

RLC  
2015

Mine Rescue Problem

# **MINE RESCUE TEAM INSTRUCTIONS 2015**

- **Explore the entire mine where safe to do so.**
- **Account for all missing persons and bring all live persons to the fresh air base.**
- **You can only carry 2 standards on the stretcher or yourself at any one time.**
- **A superintendent is on the property to assist you if he is needed.**

**MINE RESCUE  
STATEMENT 2015**

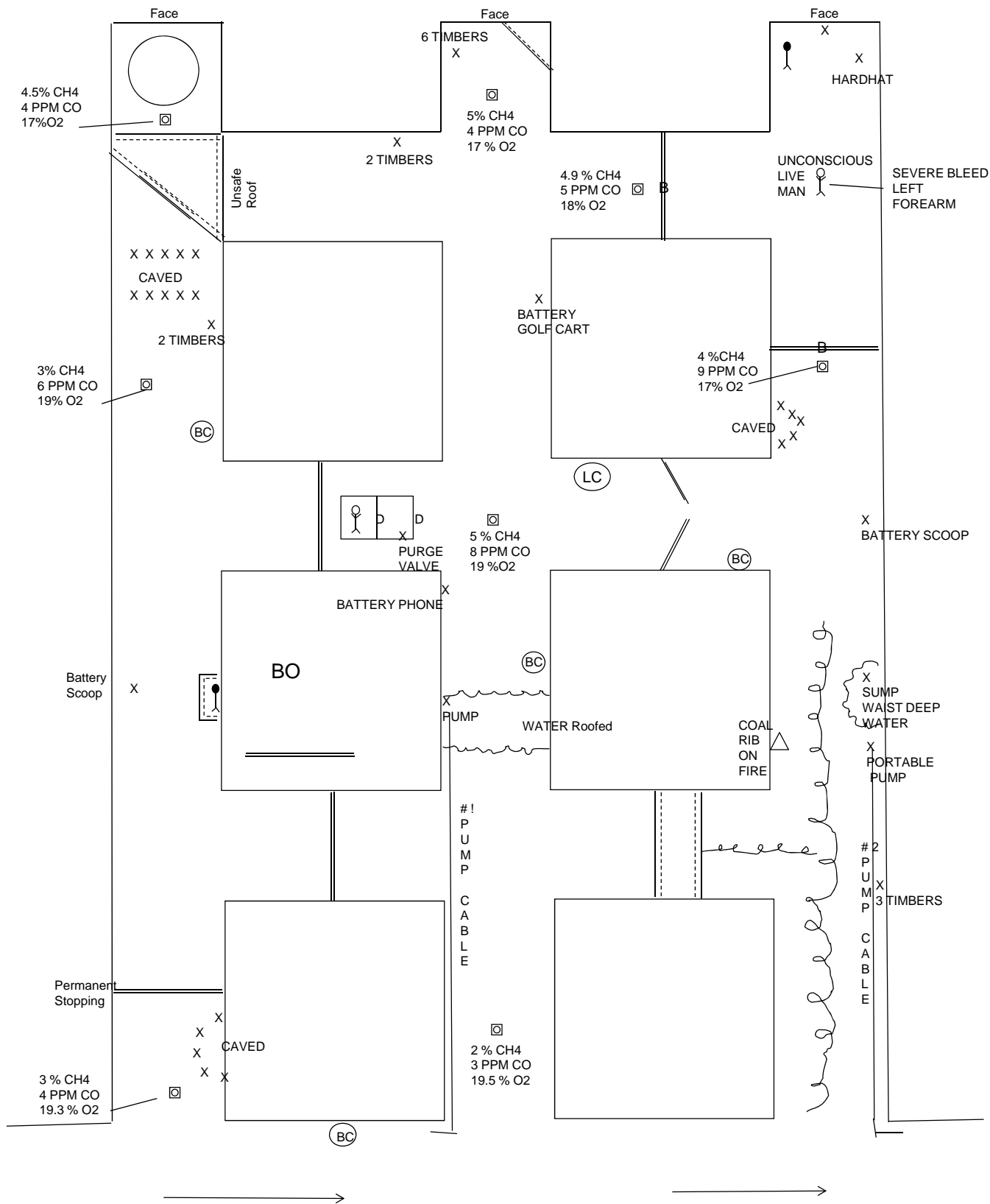
- **Thank you for responding to our Big River Mine for help. Last night on our midnight shift, we had five people in our 3<sup>rd</sup> West entries doing dead work. One of the workers came out to the surface and stated he encountered smoke and deep water in some of the entries. We have tried to contact the other workers, but have had no response.**
- **A fresh air base has been established at the mouth of the section and air is being short circuited across the fresh air base by an exhaust fan that is running and can't be shut off, stalled or reversed. An airshaft has been completed at the face area of the #1 entry. It has been capped but can be used if needed by requesting the cap removal by asking the superintendent.**
- **Power at the present time is off. If the # 1 PUMP pump, is off for an extended period of time, the water in #2 entry will roof. There is also a portable pump in #3 entry that is off at the present time. The pumps are operated by switches located in the command center Any power can be de-energized or energized to the section by requesting power be turned off or on to the section by asking the superintendent for assistance.**
- **We have an outby team standing by to assist you if need be. The map is up to date.**
- **Thank you and good luck.**

# **MINE RESCUE**

## **KEYS TO THE PROBLEM 2015**

- Pump is off in #2 entry.
- Power to the section is de-energized by asking superintendent so the explosive mixture can be removed from intersection in #2 crosscut.
- De-energizing the power to the section also kills the power to #2 pump switch.
- Power must be restored to the section to pump the sump area by utilizing the portable pump for the second vent.
- #1 pump will fail per a placard and water in #2 entry will roof.
- Three timbers can be used to gain access to the shaft area in #1 entry.
- Team must timber the unsafe roof area just outby the airshaft in #1 entry before ventilation can be used from the shaft.
- Team must timber through unsafe roof in #1 crosscut for first ventilation.
- Team must open airshaft cap before blocking off air in fresh air base for second vent to get all the air from the shaft. If built in fresh air base is done before the cap is removed, the fan will be stalled.
- #2 portable pump has to be put in the sump and powered up to pump the sump before smoke can be ventilated past it (not everyone is accounted for). Sump must be pumped before cap is removed from the air shaft or blocked off. Sequence of events last build should be across mouth of the fresh air base for second vent.
- Team must airlock to advance to #1 entry before passing 2 + 25.

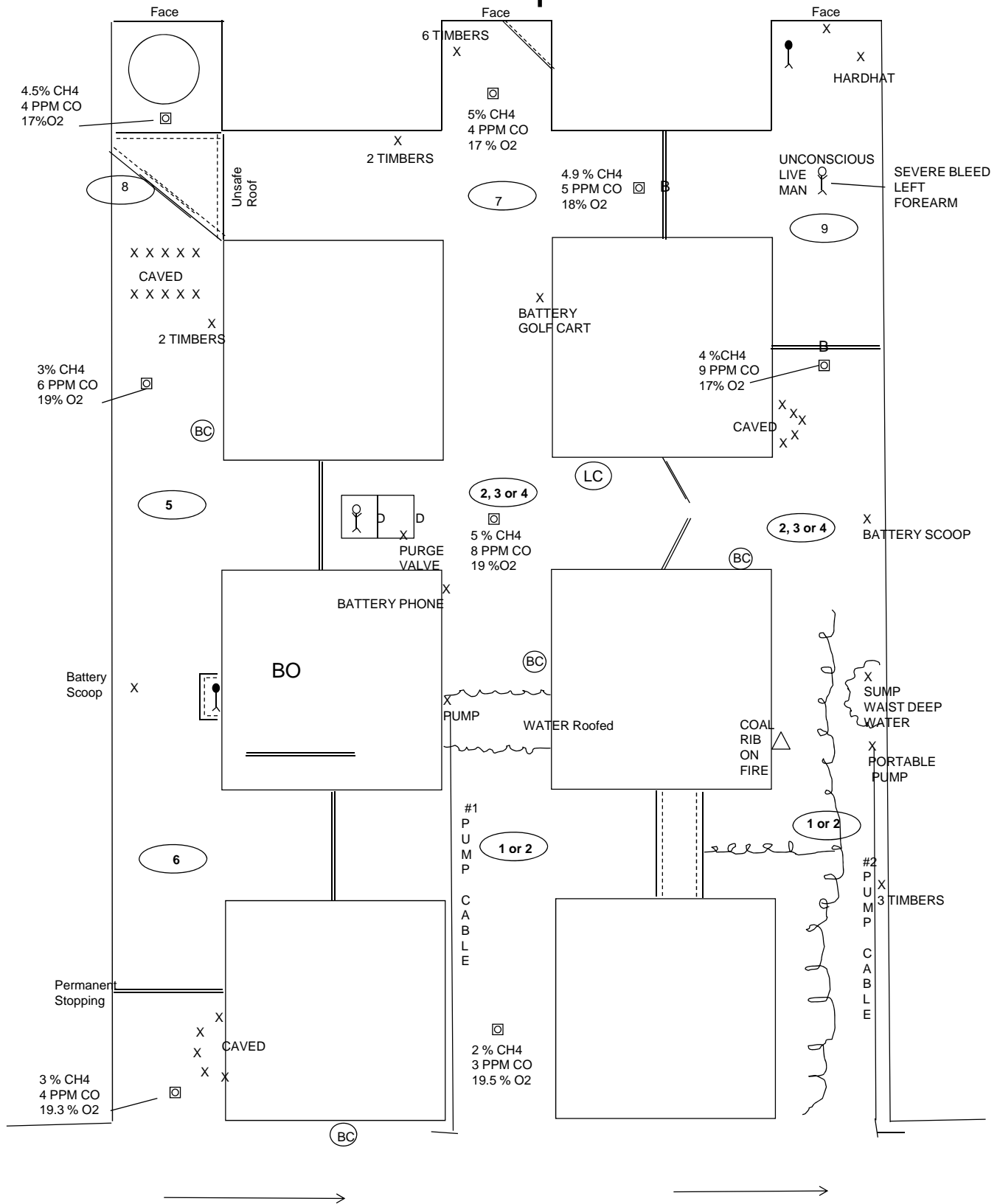
# 2015 Rend Lake Mine rescue Problem



TEAM NO. \_\_\_\_\_  
 FIELD NO. \_\_\_\_\_  
 SCALE 1" = 10'

- FAB MAP
- COMMAND CENTER MAP

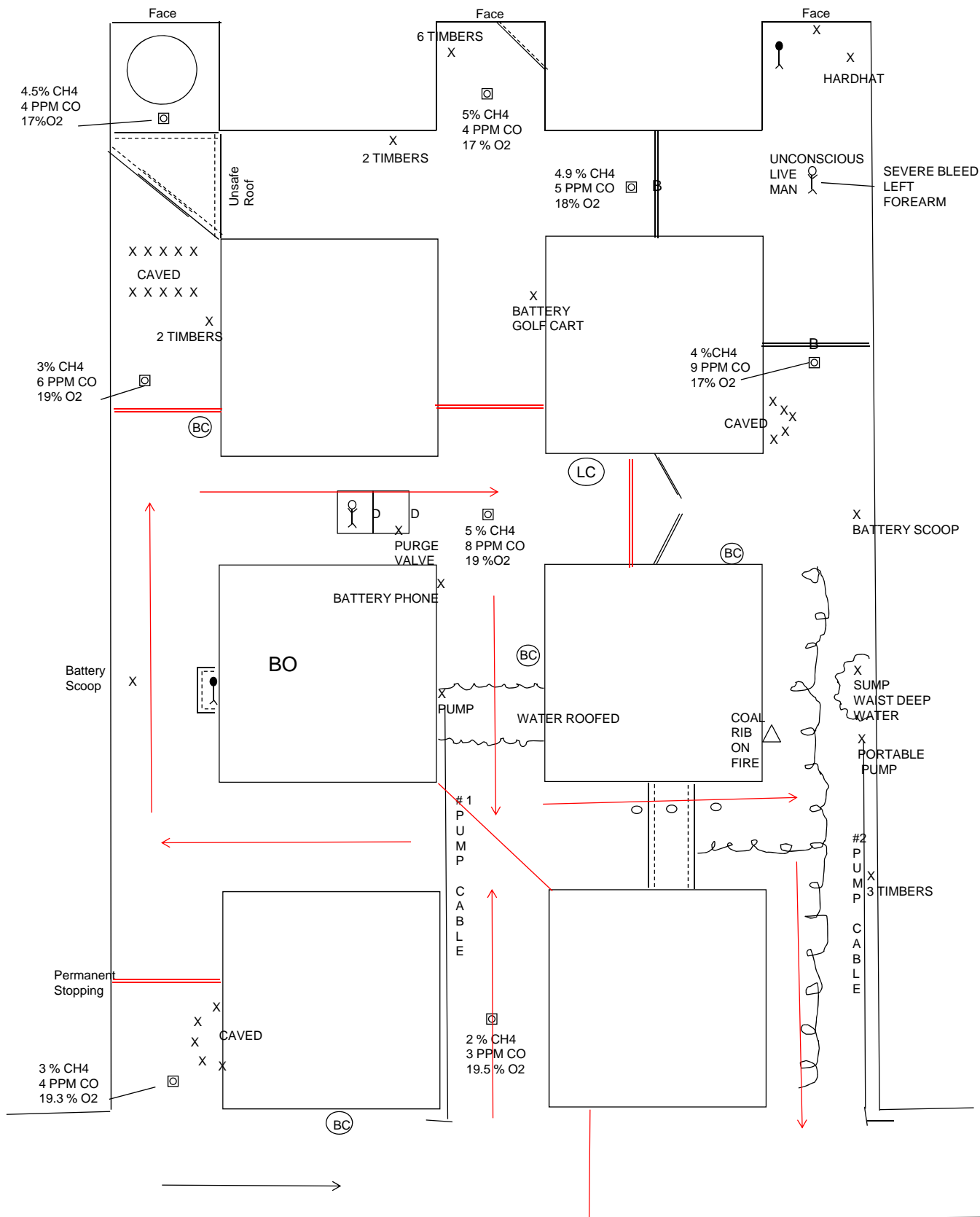
# 2015 Rend Lake Team stops



TEAM NO. \_\_\_\_\_  
 FIELD NO. \_\_\_\_\_  
 SCALE 1" = 10'

- FAB MAP
- COMMAND CENTER MAP

# 2015 Rend Lake First Ventilation



**POWER MUST BE SHUT OFF ON BOTH PUMPS  
BEFORE VENTILATING**

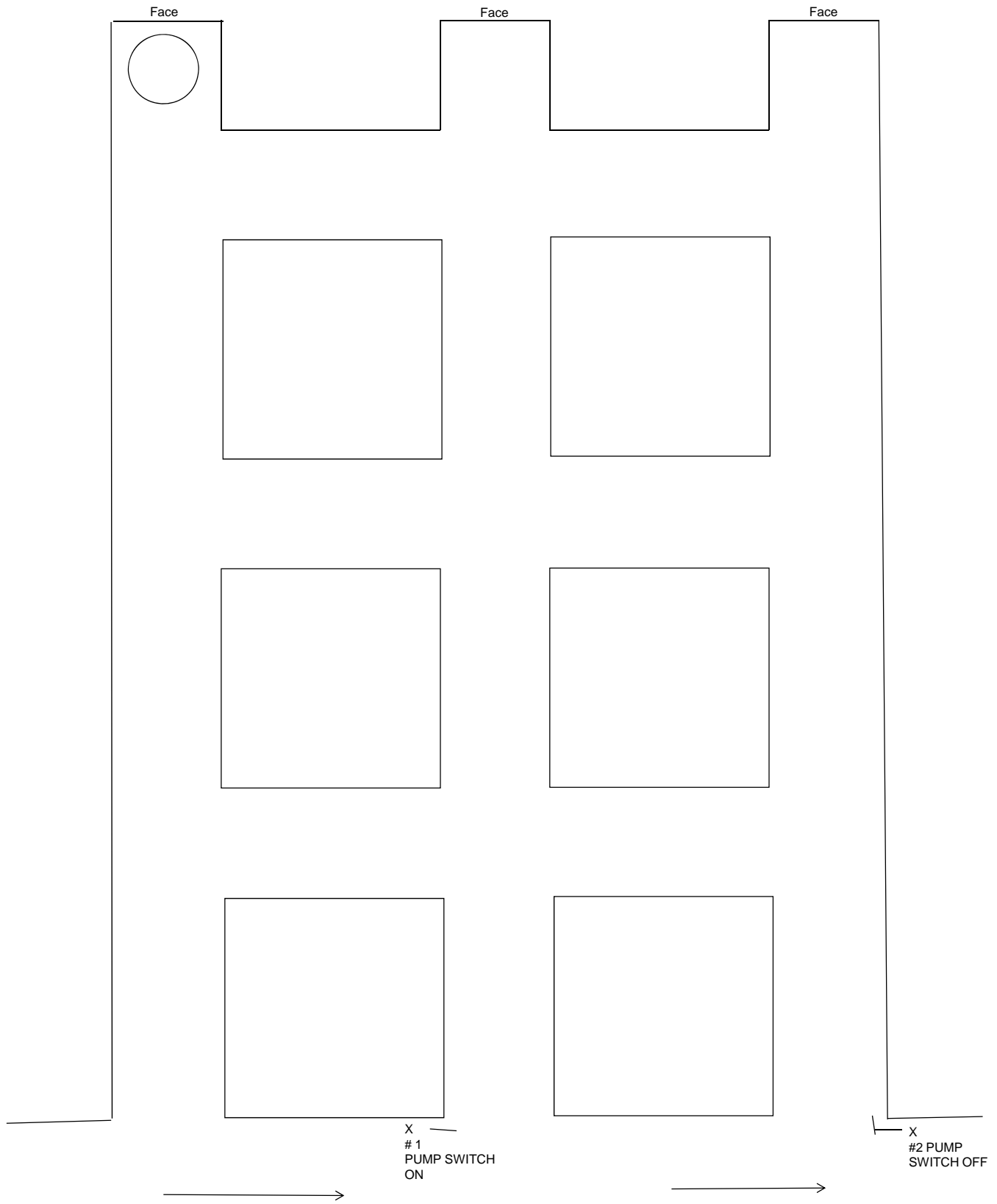
TEAM NO. \_\_\_\_\_  
 FIELD NO. \_\_\_\_\_  
 SCALE 1" = 10'

- FAB MAP
- COMMAND CENTER MAP





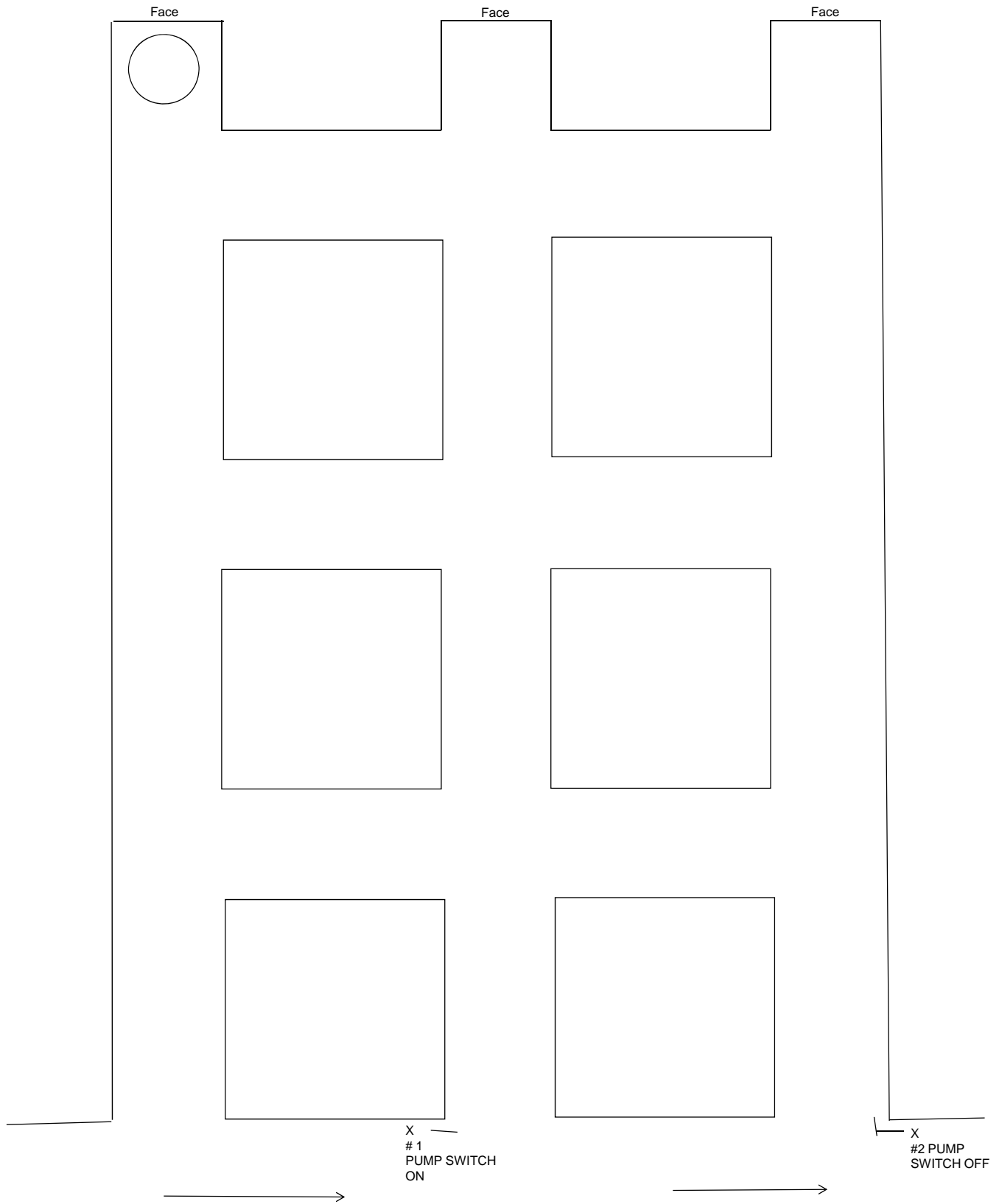
# 2015 Rend Lake



TEAM NO. \_\_\_\_\_  
FIELD NO. \_\_\_\_\_  
SCALE 1" = 10'

 TEAM MAP

# 2015 Rend Lake



TEAM NO. \_\_\_\_\_  
FIELD NO. \_\_\_\_\_  
SCALE 1" = 10'

- FAB MAP
- COMMAND CENTER MAP