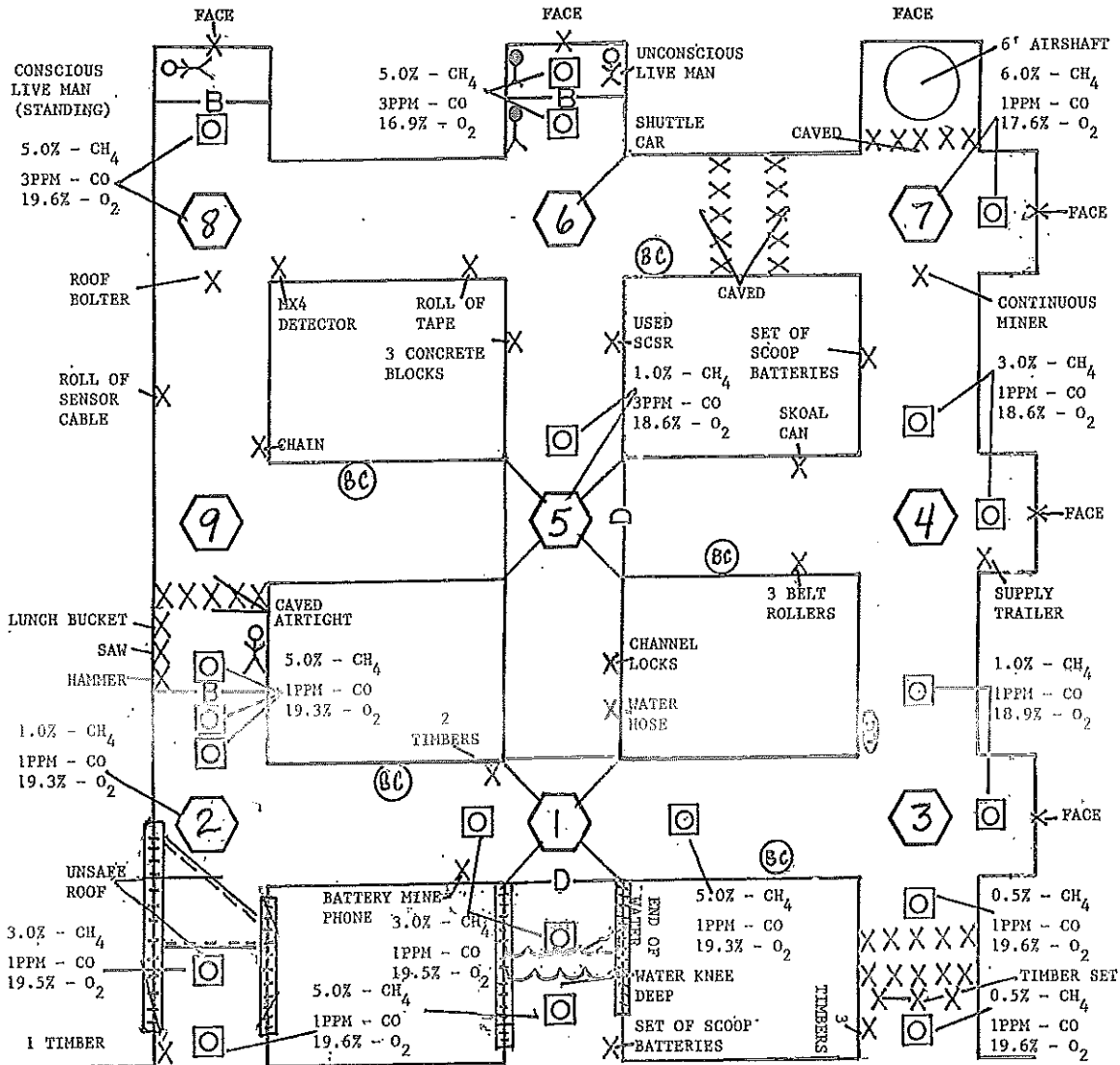
Post #11 Mine thanks you for answering our call for help. We had a four man crew and a foreman who went in at midnight to do routine idle shift work. They were supposed to clean and rock dust the section, check permissibility on the equipment and if they had time, run a little early coal before the day 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 panel, 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. This section produces a lot of methane, but as long as the ventilation is good it hasn't been a big problem. The maps we have for your team are up to date. 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 a blowing fan located on the surface that is currently running and cannot be turned off or reversed. There is a 6' return airshaft that we have just completed, in the face of #3 entry. Ventilation is currently traveling across the Fresh Air Base as indicated by the arrows. 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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NATIONAL MINE RESCUE ASSOCIATION  
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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 an explosive mixture changing to a non-explosive mixture just in by the water. He will make a gas test and D&I at the overcast wall, where he will find an open door.. 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 #1 and #3 entries are blocked the team must advance in #2 entry thru the open door 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 be under the overcast and the captain must D&I the overcast wall and a gas test must be made. To the left the captain will find 2 timbers and a non-explosive mixture. A gas test must be made in the area. To the right the team will find an explosive, non-respirable mixture. A gas test must be made in the opening. The team should now advance to **TEAM STOP #2**. The captain will find a non explosive irrespirable mixture in the intersection and unsafe roof angling across the #1 entry requiring a zig zag roof test, a gas test and a D&I. In by He will find an explosive and irrespirable mixture extending to the Barricade that requires a gas test and a D&I. The live man behind the barricade will relay that he is OK and that it is airtight behind him and give the team the gas readings he has inside the barricade. Since there is an irrespirable mixture in front of the barricade it must be ventilated before breaching. Since it cannot be ventilated at this time it will be necessary for the team to advance to **TEAM STOP #3**. Here the captain will find an irrespirable mixture up the straight. A

gas test is required in the area, The irrespirable mixture is also present in the room neck where a roof, rib and face test and a gas test must be made and a D&I is required. Outby He will find the inby side of the caved area where a gas test, roof and rib test and a D&I is required. At this point the barricade can be ventilated and the team must rescue the man behind the barricade. See Ventilation #1. Remember the battery mine phone to the left of the overcast must be moved so no explosive gas will travel over it. The area of unsafe roof and rib in #1 entry must be timbered using 2 rows of timbers. A temporary stopping must be built inby the xcut in #3 entry before the temporary stopping is built in the FAB. Once the stopping in the FAB is erected and the line curtain is held up the barricade will be clear and may be breached. The captain must make a gas test immediately inside the barricade and since the man is found in an irrespirable atmosphere the team must use respiratory protection on him. The captain can make the caved airtight area (Roof and rib, gas test and D&I) while the patient is being readied to transport out. 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 to the temporary stopping they built in #3 entry on their way to **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 make the room neck to the right making a gas test in the opening and a roof, rib and face test and D&I. To the left the captain will find the wall of overcast with the Door open. A gas test must be made in the opening before advancing 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 before advancing to team stop 6 (Stops 6 and 7 are interchangeable) we will assume the team travels up the middle to stop 6. **TEAM STOP #6**. The team will explore to the caved area in the right xcut, make a gas test and a roof and rib test and D&I at the caved area. Up the straight the team will find an explosive and irrespirable mixture and a barricade. They must make a gas test and D&I the barricade where they get no response. At this point they must continue to explore and advance to **TEAM STOP #7**. Here the team will find a explosive and irrespirable mixture in the intersection and in the room neck to the right. In the room neck they must make a gas test and a roof, rib and face test and D&I the face. Inby they will find a caved area outby the airshaft right on the imaginary line which requires a zig zag roof and rib test and D&I. A caved area is also found in the xcut to the left where a roof and rib test a gas test and a D&I is required. Teams now must advance 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 (Solid Face) inside the barricade it is not necessary to ventilate or build an airlock to breach the barricade. The captain must breach the barricade making a gas test

immediately, ask the patient if he is OK, the team must place respiratory 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 located right on the imaginary line. A gas test, roof and rib (zig zag) and D&I is 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 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.

# WRITTEN INSTRUCTIONS

- ACCOUNT FOR ALL MISSING MINERS
- BRING SURVIVORS TO THE FRESH AIR BASE
- FAN CANNOT BE TURNED OFF, REVERSED OR STALLED.



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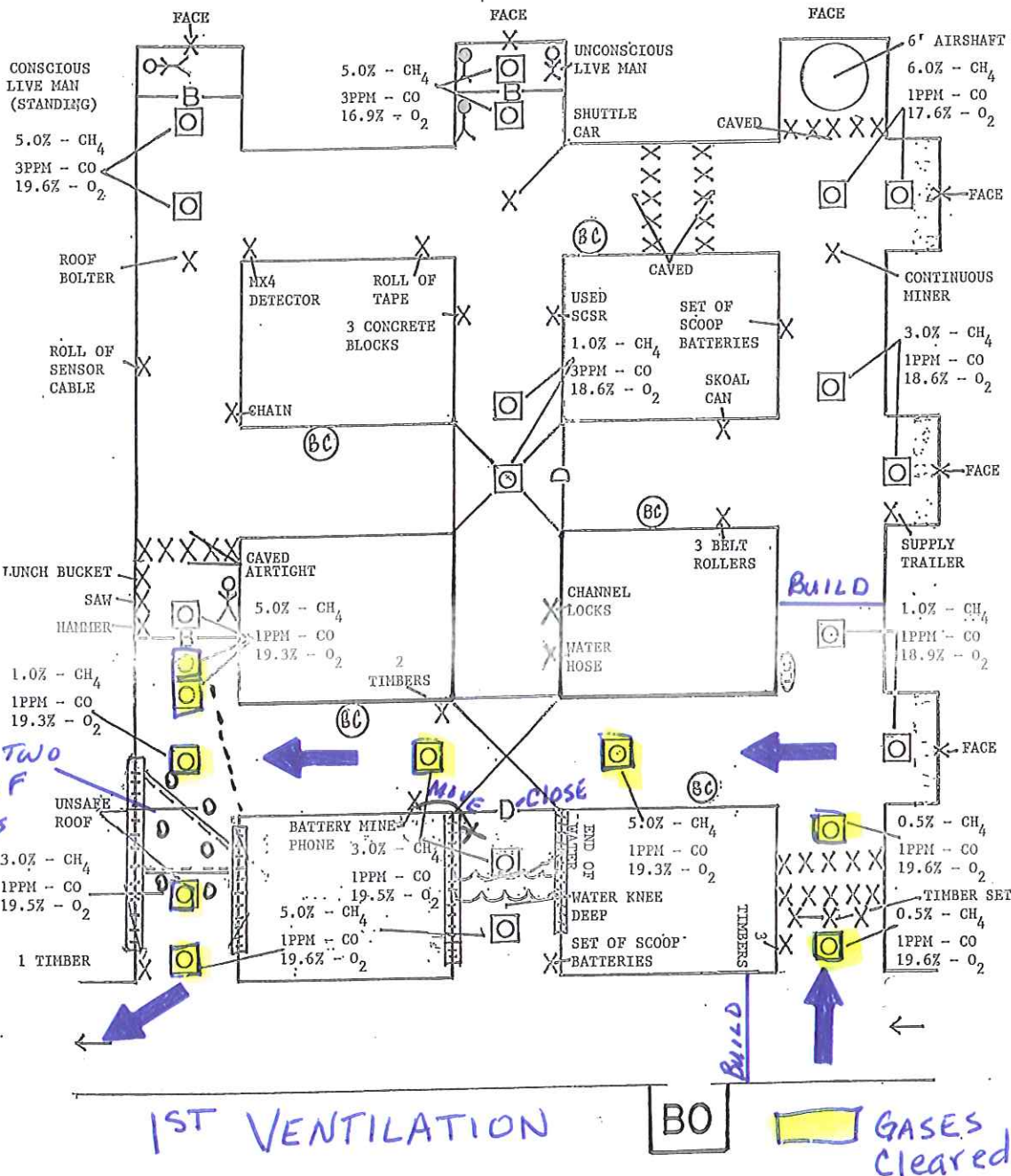
1<sup>ST</sup> CONSCIOUS LIVE MAN STATEMENT  
(#1 Entry by caved airtight)

HELP GET ME OUT OF HERE!! I AM O.K. BUT I AM SCARED, 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!

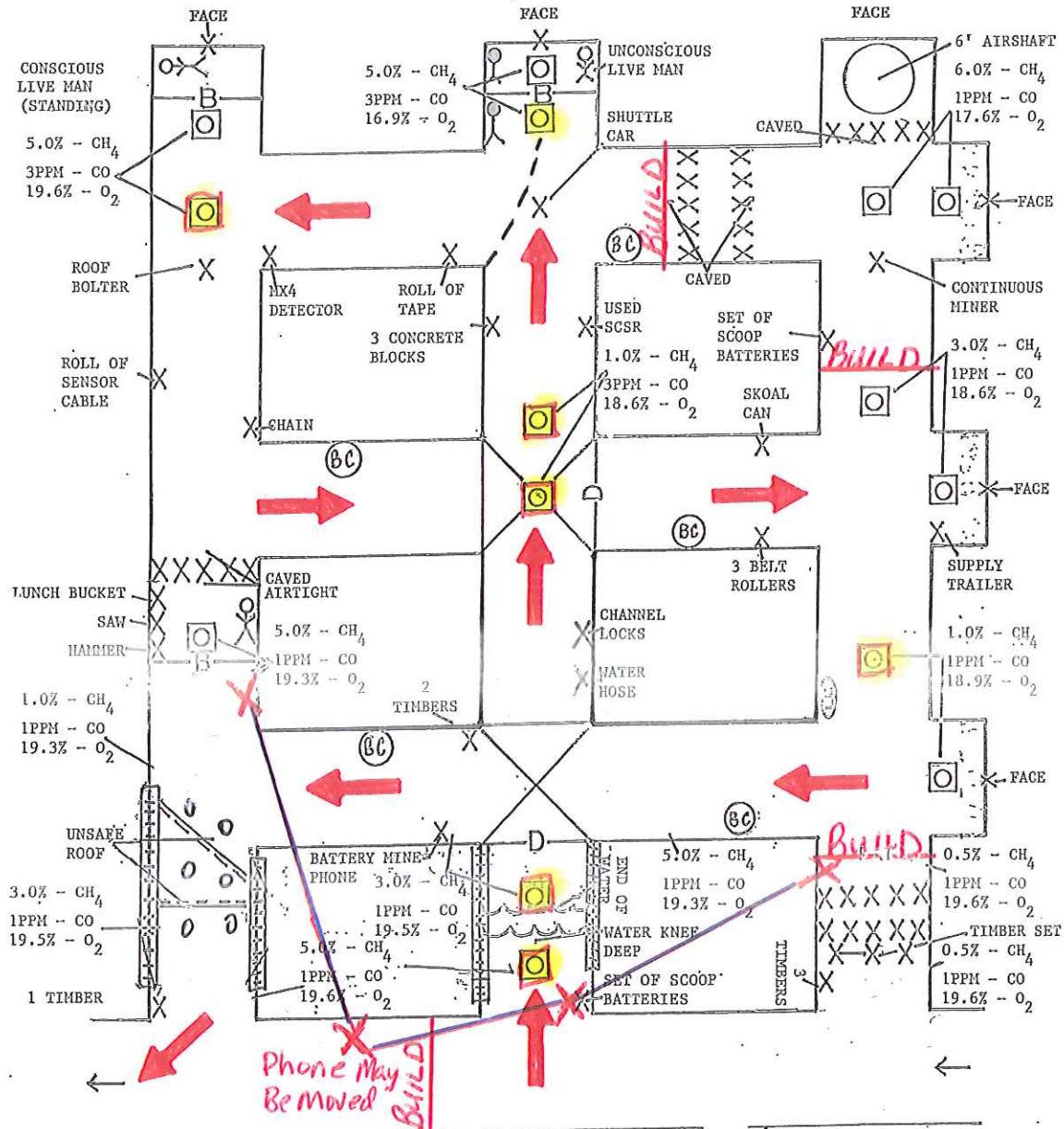
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2ND CONSCIOUS LIVE MAN STATEMENT  
(#1 Entry FACE)

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



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2ND VENTILATION

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GASES Cleared

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