

2014

WKMI

SAFETY DAYS

MINE RESCUE

CONTEST

MAY 21, 2014

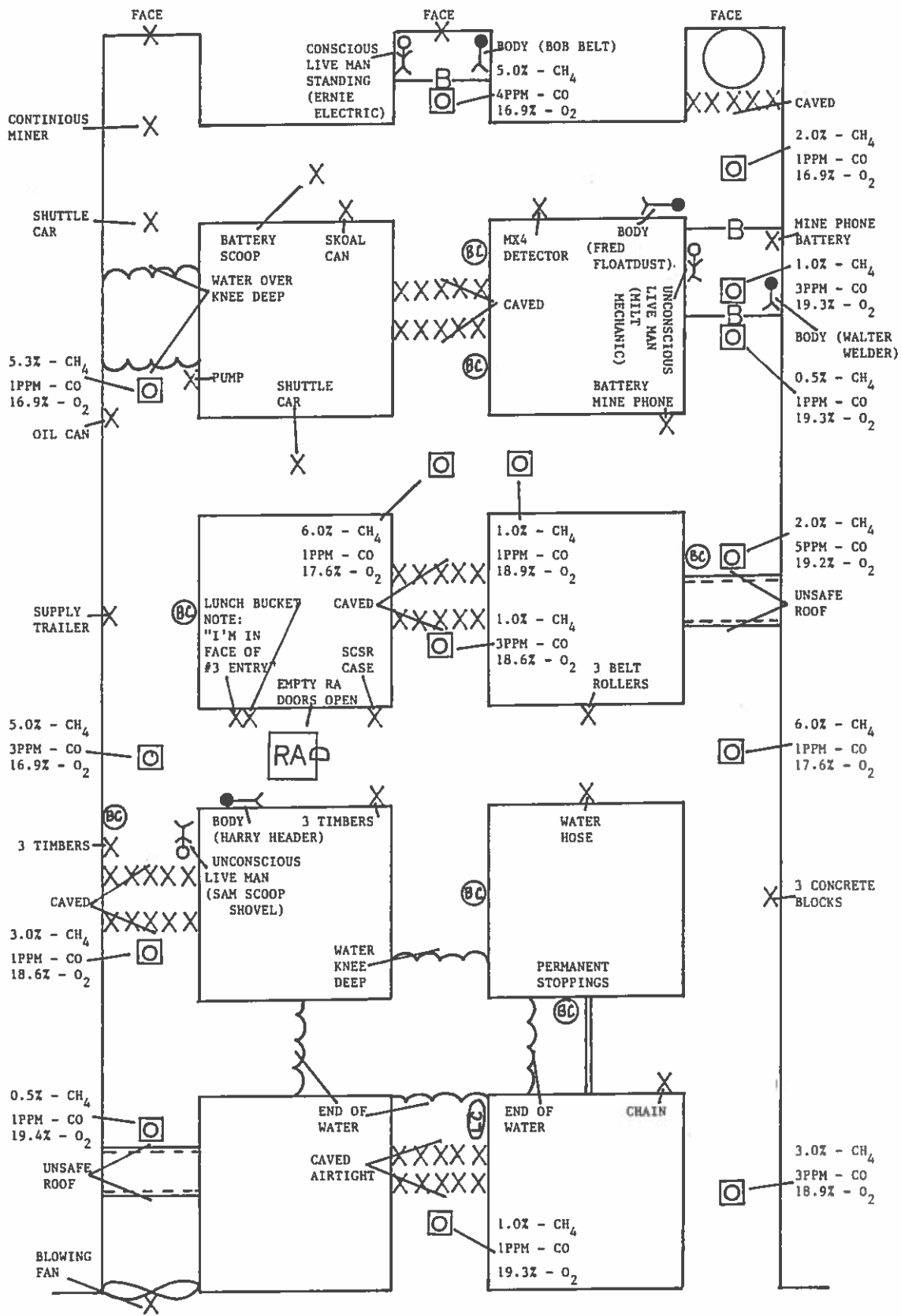
WKMI SAFETY DAYS
MAY 21, 2014

YOU HAVE 4 MINUTES TO POSITION YOUR EQUIPMENT AND STUDY THIS STATEMENT. YOU MUST START THE CLOCK WITH IN 4 MINUTES OR THE JUDGE WILL START IT FOR YOU.

The Poor Boy Coal Company, Badly Bent Mine thanks you for answering our call for help. There is a six man maintenance crew that went underground on the third shift last night. We have been unable to contact them since arriving at the mine today. Our mine foreman, Sam Scoopshovel went in to check on them after he found the #1 and #2 entries were blocked. He has not returned to the surface and we are unable to contact him also. You will be given a list of the names of all the missing miners with the maps. You are located on the surface of this highwall mine. This mine has just gotten started and we have just completed a six foot return airshaft that is located in the face of number 3 entry. We just started using that return shaft yesterday. This mine has been hampered by methane and water especially around areas where the top is bad, but that should improve as we advance. Since this is a new mine there are no sealed areas located underground, and we have a refuge alternative set up in the 2nd crosscut. The mine is ventilated by a blowing only fan located on the surface at the mouth of #1 entry. The fan is currently off but can be turned on by notifying the superintendant. Once turned on the fan cannot be turned off. The fan cannot be reversed and may not be stalled.

All of the underground power has been locked out and is being guarded. All regulatory agencies have been notified as required and are now onsite. There is a trained mine rescue team onsite to serve as your back-up. There is a lifeline man here to handle your lifeline. The mine maps you will receive are up to date. This is all the information available except for any additional written instructions that will be given to you with the maps. Your briefing officer will remain on the surface and will only be able to communicate with you by your communications system after your team goes underground.

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:

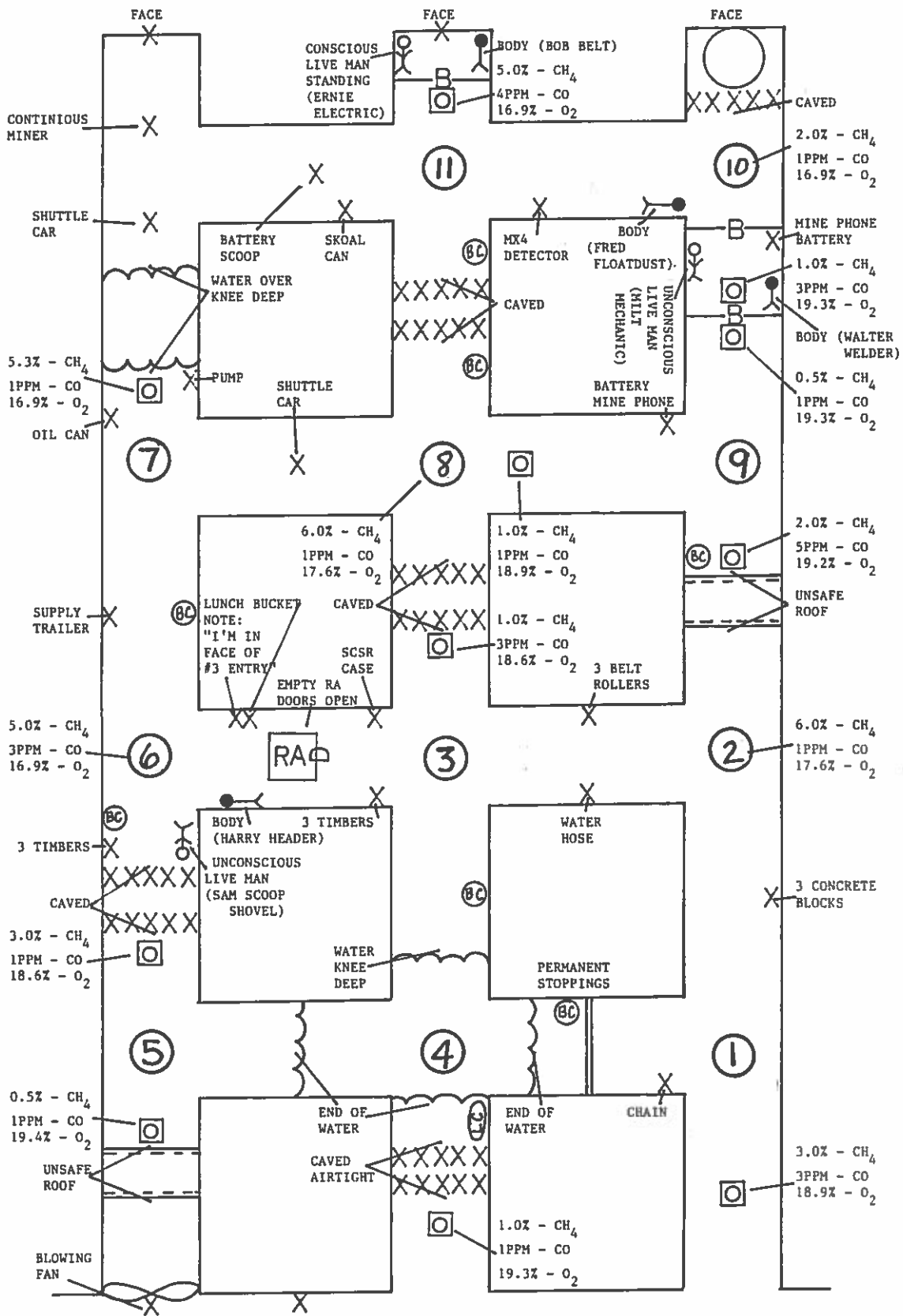
The team is located on the surface. The team will examine all three portals. In #1 entry the captain will find a blowing fan that is off. He will make a gas test and D&I at the fan. In #2 entry the captain will find an irrespirable atmosphere extending to a caved airtight area. He will make a roof and rib test, a gas test and D&I the caved area. In #3 entry he will find an irrespirable mixture, make a gas test and then advance to **TEAM STOP #1**. An apparatus check must be made at the first team stop (within 50 feet) and with all team members underground. To the left they will find a permanent stopping. Captain will D&I and a gas test must be made in the opening, up the straight, the captain can make up to the outby corner of the intersection. Since he has no material to airlock thru the permanent stopping the team must advance to **TEAM STOP #2**. The captain will find 6.0% CH₄, 1ppm CO and 17.6% O₂ in the intersection. Up the straight the captain will find unsafe roof across the entry. A roof and rib, a Gas test and D&I is required. To the left a gas test must be made in the opening before advancing to **TEAM STOP #3**. Here they will find an empty RA with the door open, a body (**Harry Header**) that requires the captain to touch and D&I. The missing person must be reported to the Supt. before the team leaves that location. They will also find a lunch box with a note. Up the straight the captain will find an irrespirable mixture extending into a caved area. A roof and Rib test and D&I along with

a gas test in the area is required. Team must tie behind, making a gas test in the opening before advancing to **TEAM STOP #4**. Here the team will travel thru the water knee deep and make the inby side of the caved airtight. A roof and Rib test, D&I and gas test is required. In the xcut between #2 entry and #3 entry team will make to the permanent stopping, making a gas test and a D&I. In the xcut between #2 entry and #1 entry a gas test must be made before advancing to **TEAM STOP #5**. Here the team explores to the unsafe roof finding low oxygen extending into the unsafe roof. A roof and Rib test, D&I and a gas test is required. The team may elect at this time to timber thru the unsafe roof. They have found 3 timbers up to this point, or they may wait until they try to ventilate. If they do timber thru they must set three timbers as required, make a Roof and Rib test on the outby side of the unsafe roof and make a gas test and D&I the inby side of the fan. Up the straight they will find an irrespirable mixture extending into a caved area. A Roof and Rib test, a D&I and a gas test is required before advancing to **TEAM STOP #6**. The team may examine up the straight making a gas test in the opening and then make back to find an unconscious live man (**Sam Scoopshovel**). They must report this to the Supt. before leaving the area. An assessment must be made on the live man and respiratory protection must be placed on him. While the team is preparing him for transport, the captain may examine to the Caved area, making a Roof and Rib test, a gas test and a D&I is required. The patient must be brought to the FAB on a stretcher and then the team will re-enter the mine and travel to **TEAM STOP #7**. Here the team will find an explosive, irrespirable mixture extending into the water over knee deep. A gas test and D&I is required. To the right a gas test must be made before advancing **TEAM STOP #8**. Here the team will find an explosive, irrespirable mixture in the intersection. Outby they will find a caved area where a Roof and Rib test, D&I and a gas test must be made. To the right a non-explosive, irrespirable mixture is found and a gas test is required in the opening. Up the straight a caved area is found that requires a Roof and Rib test, a gas test and a D&I. The Team will advance to **TEAM STOP #9**, Outby the team will find and irrespirable mixture extending into unsafe roof. A Roof and Rib test, a D&I and a gas test is required. Up the straight the team will find a barricade with an irrespirable mixture in front of it. There is no response from the barricade. With the other entries being

blocked the team will have to breach the barricade to continue. To do that the irrespirable mixture will have to be removed so the team will now have to ventilate the barricade. (See Ventilation 1 Map). The battery mine phone located in the xcut between team stop 8 and 9 must be relocated before ventilating. It must be placed around the corner toward the barricade prior to directing air thru the crosscut. Once the ventilation change has been made and the explosive gases cleared the team may hold up the line curtain. And when clear, airlock and breach the barricade. The captain must immediately take a gas test inside the barricade, touch and D&I the body (**Walter Welder**) and begin the assessment on the unconscious live man (**Milt Mechanic**). During the assessment on Milt Mechanic, severe bleeding will be found on the right forearm that will require direct pressure and bandaging. Both missing persons must be reported to the Supt. before leaving the area. Since he is found in an irrespirable atmosphere the team must place respiratory protection with a full facepiece on him before removing him to FAB. The captain may examine up to the 2nd barricade, making a gas test and D&I before transporting the patient to the FAB. Once the patient is delivered to the FAB the team will re-enter the mine making required gas checks where ventilation has been changed before advancing back to the barricade. Since there is an irrespirable atmosphere in front of the second barricade it must be ventilated before breaching. The same ventilation can be used but the line curtain (which is 25' long) must be held up to within 5' of the barricade. Once clear, the 1st barricade curtain can be put up to effectively airlock. The captain must immediately make a gas test after breaching the barricade and will advance to **TEAM STOP #10**. In the xcut to the left the captain will find a body (**Fred Floatdust**) that must be touched and D&I and reported to the Supt. A gas test must be made in the opening. Up the straight the captain will find a caved area leading to the airshaft. A Roof and Rib test, D&I and a gas test is required before advancing to **TEAM STOP #11**. Here examining outby the team will find the inby side of the caved area, a Roof and Rib, a D&I and a gas test is required. In the xcut to the left a gas test is required. Up the straight the captain will find an irrespirable, explosive mixture in front of a barricade. A gas test and D&I is required. **Ernie Electric**, the man behind the barricade reports that it is airtight with a solid face behind him. The team can now ventilate the barricade. (See Vent Map #2). Note that the team must

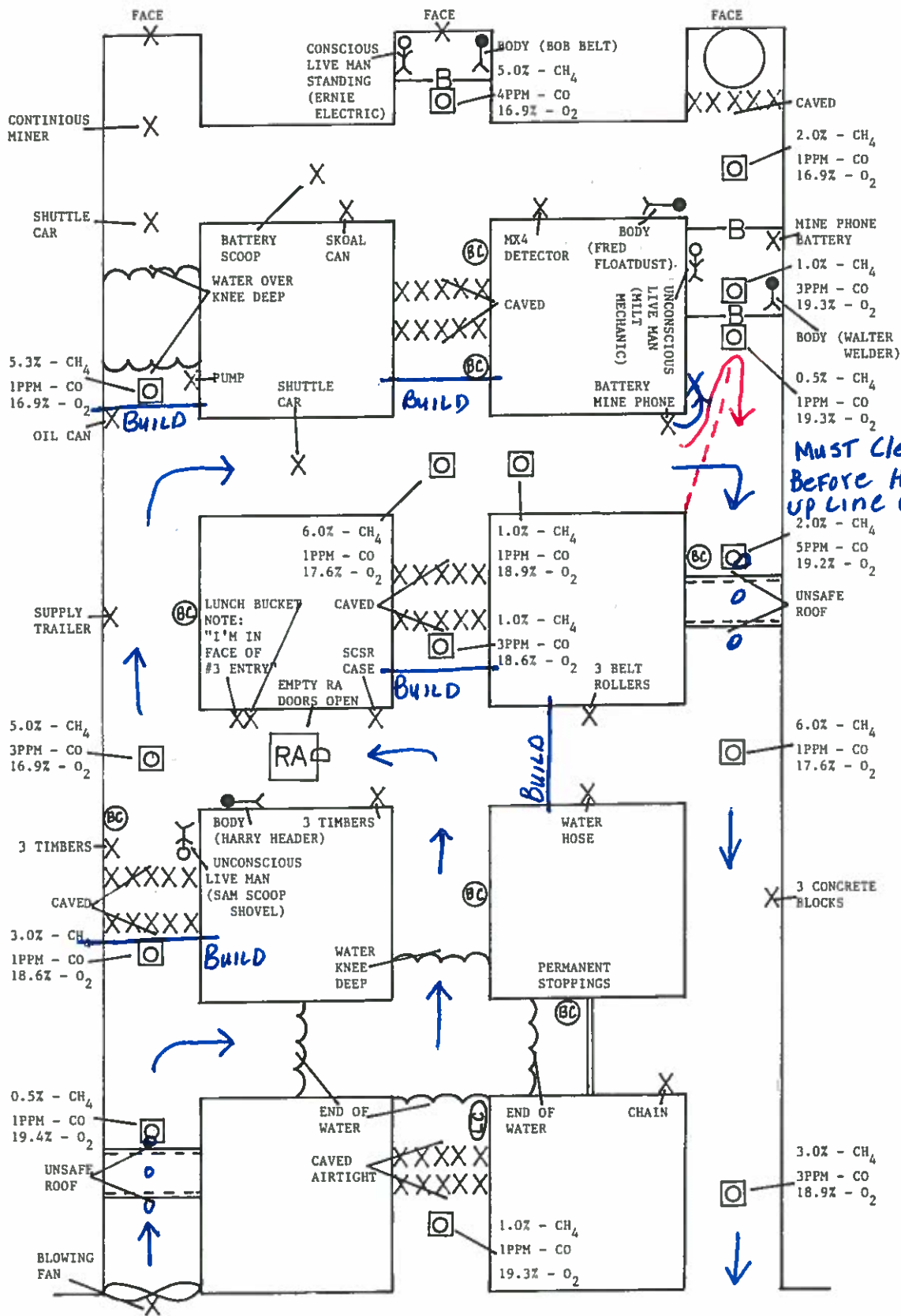
build off the airshaft and must move the battery mine phone and the mine phone battery before ventilating the barricade. If the team advances to #1 entry prior to ventilating it will be delay. Once the barricade is properly ventilated and the irrespirable mixture is cleared the barricade may be breached without airlocking. The captain must make a gas test immediately after breaching barricade and will find a body (**Bob Belt**) that must be touched and D&I. He will find a conscious live man (**Ernie Electric**) in a standing position. He must ask if he is OK. He can be walked out barefaced.

NOTE: Since the written instructions just required the team to account for all missing persons, The team should FPA in the xcut and once the team delivers the patient to the FAB the problem is complete and the team may stop the clock. Please note on the final vent map the extent of the team travel for the map judges. If the team re-enters the mine and explores the area in #1 entry it will not be a discount, it just takes extra time and anything they map must be correct.

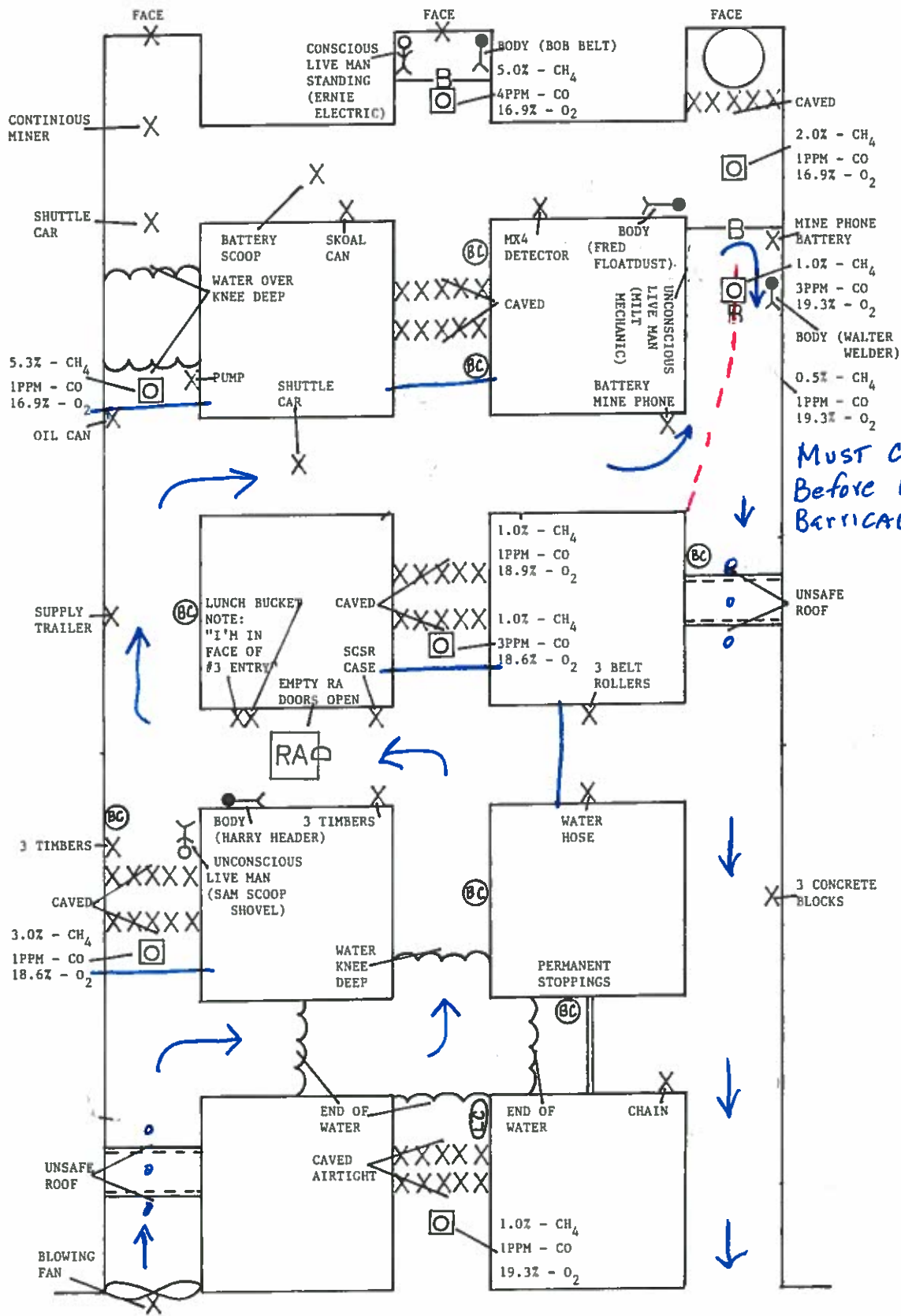


TEAM STOPS

WKMI SAFETY DAYS
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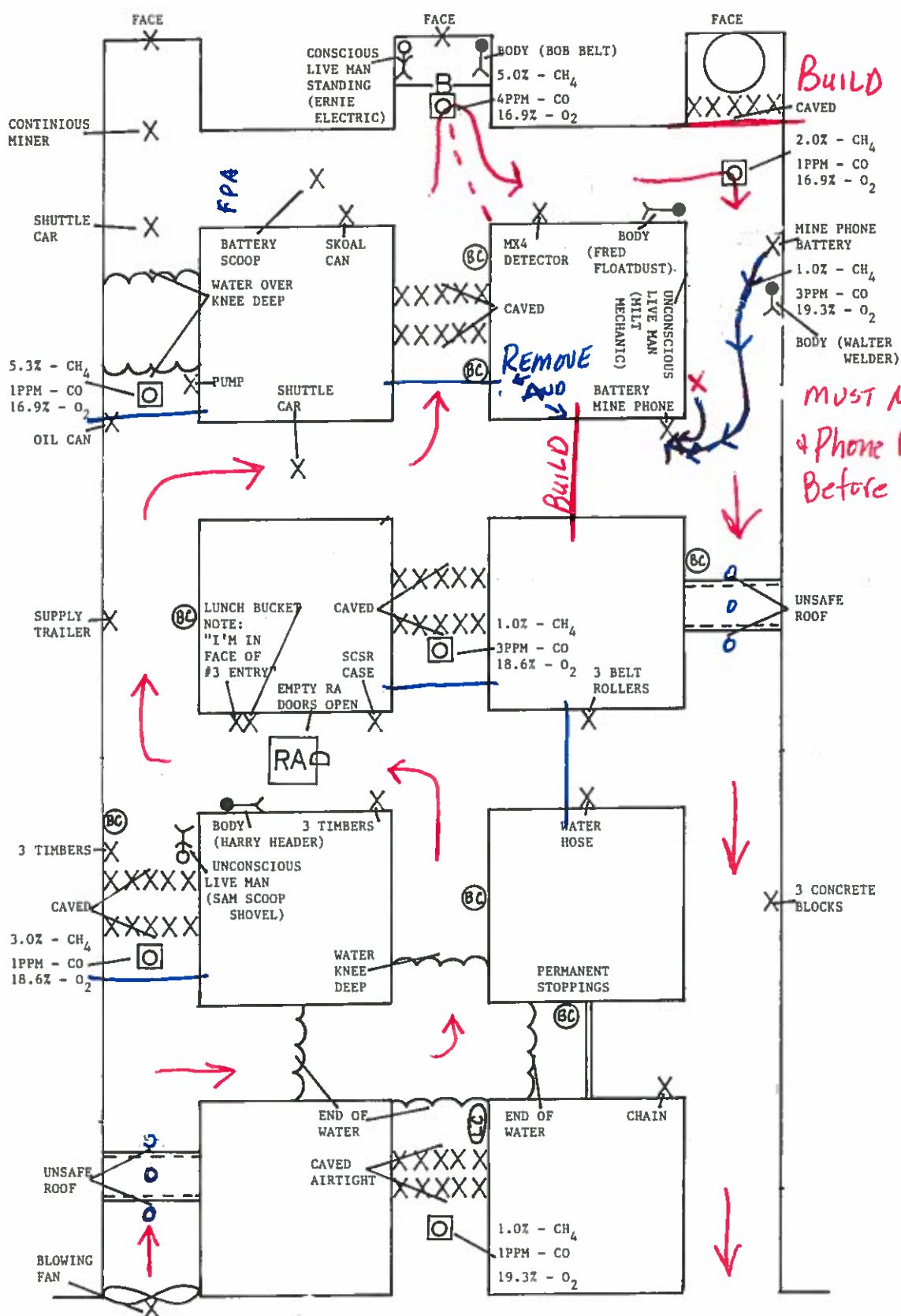
1ST VENT



Must Clear Low O2 Before Breaching Barricade

2ND VENT

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3RD VENT

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CONSCIOUS LIVE MAN STATEMENT
(ERNIE ELECTRIC)

I AM ERNIE ELECTRIC, I AM OK BUT I WANT OUT OF HERE. I'VE BEEN HERE MOST OF THE NIGHT AND I AM SCARED. THERE IS A SOLID FACE BEHIND ME AND IT IS AIRTIGHT IN HERE, I AM AFRAID I WILL RUN OUT OF OXYGEN. I USED MY SCSR UP GETTING THIS BARRICADE BUILT.

WRITTEN INSTRUCTIONS

- ACCOUNT FOR ALL MISSING MINERS
- BRING ALL SURVIVORS TO THE FRESH AIR BASE
- REPORT EACH MISSING PERSON FOUND, BY NAME TO THE SUPERINTENDANT BEFORE LEAVING THE LOCATION WHERE THEY ARE FOUND.
- WOODEN FRAMES CANNOT BE MOVED.
- CURTAINS ON WOODEN FRAMES MAY BE TAKEN DOWN OR REBUILT IN THE SAME LOCATION ONLY
- ONLY CARRY TWO BRATTICE CLOTHS AT ONE TIME
- ONLY YELLOW CURTAINS MAY BE USED AS LINE CURTAINS
- BRATTICE CLOTHS MUST BE HOOKED ON BOTH SIDES TO BE AIRTIGHT
- TO OPEN OR CLOSE DOORS, TURN OVER PLACARDS TO THE CORRECT SIDE, HOOK OR UNHOOK ONE SIDE OF CURTAIN
- DIAGONAL STRUCTURES REQUIRES 2 CURTAINS TO BE USED
- ONCE STARTED, THE FAN MAY NOT BE TURNED OFF, REVERSED OR STALLED.

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Wednesday, May 21, 2014

LIST OF MISSING MINERS

#	MINERS NAME	ALIVE	BODY
1	ERNIE ELECTRIC		
2	WALTER WELDER		
3	HARRY HEADER		
4	BOB BELT		
5	MILT MECHANIC		
6	FREDDIE FLOATDUST		
7	SAM SCOOPSHOVEL		

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SUPT. LIST OF MISSING MINERS

#	MINERS NAME	ALIVE	BODY
1	ERNIE ELECTRIC		
2	WALTER WELDER		
3	HARRY HEADER		
4	BOB BELT		
5	MILT MECHANIC		
6	FREDDIE FLOATDUST		
7	SAM SCOOPSHOVEL		