

### Price Utah Day 1 Problem

Explore the entire mine if it can be done  
safely.

Account for the missing miners.

## 2015 Price Utah Day 1

Thank you for responding to our mine emergency. Yesterday, miners were in the 2 left development section working. The afternoon shift examiner encountered an explosive mixture in # 2 entry at crosscut 12 and called for an immediate mine wide evacuation. The 10 miners working inby this area did not come out and we have had no contact from them. A fresh air base has been established in crosscut 12. A Command Center has been set up outby the fresh air base. Any electrical power is controlled through switches in the command center. The fan on the surface is running, exhausting, guarded and cannot be reversed. All officials and backup teams are present. The mine map is not up to date. We are making every attempt to get one for you.



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Judges Instructions

1. Initial opening checks of each entry.

2. **Team stop 1** - (apparatus check required) missing person can be seen in xc between 2 and 3 entry.

3. **Team stop 2** - smoke found in xc 2 between 2 and 3 entries. Live conscious pt. with life threatening bleeding found in smoke. Full assessment, treatment of bleeding w/ gloves, and respiratory protection required then pt. can walk out to fresh air base. Team must tie across to 3 entry due to smoke in xc 2.

4. **Team stop 3** - fire can be extinguished in by.

5. **Team stop 4** - xc 1 and 3 entry now explored out by xc 2.

6. **Team stop 5** - teams required to airlock into second 2nd xc from 2 entry and tie out by.

7. **Team stop 6** - 1 entry now explored

8. **Team stop 7/8** - optional due to contaminants in both 2 and 3 entry. Once team reaches xc 3 in 3 entry, barricade is reached, response from barricade is "Help, it's airtight behind me". Team does not have enough materials to breach barricade and must continue exploring.

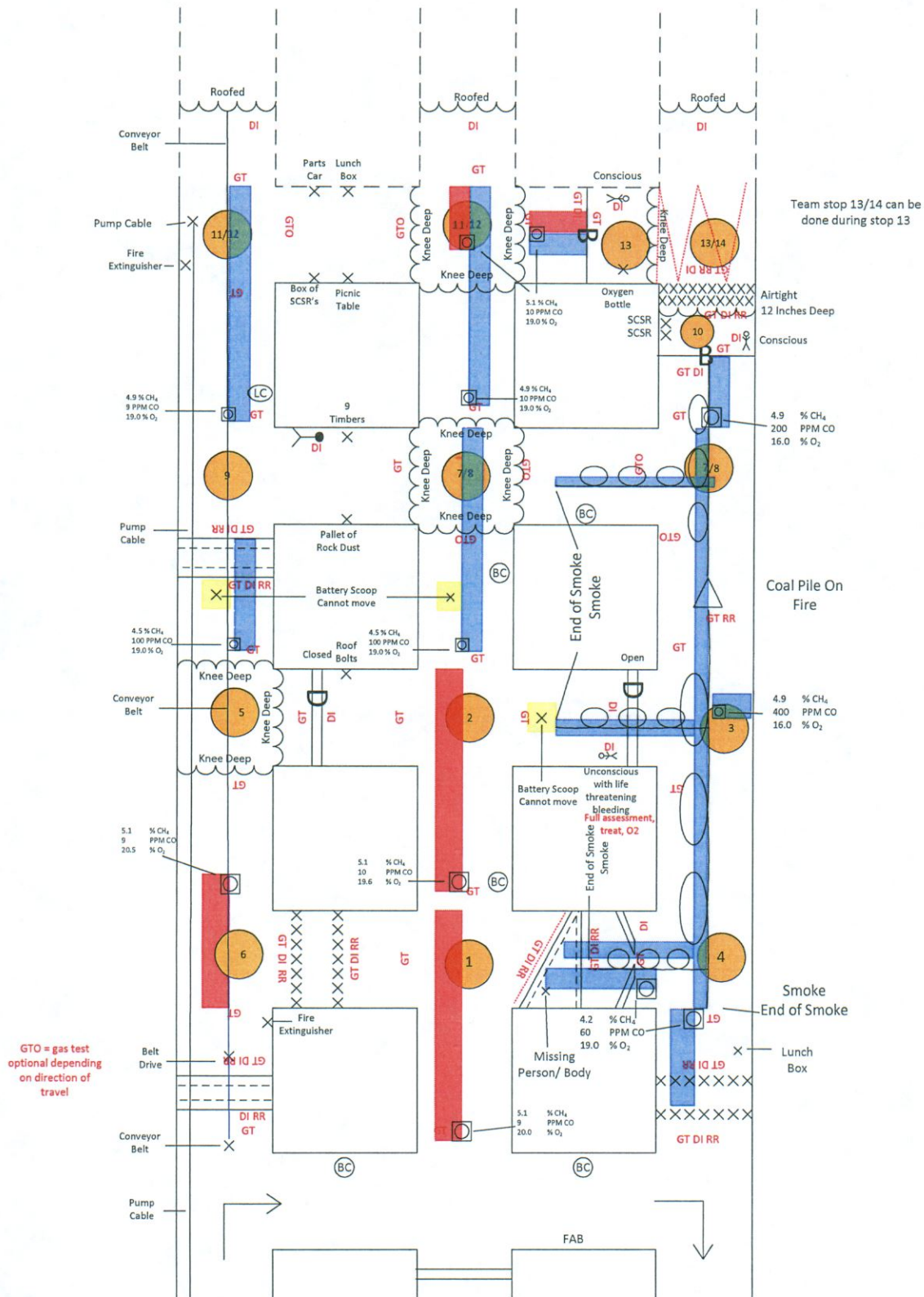
9. **Team Stop 9** - # 5 man cannot advance beyond timbers - rule 41 c 1 - Team must return to xc 1 between 2 and 3 entries and timber into unsafe roof and touch and DI body. If captain made all areas from team stop 9, team has materials to vent barricade in 3 entry.

10. **Vent 1** - remove explosive gas in 1 and 2 entries.

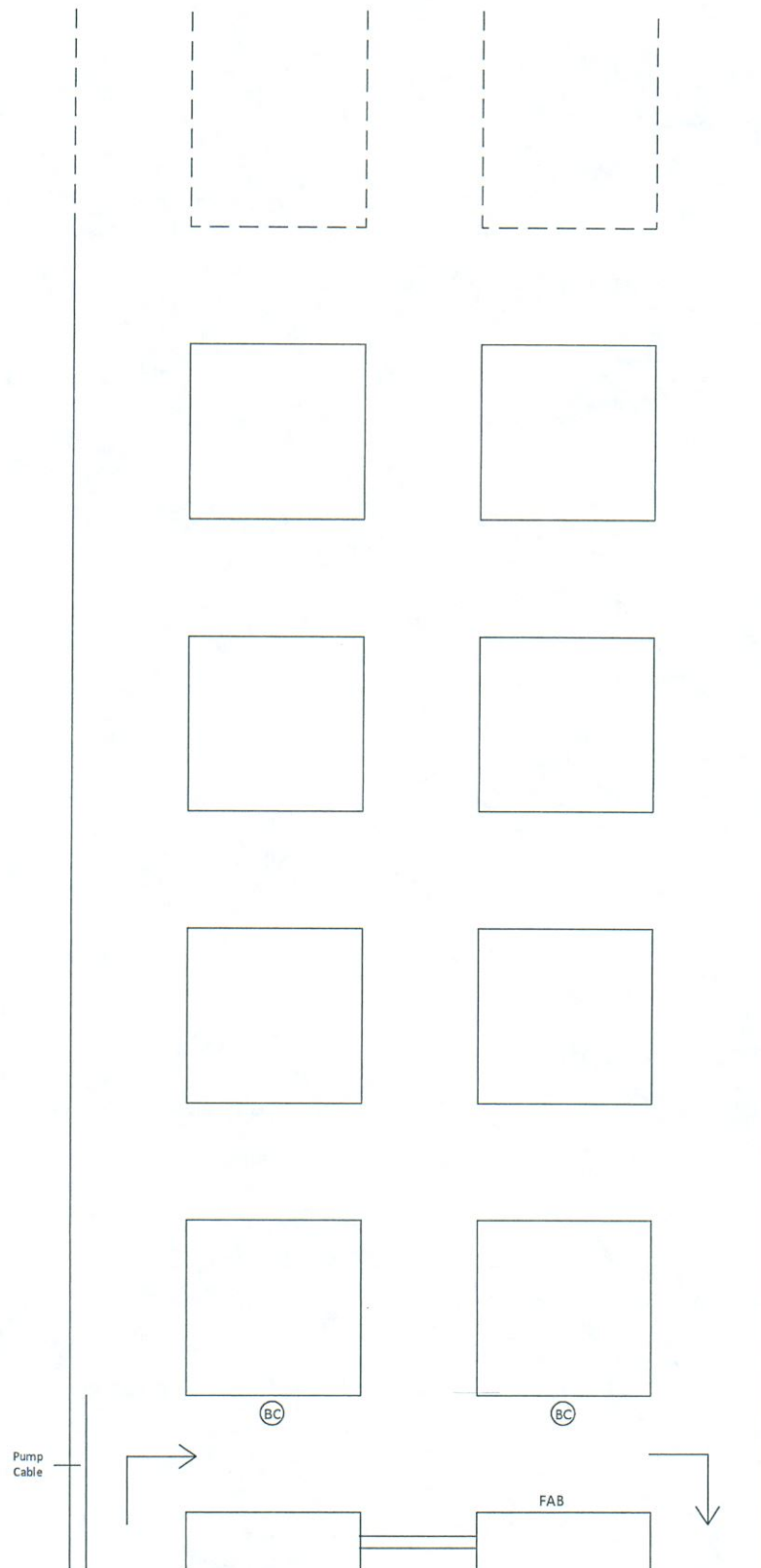
11. **Vent 2** - clear gases in front of barricade 1 in 3 entry.

12. **Team stop 10** - remove pt. from barricade 1 to FAB.

13. **Team stop 11/12** - optional due to contaminant in 1 and 2 entries. Explosive mixtures encountered in 2 entry and 4 xc 2-3. Barricade 2 encountered, response from barricade is "Help, it's airtight behind me". If team has explored crosscut 4, they have enough information to vent gases



Final Vent





VENT 1

