

## 2015 Craig, CO Day 1

Thank you for responding to our mine emergency. Last night there were 5 miners on a maintenance crew, working in the 3 entry Southwest development section. The Responsible Person and Maintenance Foreman traveled into the area because no one would respond to our repeated attempts to contact the crew. We have not had contact with the crew or the supervisors who went into the area since. A fresh air base has been established in crosscut 18 of this section. A Command Center has been set up on the surface. All electrical power in the mine is controlled by switches in the Command Center and communications between the Command Center and the Teams, before any changes to electrical system. An up to date mine map will be provided to your team. The blowing mine fan on the surface is being monitored, guarded, running and cannot be stopped. The mine generates large amount of water daily. All officials and backup mine rescue teams are present.

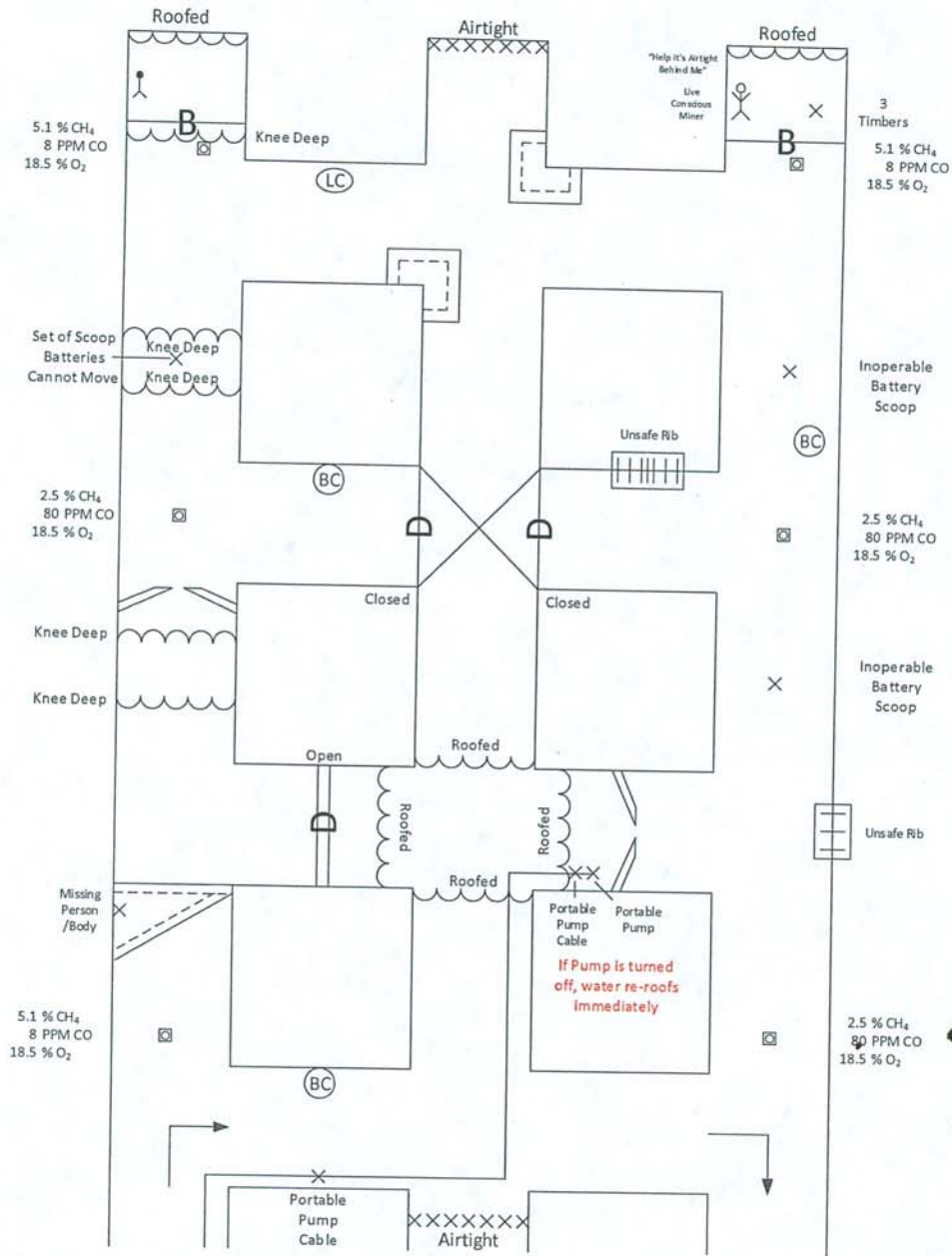
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Problem:

1. Explore the entire mine if it can be done safely.
2. Account for the missing miners.

Please Note:

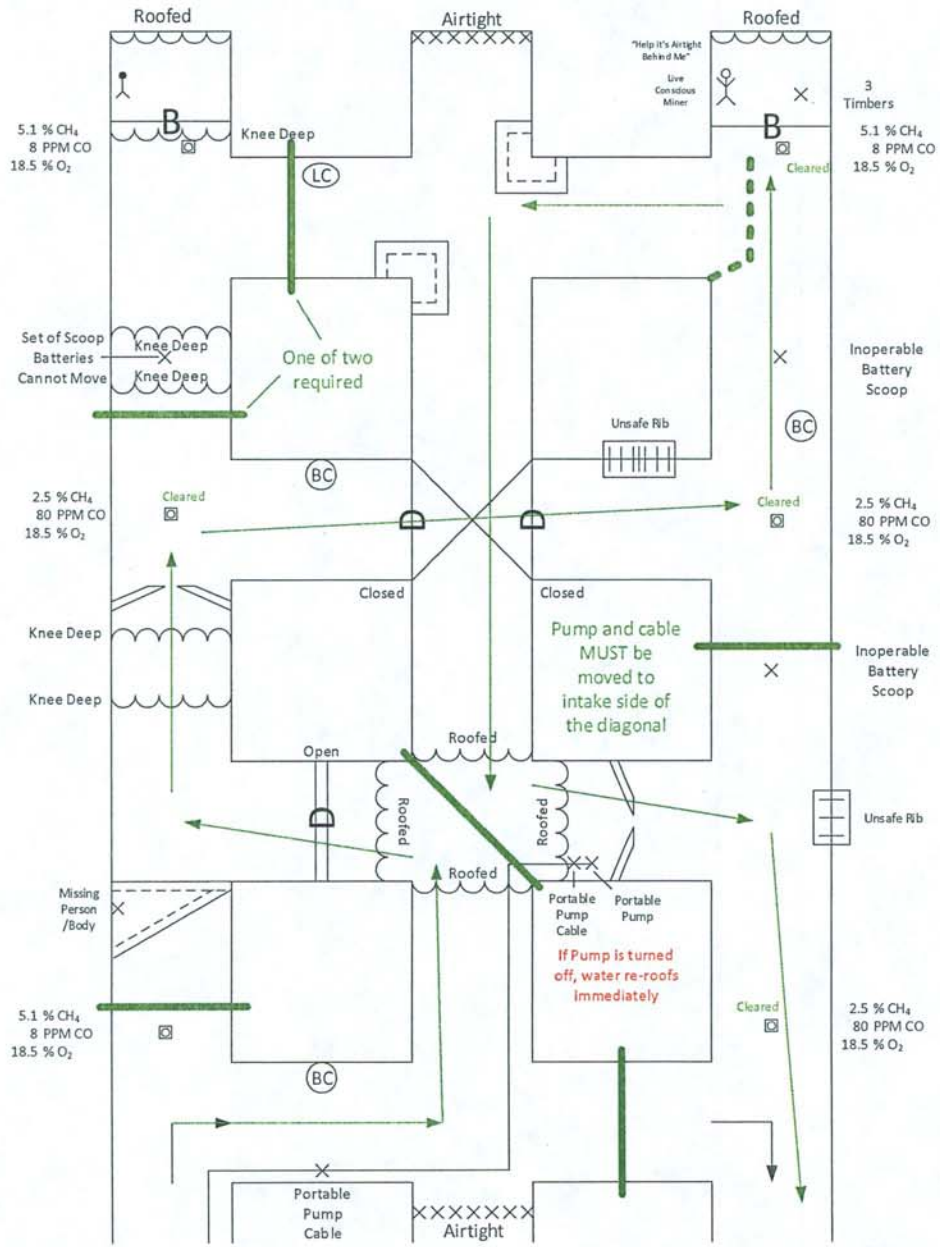
All Carbon Monoxide placards in this problem should read – 8 PPM CO – and not 80



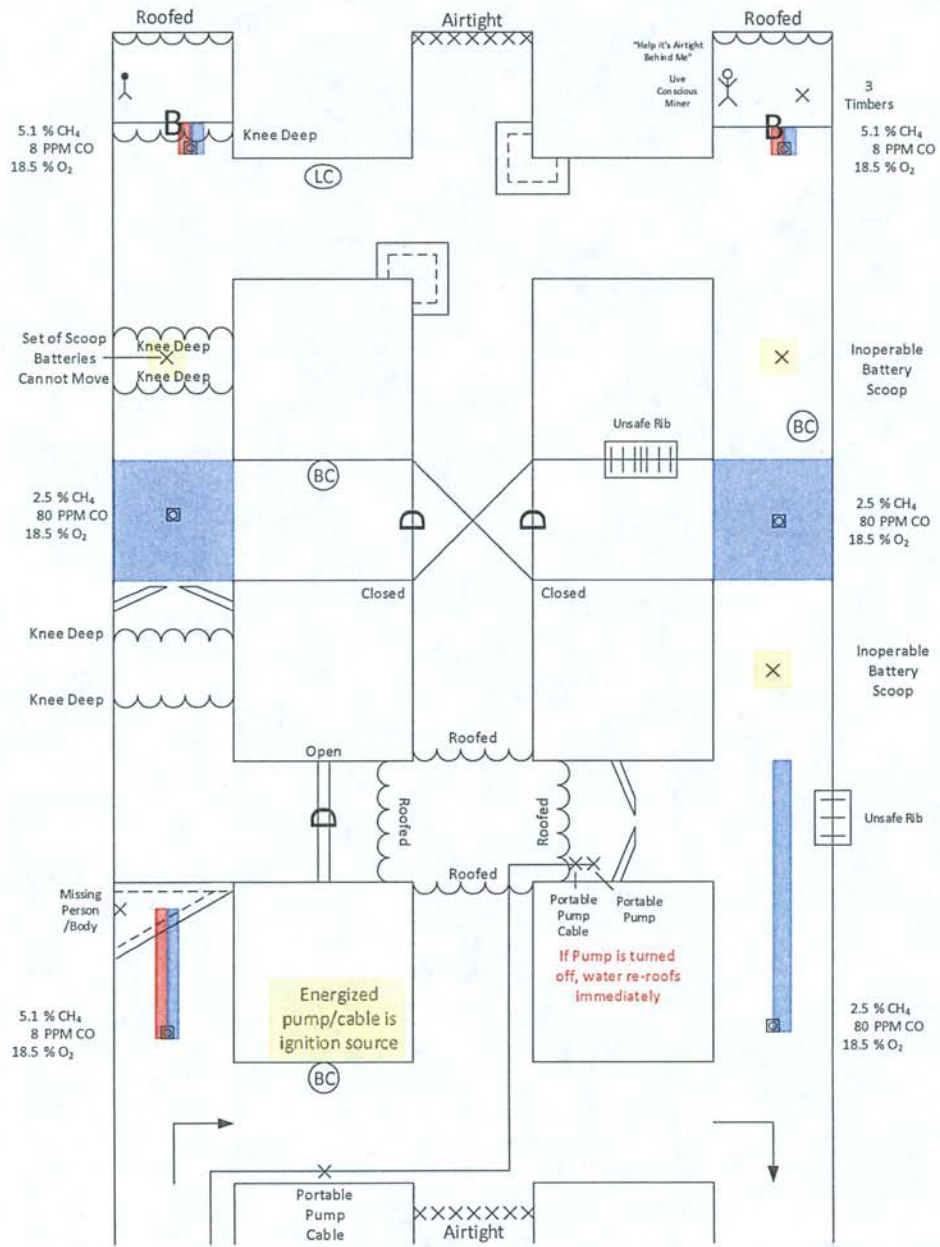
← 8.0 PPM  
change



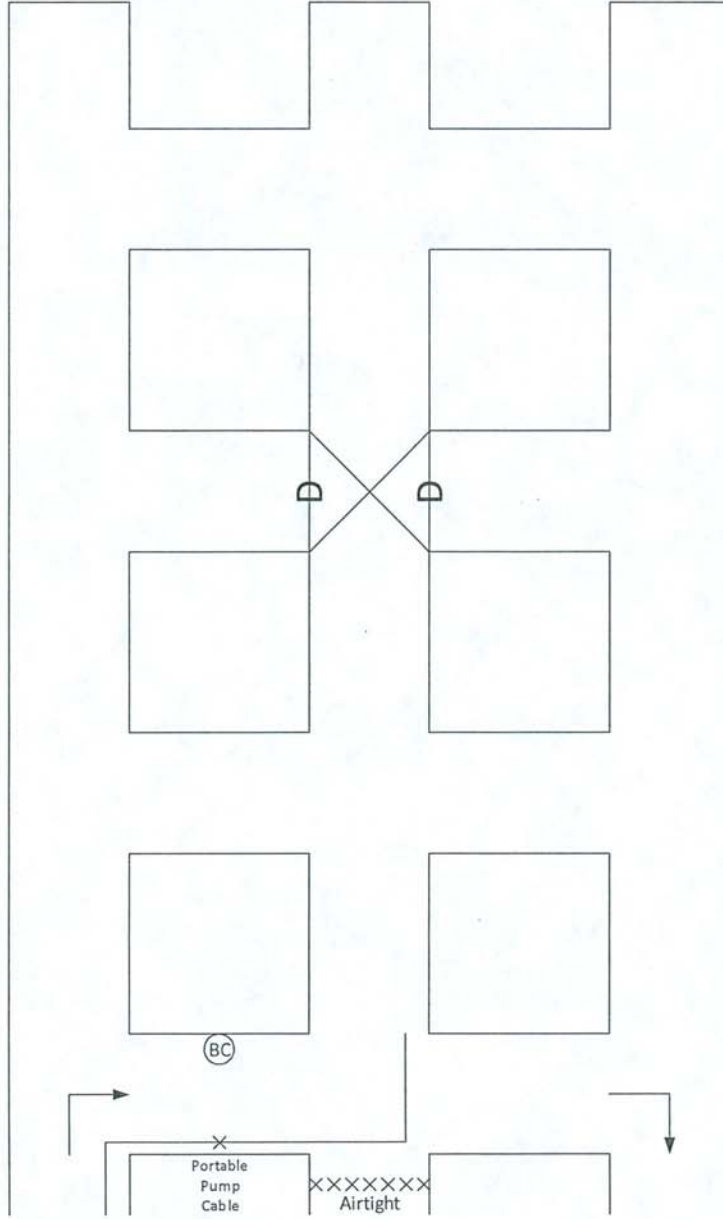
VENT 1











Craig, CO 2015 Judges Instructions Day 1

1. Initial opening checks – 1 and 2 entries are blocked, teams will explore to **stop 1** in 3 entry. 50 ft. App. Check required
2. xc 1 at 2 entry blocked – teams will advance to xc 2 in 3 entry to **stop 2**.
3. Teams must tie across to 1 entry through OC in xc 2 (airlock required) . GT's and DI's required at walls of overcasts. Can make both outby and inby xc 2 in 2 entry. **stops 3 and 4**
4. Teams must tie outby to **stop 5**.
5. teams will airlock into xc 1 to 2 entry. All sides of water roofed now explored. Teams might pump water at this point or can continue exploring.  
Pumping – 3 airlocks required on 3 sides of the water to pump. If pump is turned off at Command Center water re-roofs immediately.
6. **stops 6/7/8** are optional in 1 or 3 entries – at both barricades encountered. No response from B in 1 entry, Full, airtight response from B in 3 entry.
7. Teams will continue to explore to 2 entry in xc 3 **stop 7/8**.
8. Once teams have explored xc 3 and face of 2, pumping is required to vent barricade in 3 entry (tied to this Pt. due to response).
9. VENT 1 – pump and cable **MUST** be moved to intake side of diagonal.
10. Barricade in 3 entry can be breached after winging, no airlock required, and Pt. can be walked to FAB.
11. Three timbers were located in barricade in 3 entry and **MUST** be used to touch missing miner (Body) in unsafe roof in 1 entry.
12. VENT 2 – Barricade in 1 entry can be winged as per option A (Vent 2), option B is to send fresh air inby in 1 entry between fab and xc 1, but return in same manner. Pt. in B is Body, end of problem.