

TRAINING SO OTHERS MAY LIVE  
11th ANNUAL MINE RESCUE CONTEST





# **MINE RESCUE**

## **WRITTEN INSTRUCTIONS**

- **ACCOUNT FOR ALL MISSING PERSONS**
- **BRING SURVIVORS TO THE SURFACE**
- **FAN CAN BE STARTED BY REQUESTING IT TO BE TURNED ON BY THE COMMAND CENTER**
- **ONCE THE FAN IS STARTED IT CANNOT BE STOPPED, STALLED OR REVERSED**
- **EXPLORE THE ENTIRE MINE IF IT CAN BE DONE SO SAFELY**
- **YOU MAY ONLY TRANSPORT TWO BRATTICE CLOTHS AT A TIME**

# NATIONAL MINE RESCUE

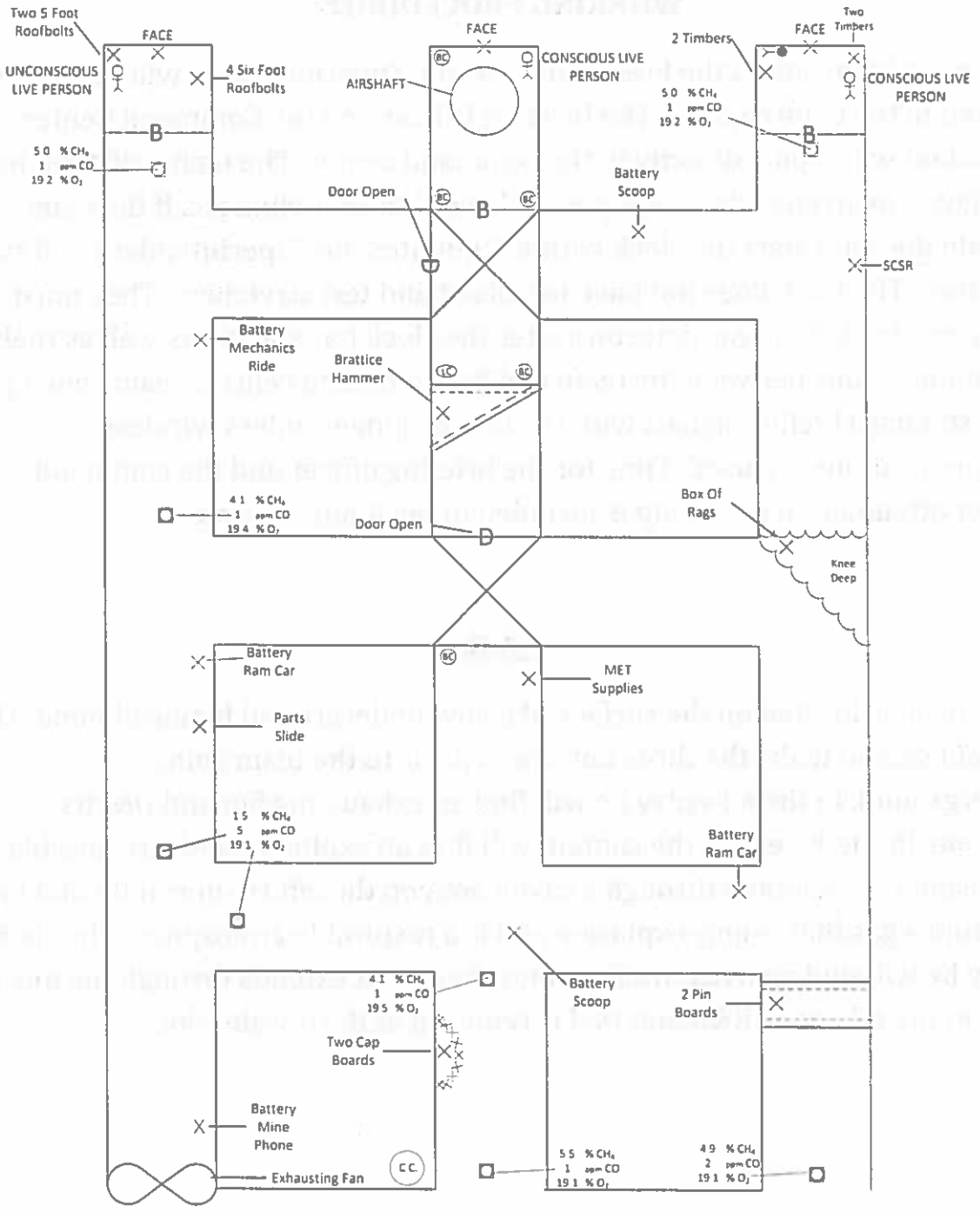
## POST 11 CONTEST

May 7, 2015

Thanks for answering our call for help! You are located on the surface of our new highwall mine, The Sturgis #1 Mine. This is what we have found up to this time.

When I arrived this morning I noticed that the exhausting mine fan was not running and had been off about an hour or so. So I tried to contact the foreman, or one of the other three men that had went in earlier to complete some work around the bottom of our new air shaft in the face of number two. When I could not get anyone to answer me, I started to enter the mine I encountered some low oxygen in the mouth of the number two and number three entries. At that time I called for help.

The electrician has repaired the fan and it is ready whenever you need it. To turn the fan on you must contact the command center. All the power in the mine has been locked and tagged out and is being guarded. The mine is walking height. All of the regulatory agencies have notified and have their personnel here. There are additional mine rescue teams here to serve as your back up. GOOD LUCK!



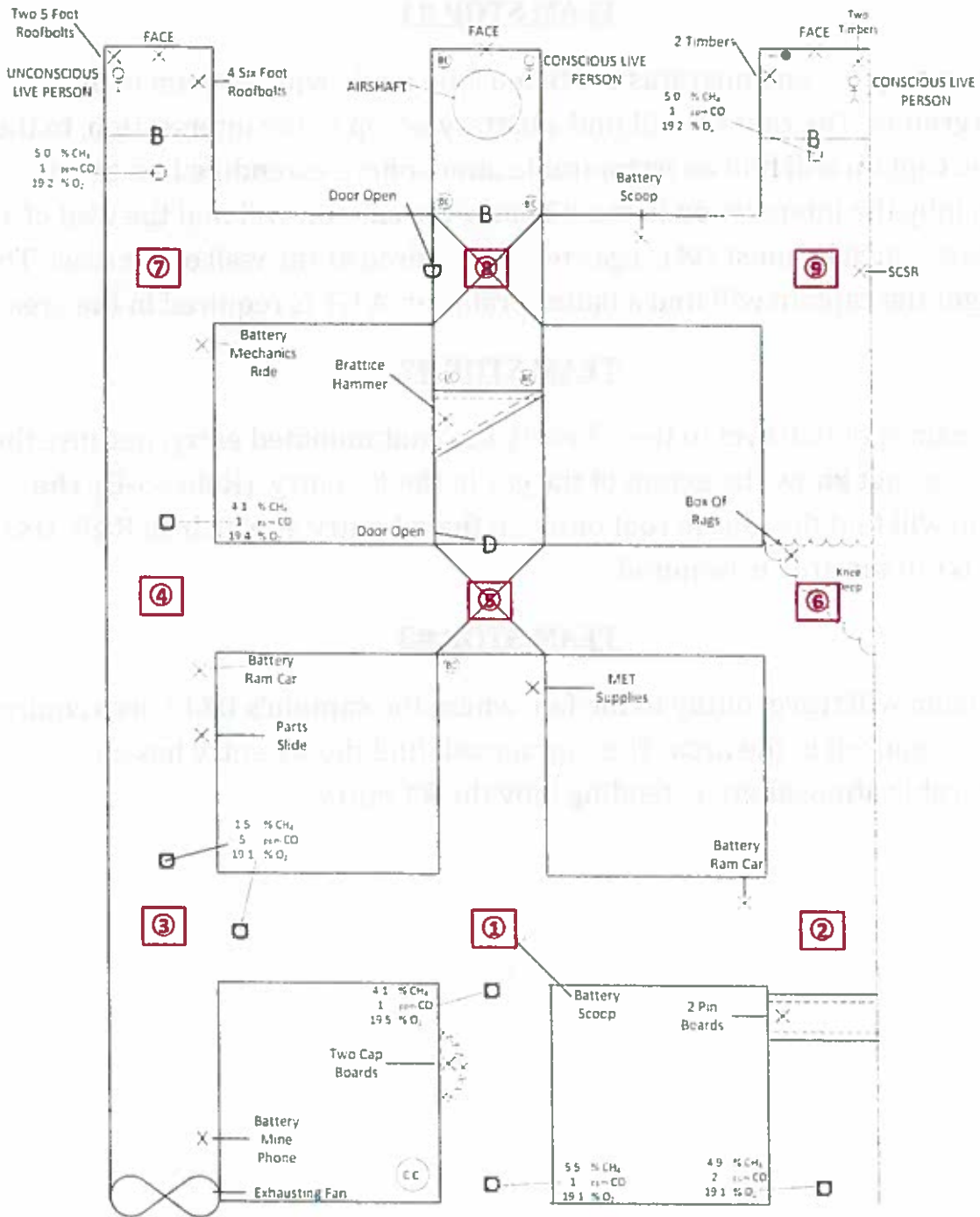
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## **WORKING PROCEDURES:**

When the team enters the Fresh Air Base, the Superintendent will introduce himself to the team captain. The Briefing Officer and the Command Center Attendant will report directly to the command center. The team will then have 4 minutes to arrange their equipment, lay out their lifeline etc. If the team captain does not start the clock within 4 minutes the Superintendent 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 command center. Teams must go over standard lifeline signals with the lifeline judges unless wireless communications are used. Time for the briefing officer and the command center attendant to get set up is included in the 4 minute time.

### **F.A.B.**

The team is located on the surface of a new underground highwall mine. The captain should make the three entrances prior to the team going underground. In the #1 entry he will find an exhausting fan and D&I its location. In the #2 entry, the captain will find an explosive and irrespirable atmosphere, extending through a caved area on the left rib line, inby that he will find a gas that is non-explosive and is a respirable atmosphere. In the #3 entry he will find an irrespirable atmosphere that extends through the unsafe area in the #3 entry. R&R and D&I is required at the unsafe roof.



# TEAM STOPS

### **TEAM STOP #1**

At team stop #1, an apparatus check must be made with all team members underground. The captain will find a battery scoop in the intersection, to the left the captain will find an irrespirable atmosphere extending into the #1 entry, inby the intersection in the #2 entry the captain will find the wall of an overcast which he must D&I, a gas test is required at the wall of overcast. To the right the captain will find a battery ram car. A GT is required in the area.

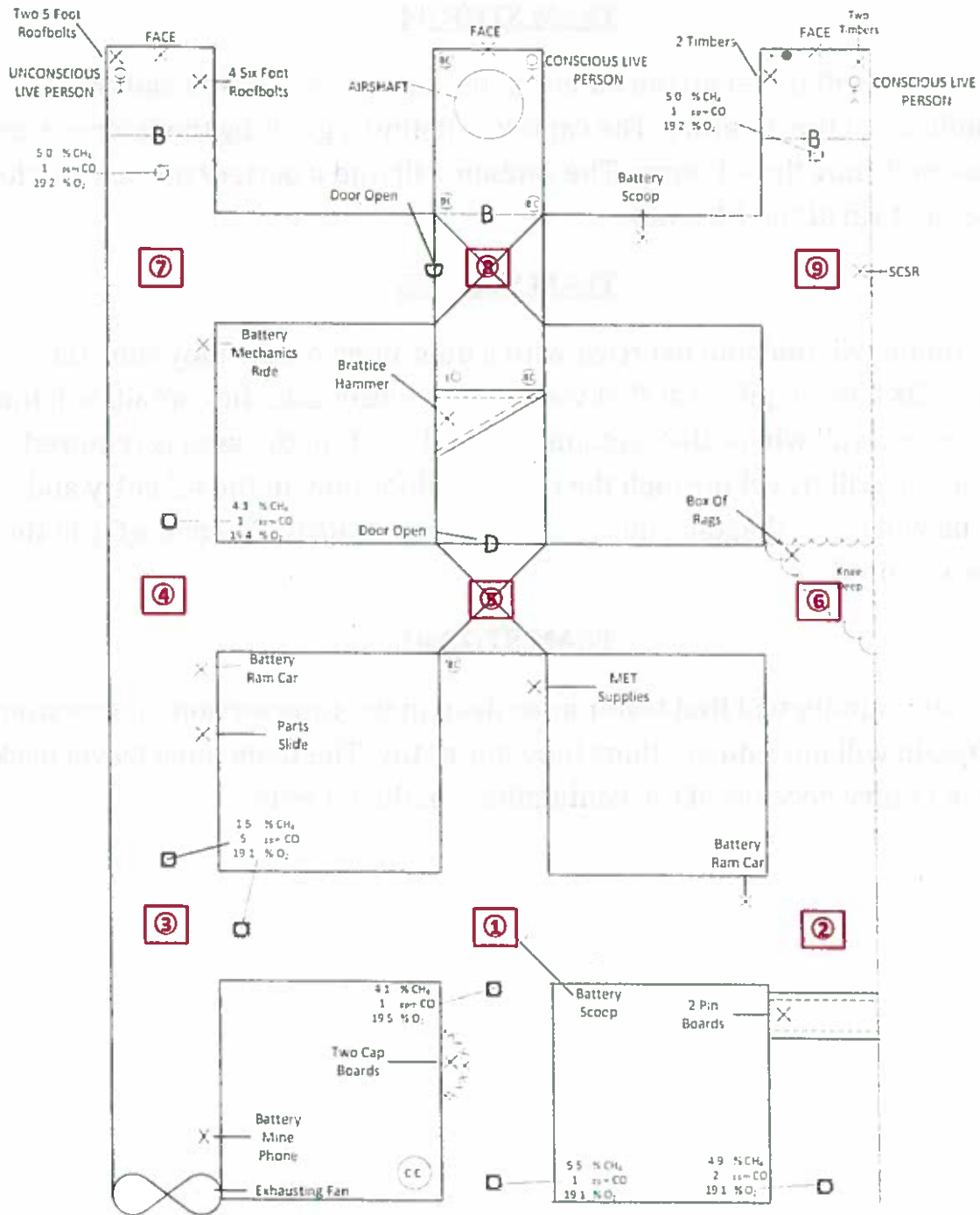
### **TEAM STOP #2**

The team should travel to the #3 entry the contaminated entry, because the team does not know the extent of the gas in the #3 entry. (Rule 45-B) The captain will find the unsafe roof outby in the #3 entry at which an R&R, D&I, and a GT in the area is required.

### **TEAM STOP #3**

The team will travel outby to the fan, where the captain's D&I's are required. A GT is required in the area. The captain will find the #1 entry has an irrespirable atmosphere extending inby the #1 entry.





# TEAM STOPS

#### **TEAM STOP #4**

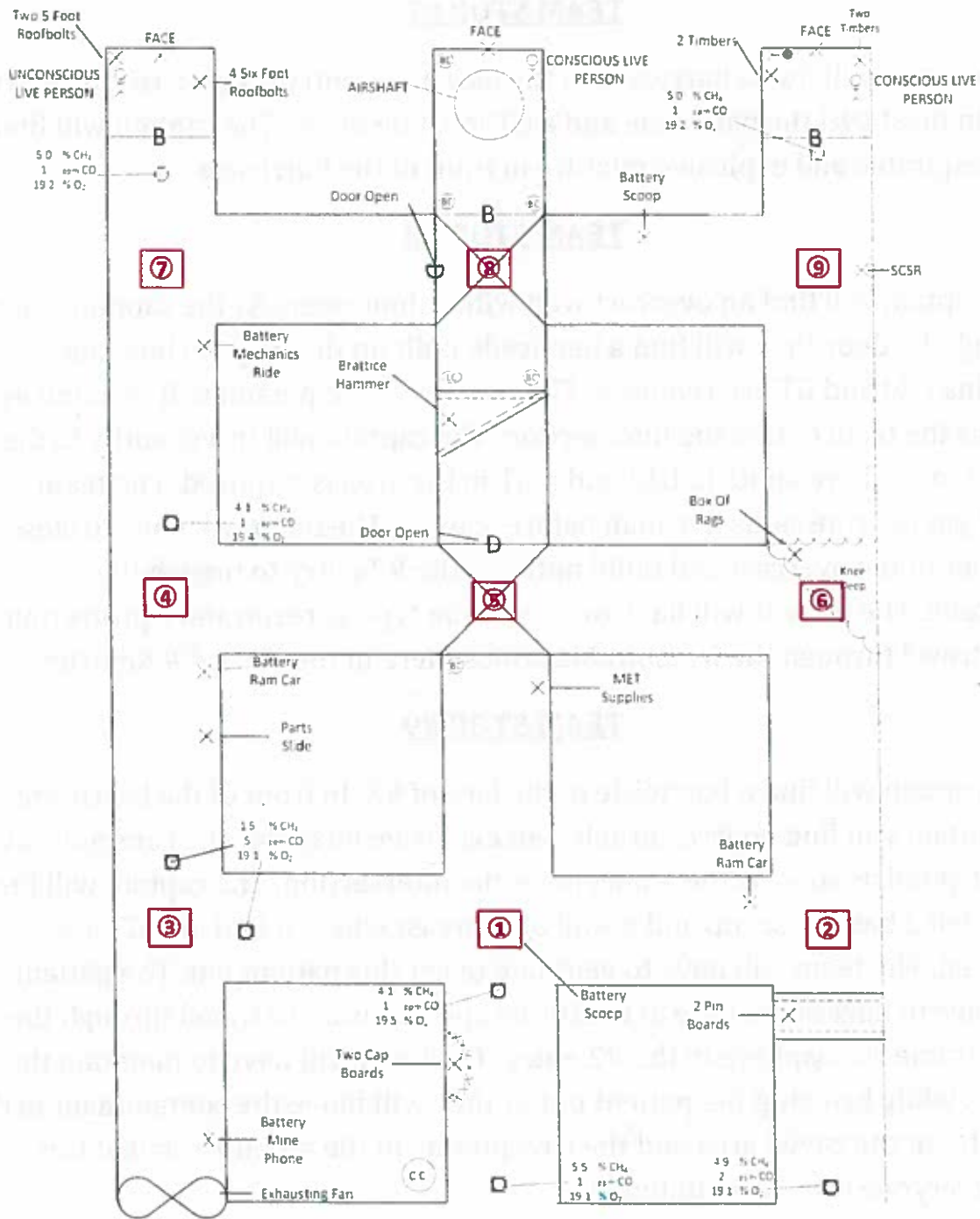
The captain will travel up the #1 entry, because #2 is blocked and there is a contaminate in the #1 entry. The captain will find a gas inby the intersection that extends inby the #1 entry. The captain will find a battery mechanics ride on the right rib of the #1 entry.

#### **TEAM STOP #5**

The captain will find and overcast with a door open on the inby side, the captains D&I are required at that wall. On the outby side the captain will find the overcast wall where the captains D&I and a G.T. in the area is required. The captain will travel through the overcast door inby in the #2 entry and there he will find a diagonal unsafe roof, where an R&R, D&I and a GT in the area is required.

#### **TEAM STOP #6**

The team captain will find water knee deep in the intersection. At this stop the captain will not find anything inby nor outby. The team must travel back to the #1 entry because of the contaminate in the #1 entry.



# TEAM STOPS

### **TEAM STOP #7**

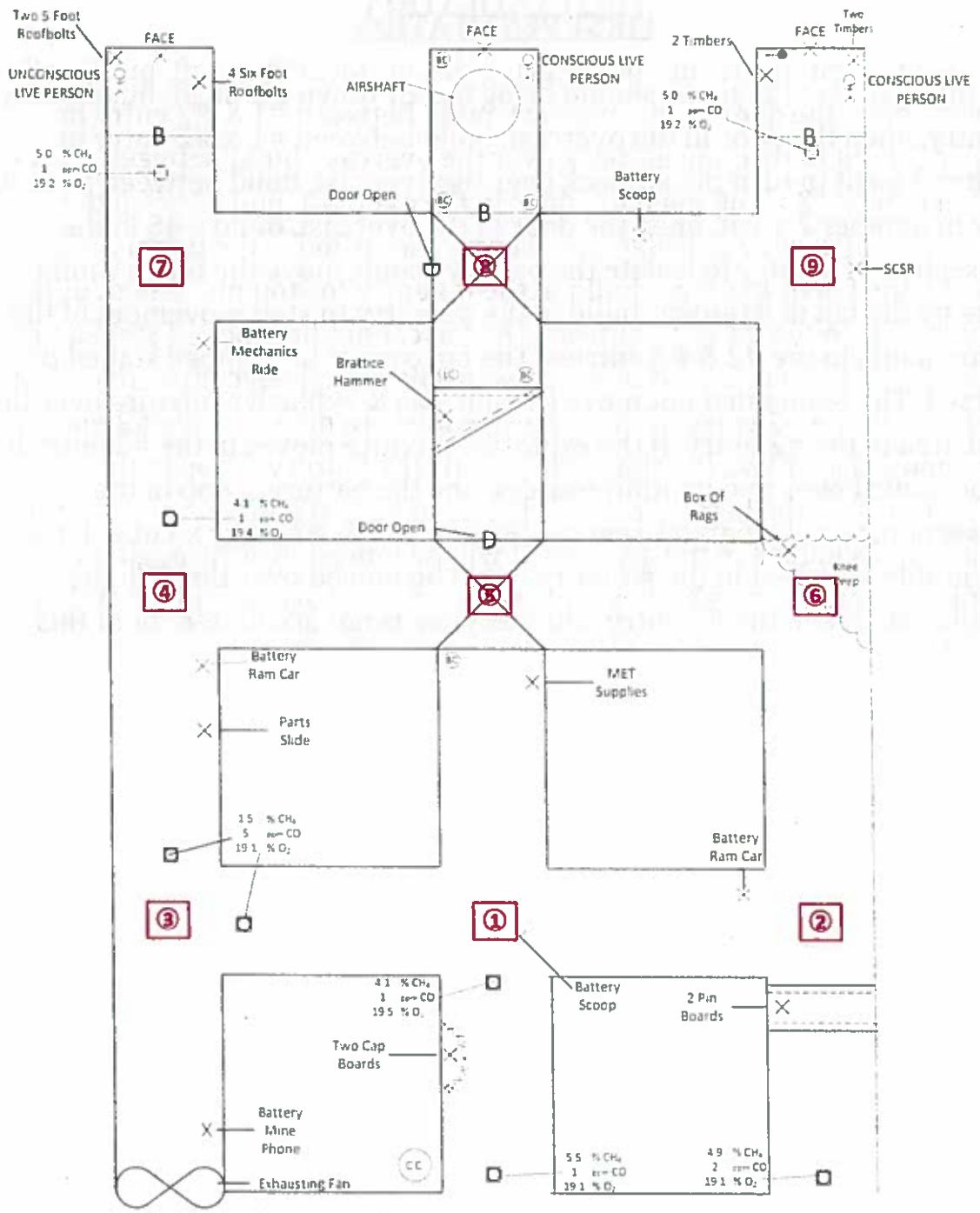
The captain will find a barricade in the face of #1 entry with no response. The captain must D&I the barricade and a GT must be made. The captain will find an irrespirable and explosive mixture in front of the barricade.

### **TEAM STOP #8**

The captain will find an overcast wall with a door open. As the captain travels through the door they will find a barricade built on the inby rib line, the captains D&I and GT are required. The conscious live person will respond as soon as the team enters the intersection. The captain will travel outby to the unsafe roof where an R&R, D&I and a GT in the area is required. The team MUST get the conscious live man before leaving. The team will have to close the door in the overcast and build outby in the #2 entry to breach the barricade. The patient will have to have some type of respiratory protection on to travel through the irrespirable atmosphere in the #1 and #2 entries.

### **TEAM STOP #9**

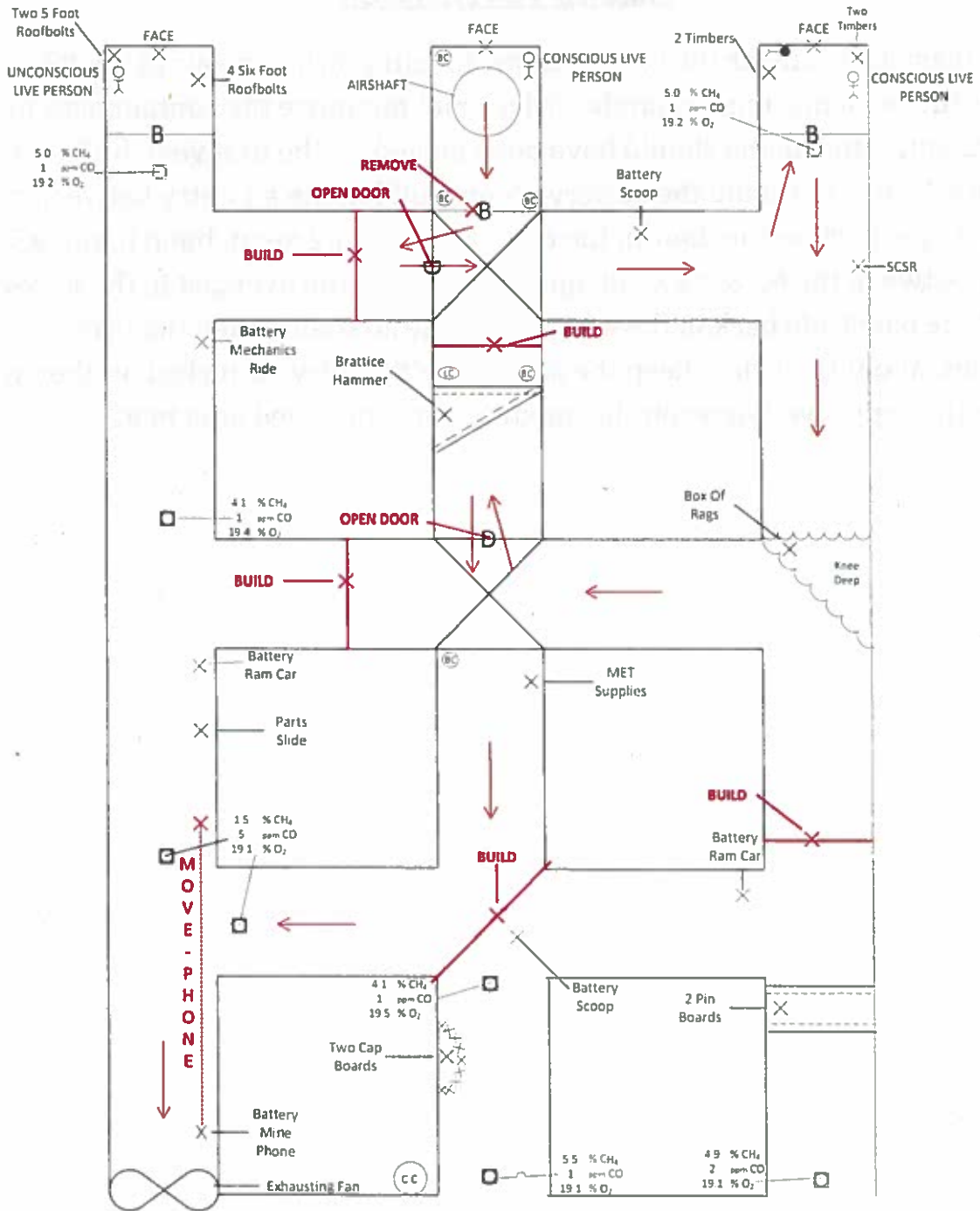
The captain will find a barricade in the face of #3. In front of the barricade the captain will find an irrespirable and explosive mixture. The conscious live will respond as soon as the team enters the intersection. The captain will find to the left a battery scoop and a wall of overcast where a D&I and GT are required. The team will have to ventilate to get this patient out. The patient will have to have some type of breathing apparatus on to travel through the irrespirable atmosphere in the #2 entry. The team will have to maintain the airlock while bringing the patient out or they will move the contaminant in the #2 entry at the caved area and the irrespirable in the #3 entry, and at this time everyone is not accounted for.



# TEAM STOPS

## **FIRST VENTILATION**

For the first vent the team should bring the air down the shaft, build outby in #2 entry, open the door in the overcast, build between #1 & #2 entry in number 3 x-cut to turn the air back over the overcast, build between #1 & #2 entry in number 2 x-cut, open the door in the overcast, build a 45 in the intersection of 2 entry to isolate the battery scoop, move the battery mine phone by the fan in #1 entry, build in the #3 entry to stop movement of the contaminants in the #2 & #3 entries. The fan cannot be stopped stalled or reversed, The team must not move irrespirable & explosive mixture over the caved area in the #2 entry. If the explosive mixture moves in the #2 entry it will be moved over two ignition sources, one the battery scoop in the intersection, two the battery ram car between #2 & #3 entry x-cut 1. If the irrespirable is moved in the #3 entry it will be moved over through the unexplored area in the #3 entry and everyone is not accounted for at this time.



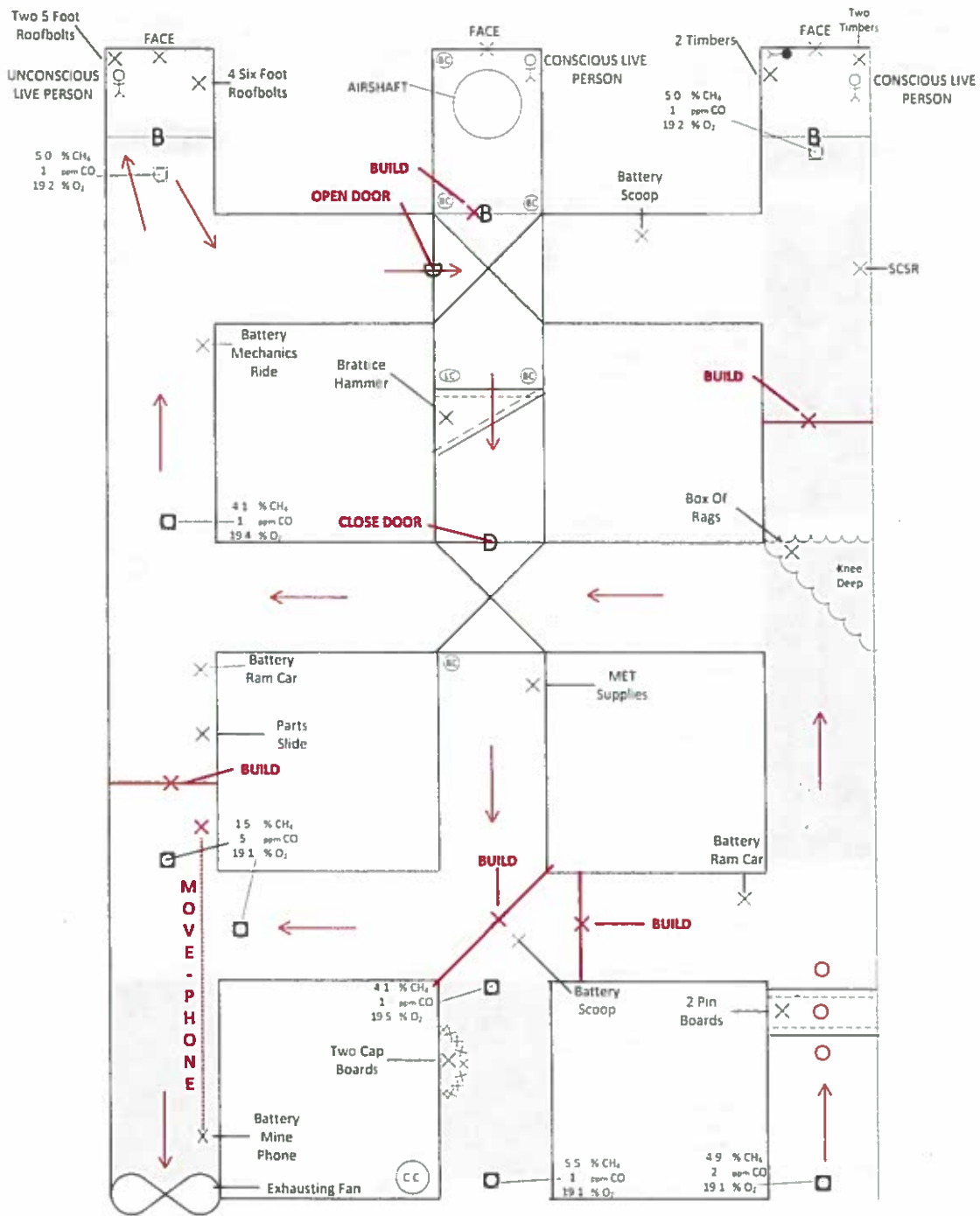
# FIRST VENT

## SECOND VENTILATION

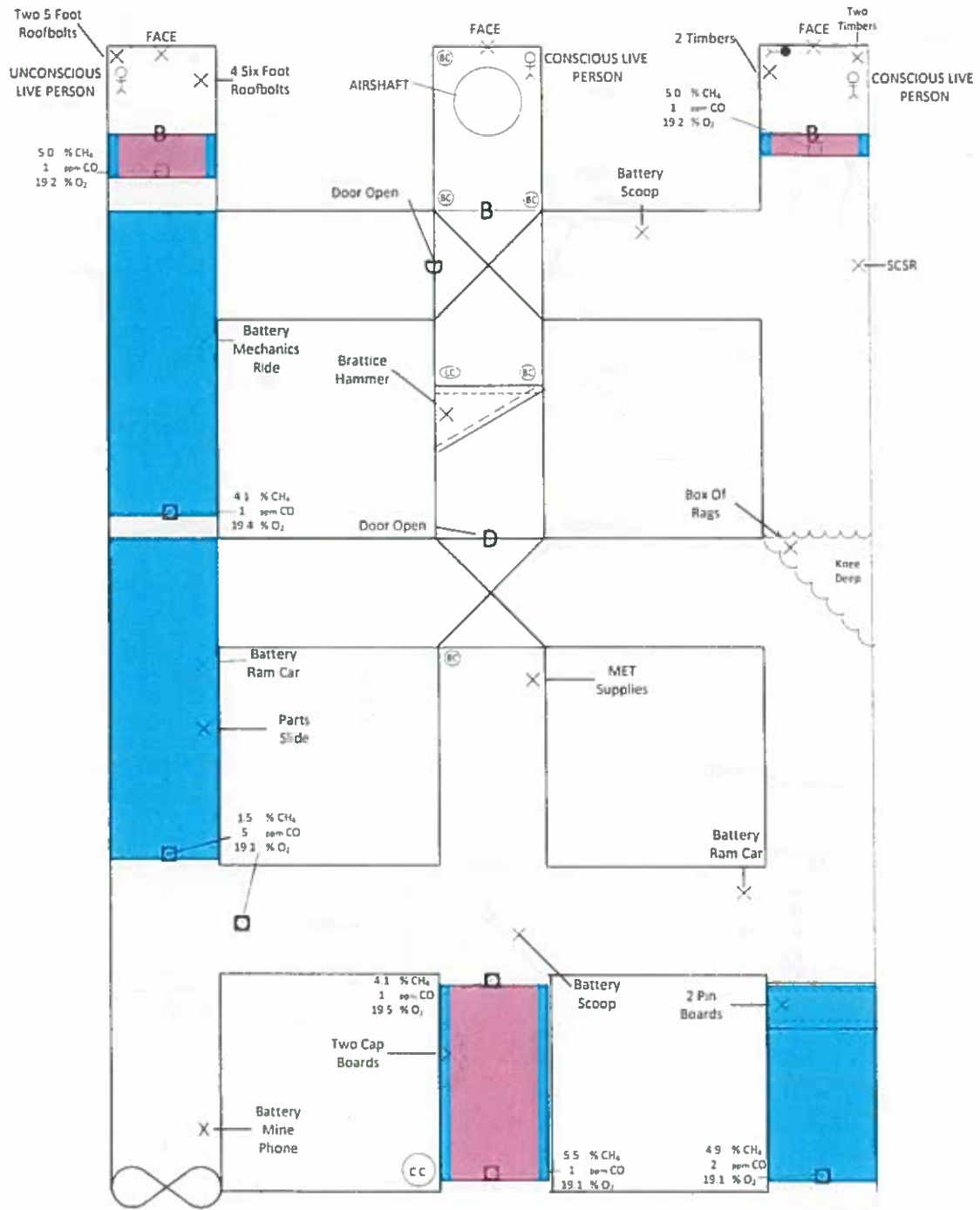
The team must timber the unsafe in the #3 entry; bring the air in the #3 entry, the team must maintain the airlock and not move the contaminant in the #2 entry, the phone should have been moved on the first vent, build a 45 in the #2 entry to isolate the battery scoop, build in the #1 entry between the #1 & #2 x-cut, close the door in the overcast in the #2 x-cut, build in the #3 entry between the #2 & #3 x-cut, open the door in the overcast in the #3 x-cut, build the barricade back in the #3 entry by the airshaft. When the team brings the patient out they must keep the area in the #2 entry air locked or they will move the explosive & irrespirable mixture over the caved area in #2.

FIRST VENT





## SECOND VENT



## EXTENT OF GASES



