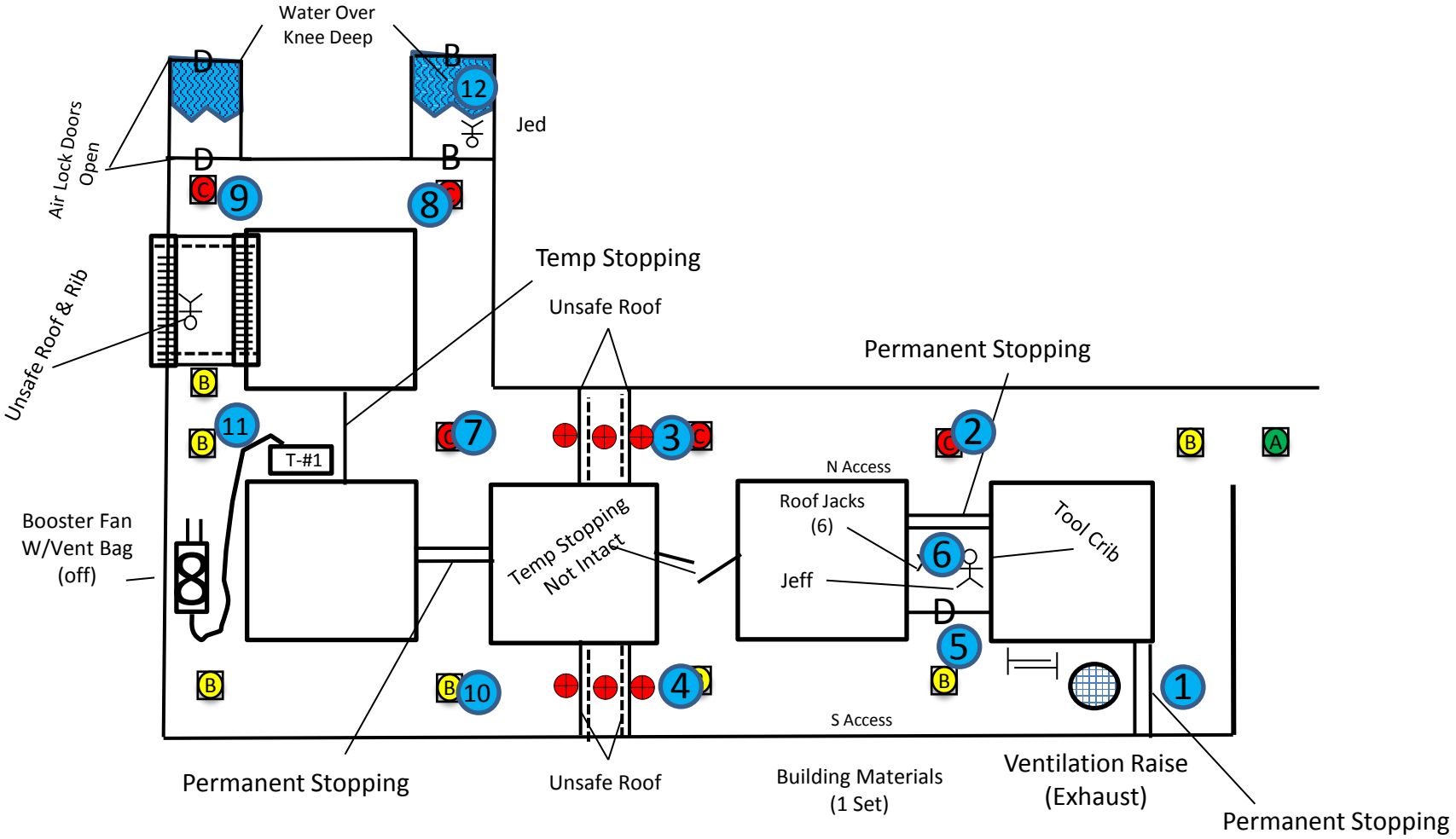
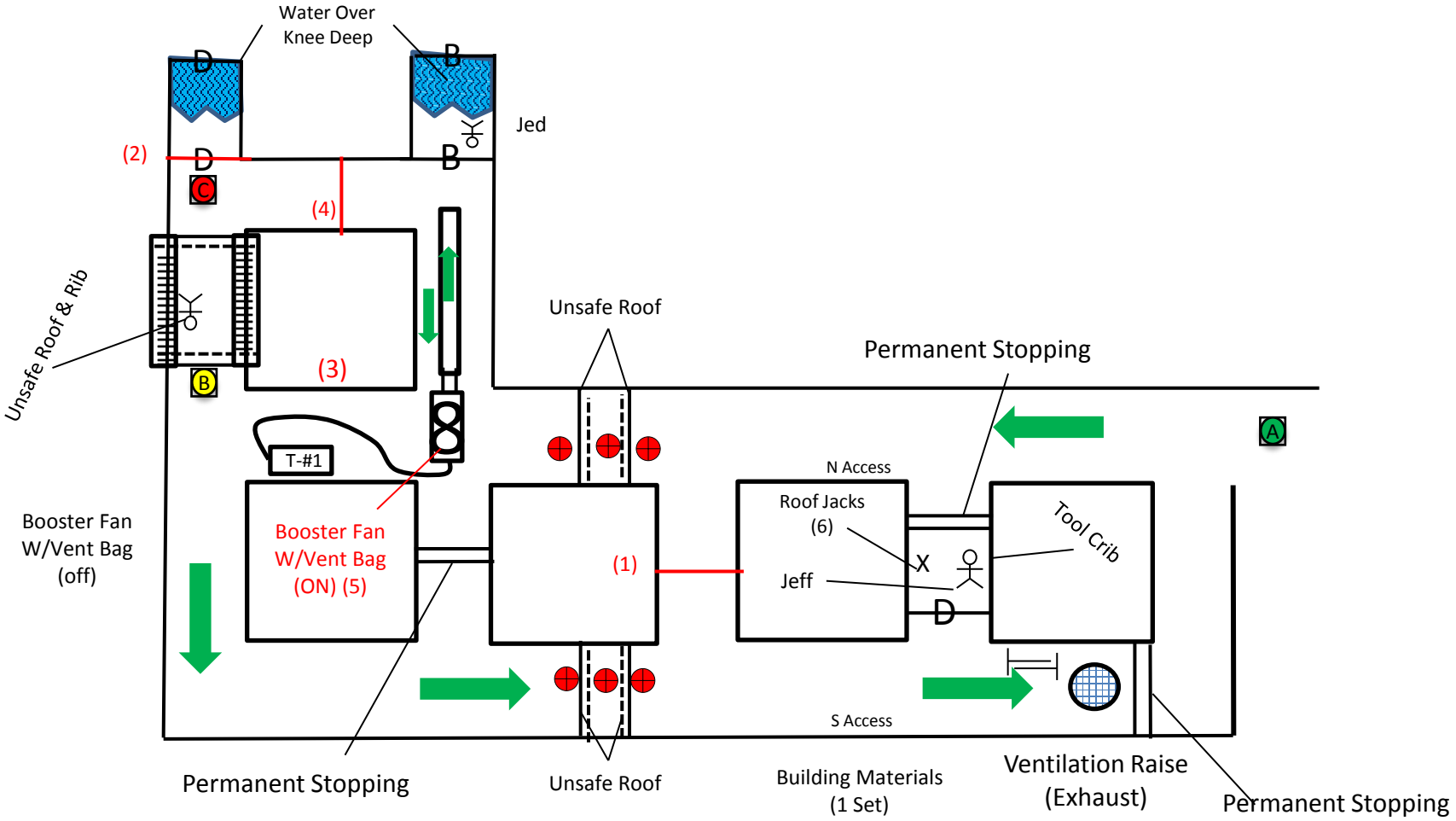
Day 1 Surface Map



GAS PLACARD KEY

- A = Clear air
- B = 17.9 % O_2, CO - 1150 ppm, CH4 – 0%, Light Smoke
- C = 16 % O_2, CO - 4000 ppm, CH4 – 0%, Heavy Smoke

Day 1 Surface Vent Map



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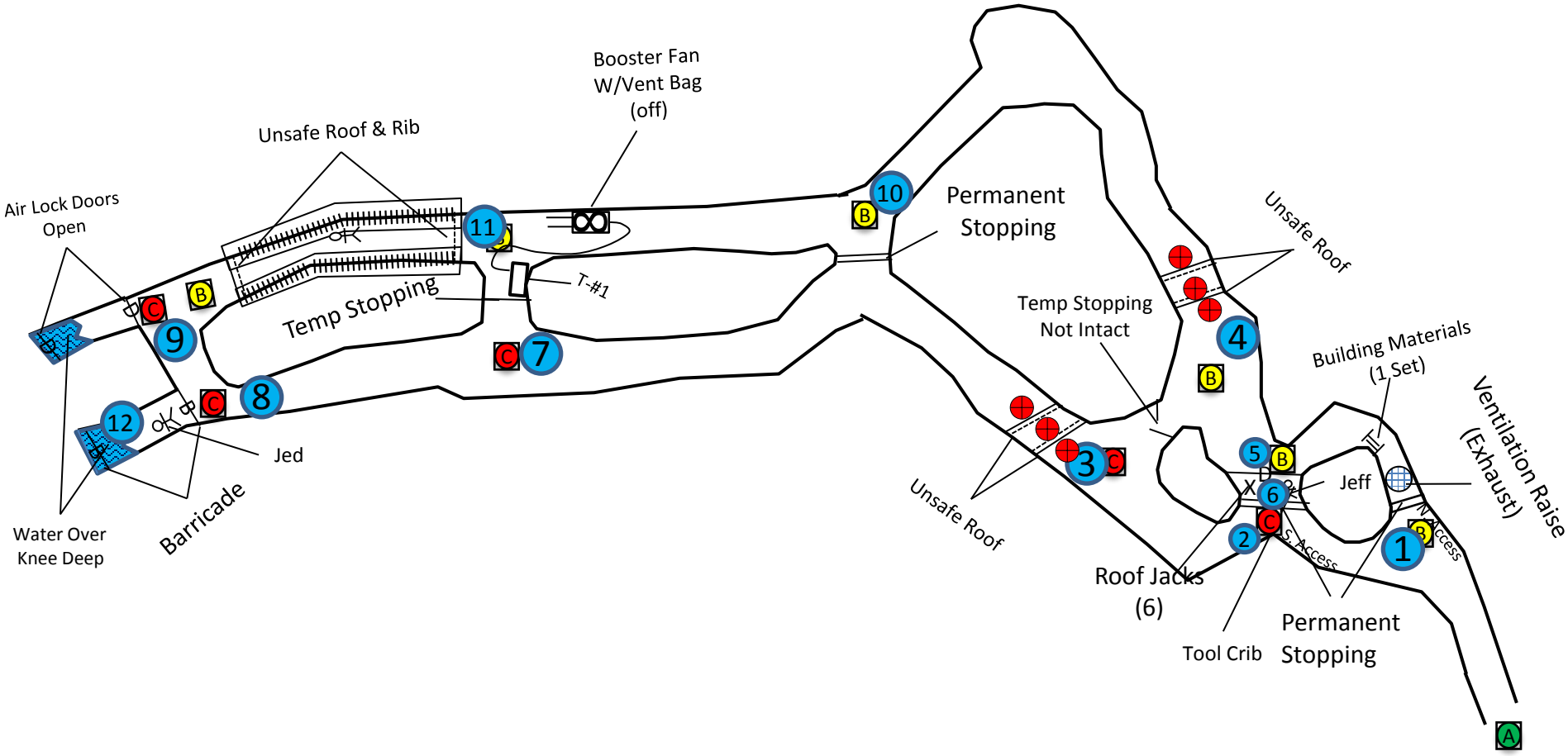
N

Ventilation Solution Map

- (1) Repair Temp Stopping (not intact)
- (2) Close the Air Lock Door
- (3) Tear down the Temp Stopping next to the transformer.
- (4) Build Temp Stopping to protect unexplored area.
- Turn the exhaust fan ON
- (5) Move the booster fan to the S Access, extend the vent bag to the barricade, & turn on the booster fan.



Day 1 Wheeler Map

Day 1 Solution Map

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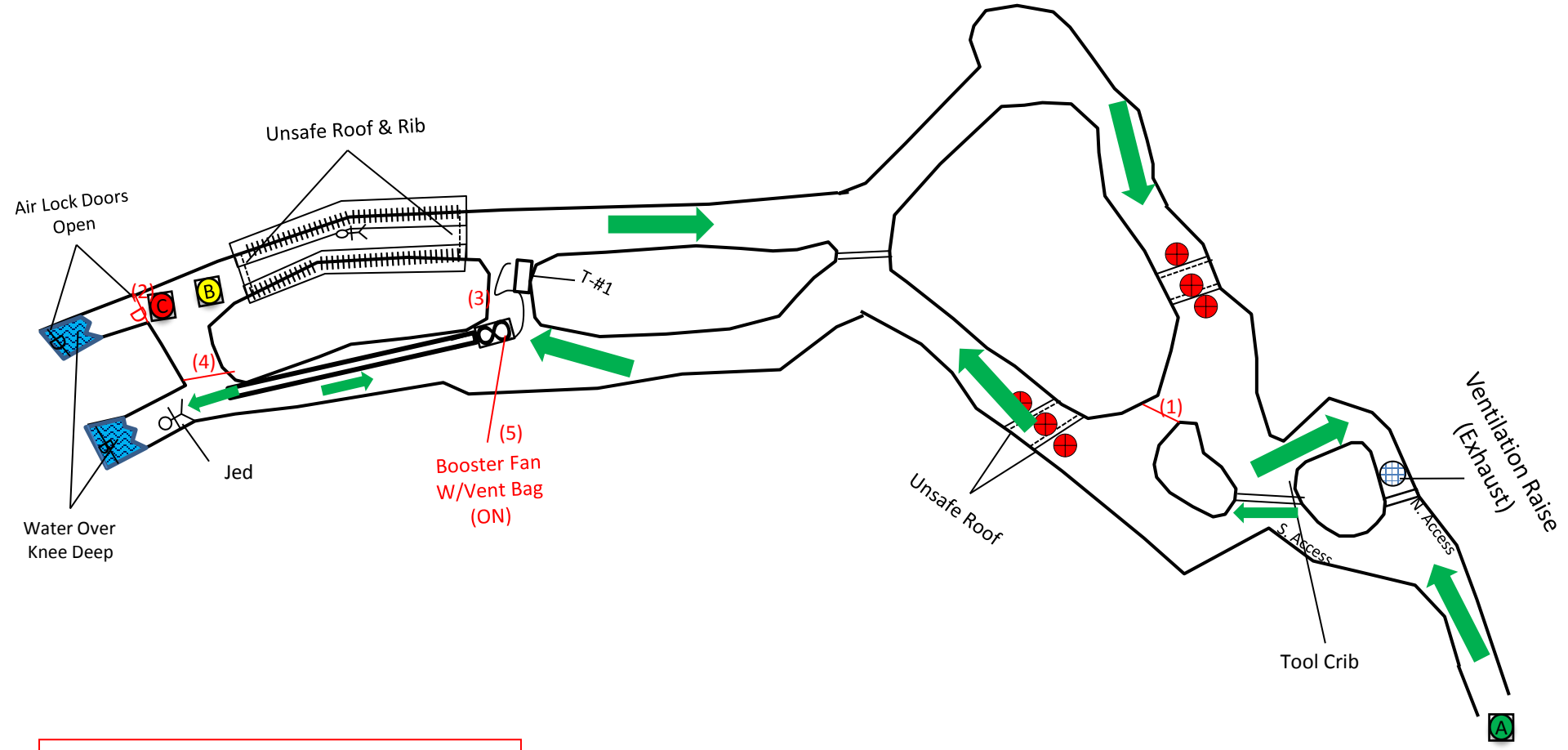

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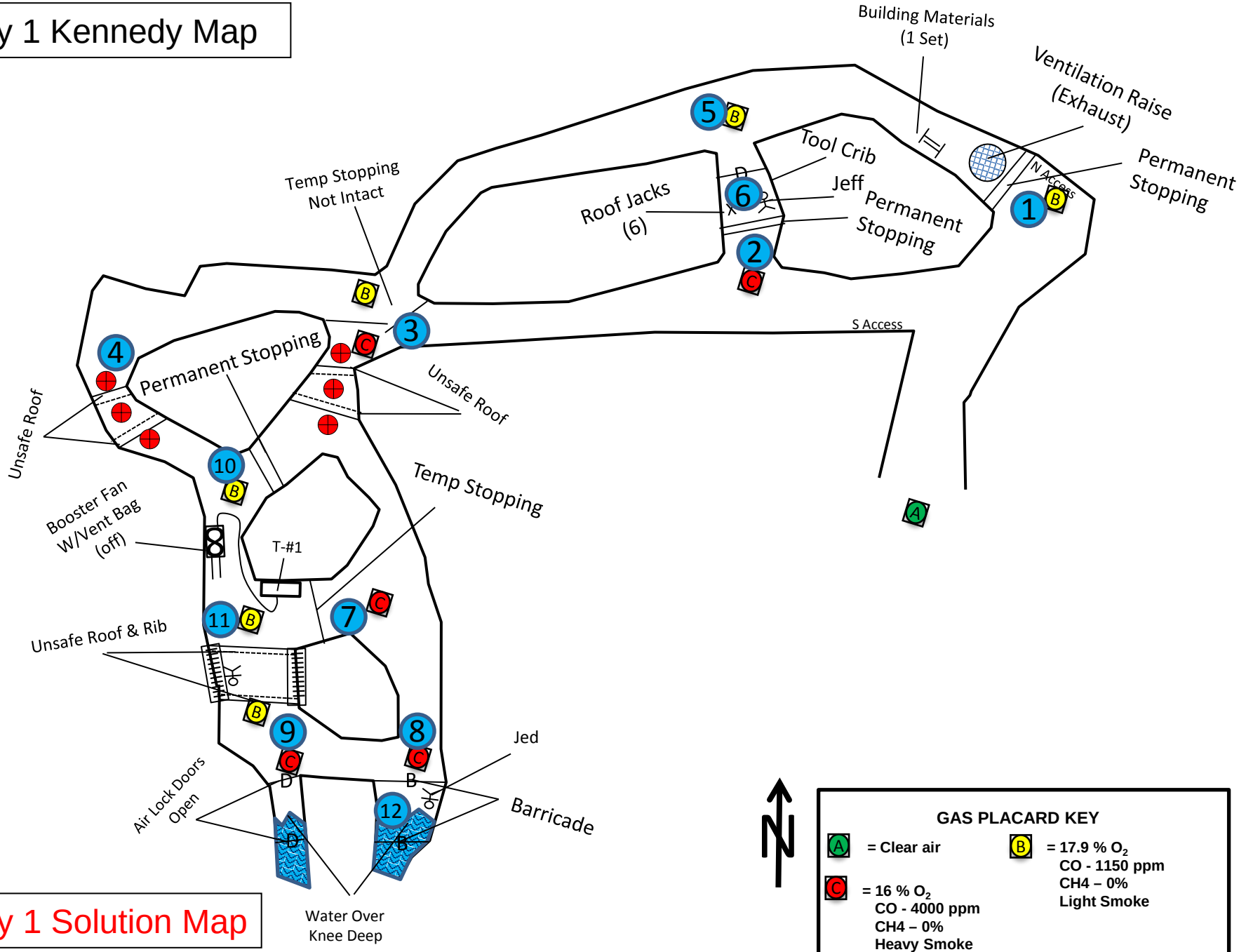
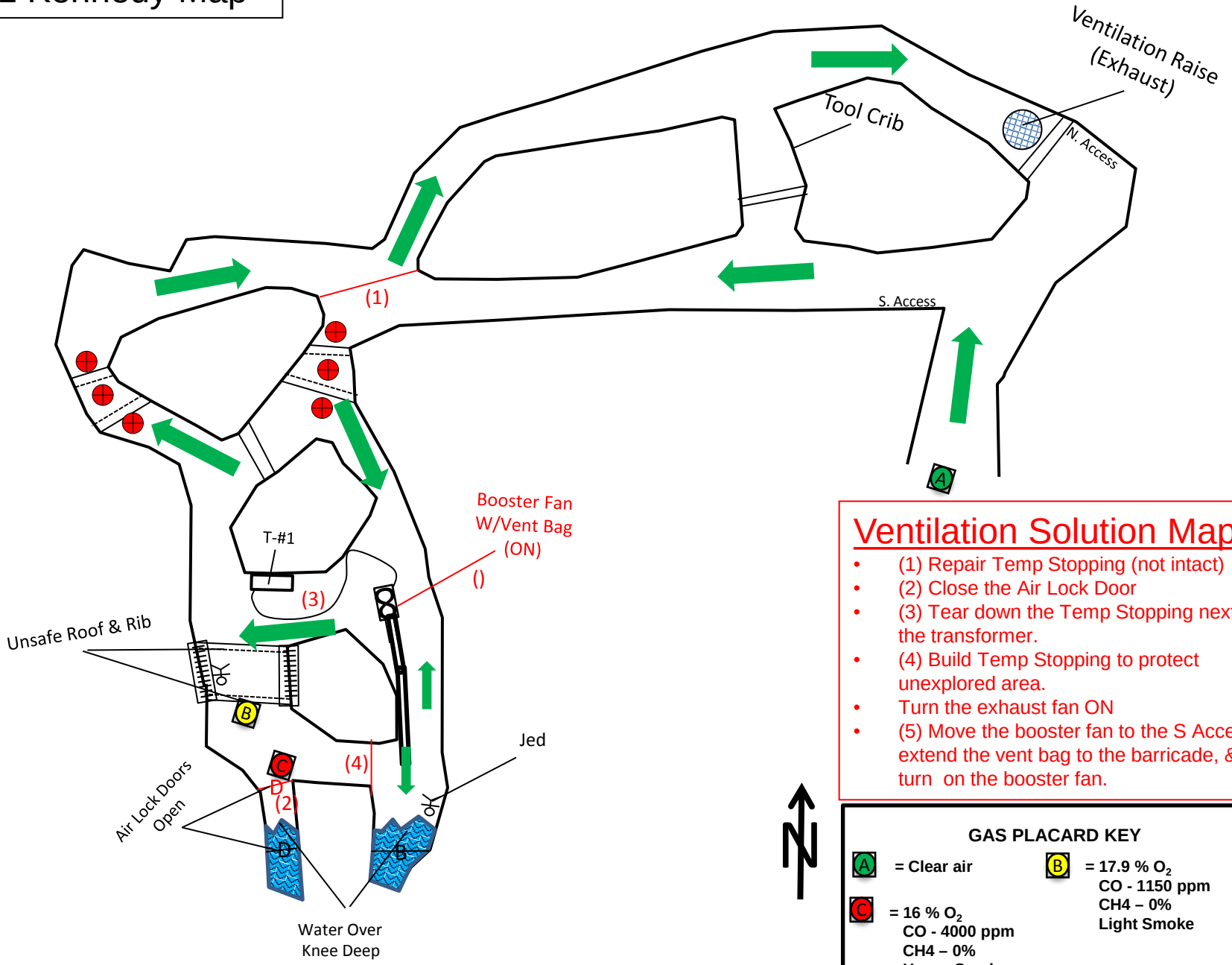
Day 1 Kennedy Map



Day 1 Solution Map

Day 1 Kennedy Map



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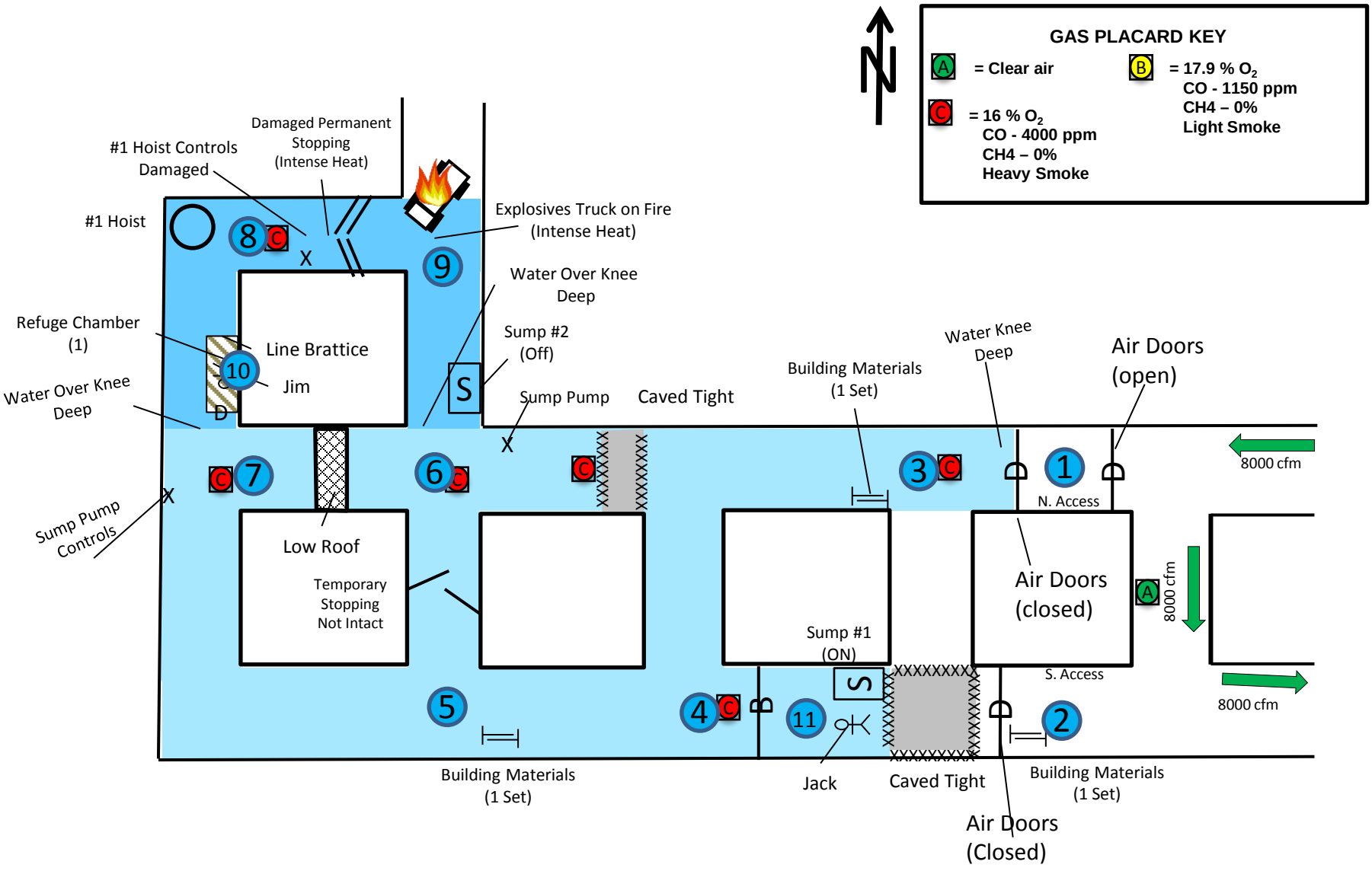
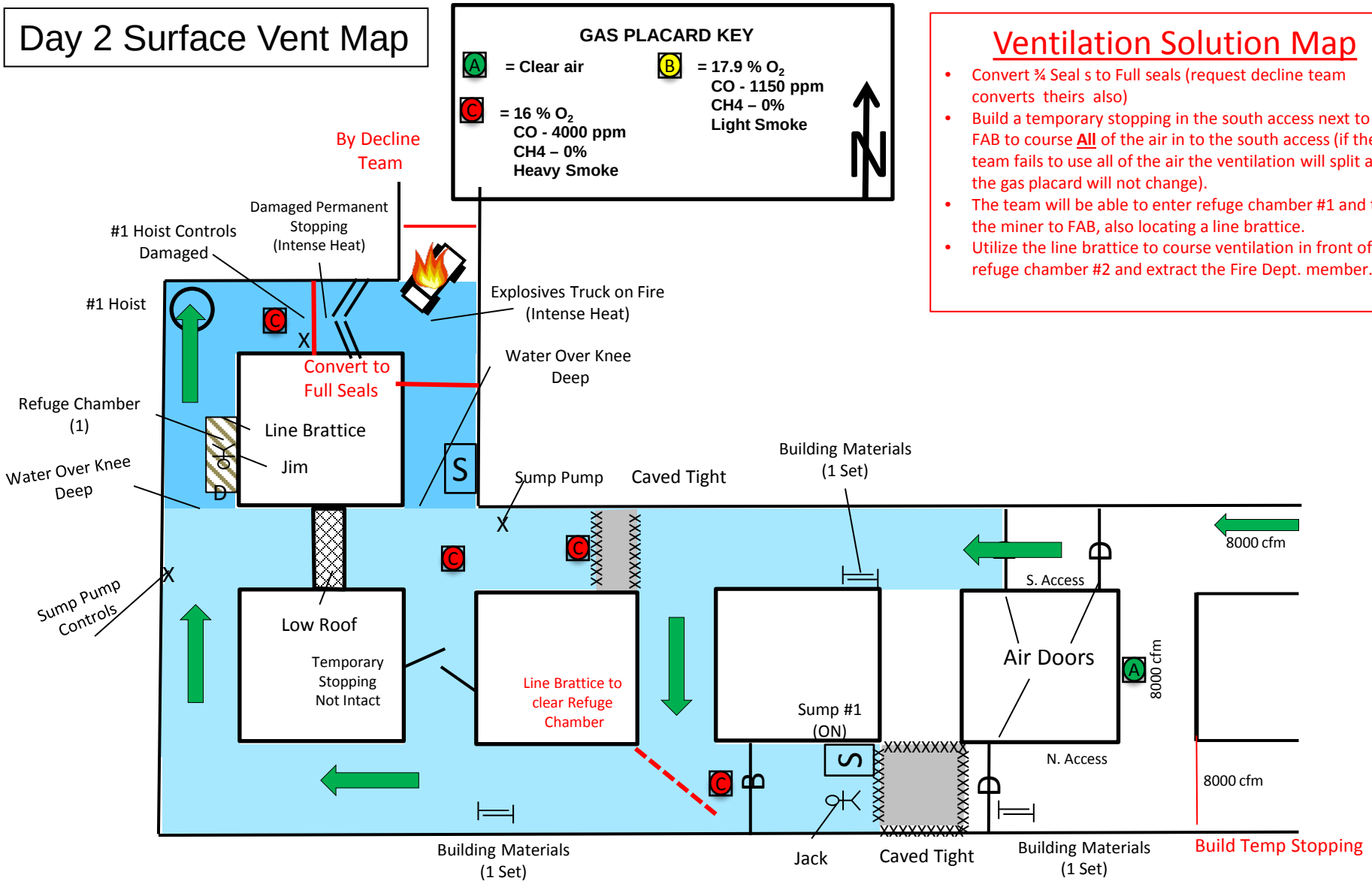
Day 2 Surface Map



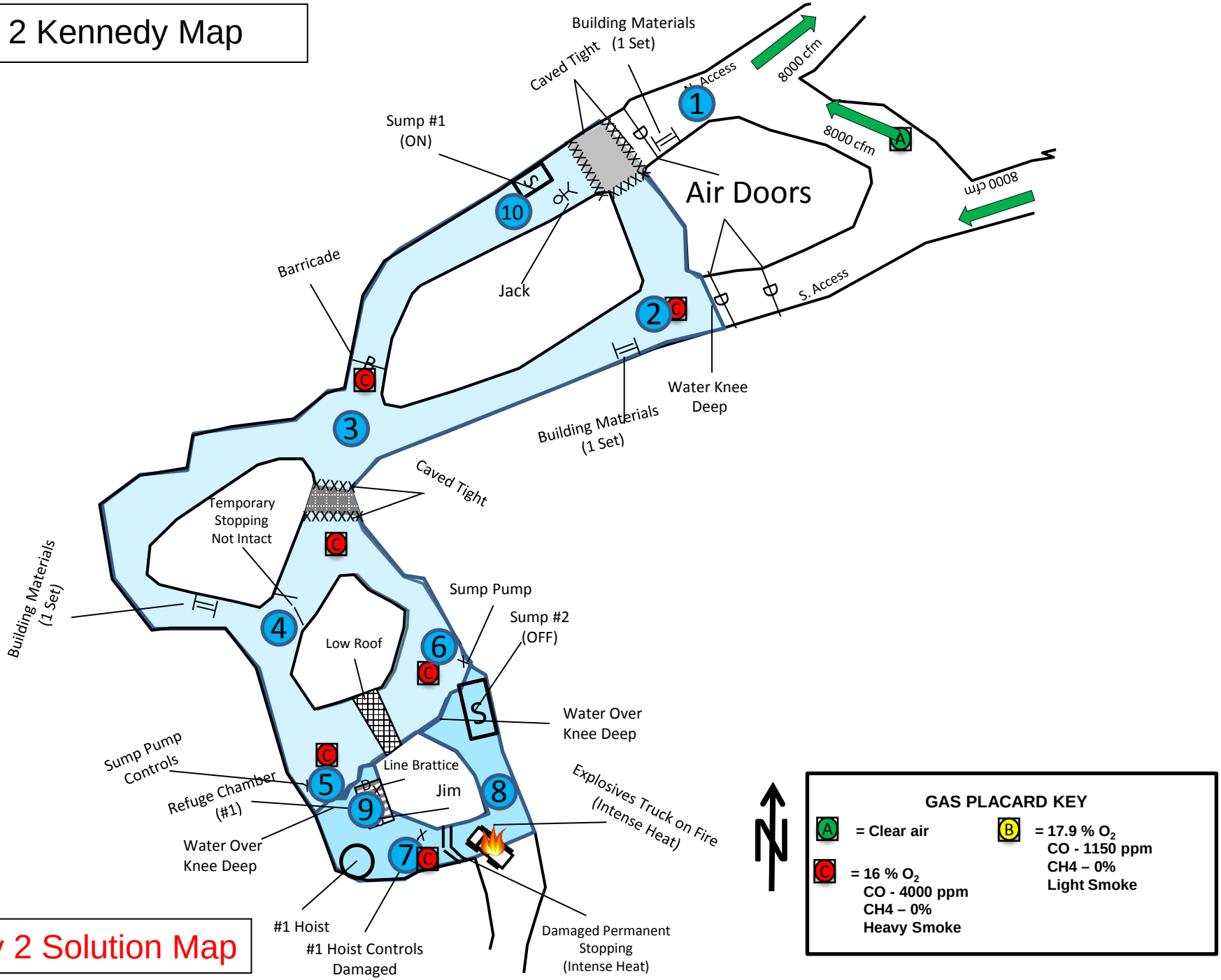
Day 2 Surface Vent Map



Ventilation Solution Map

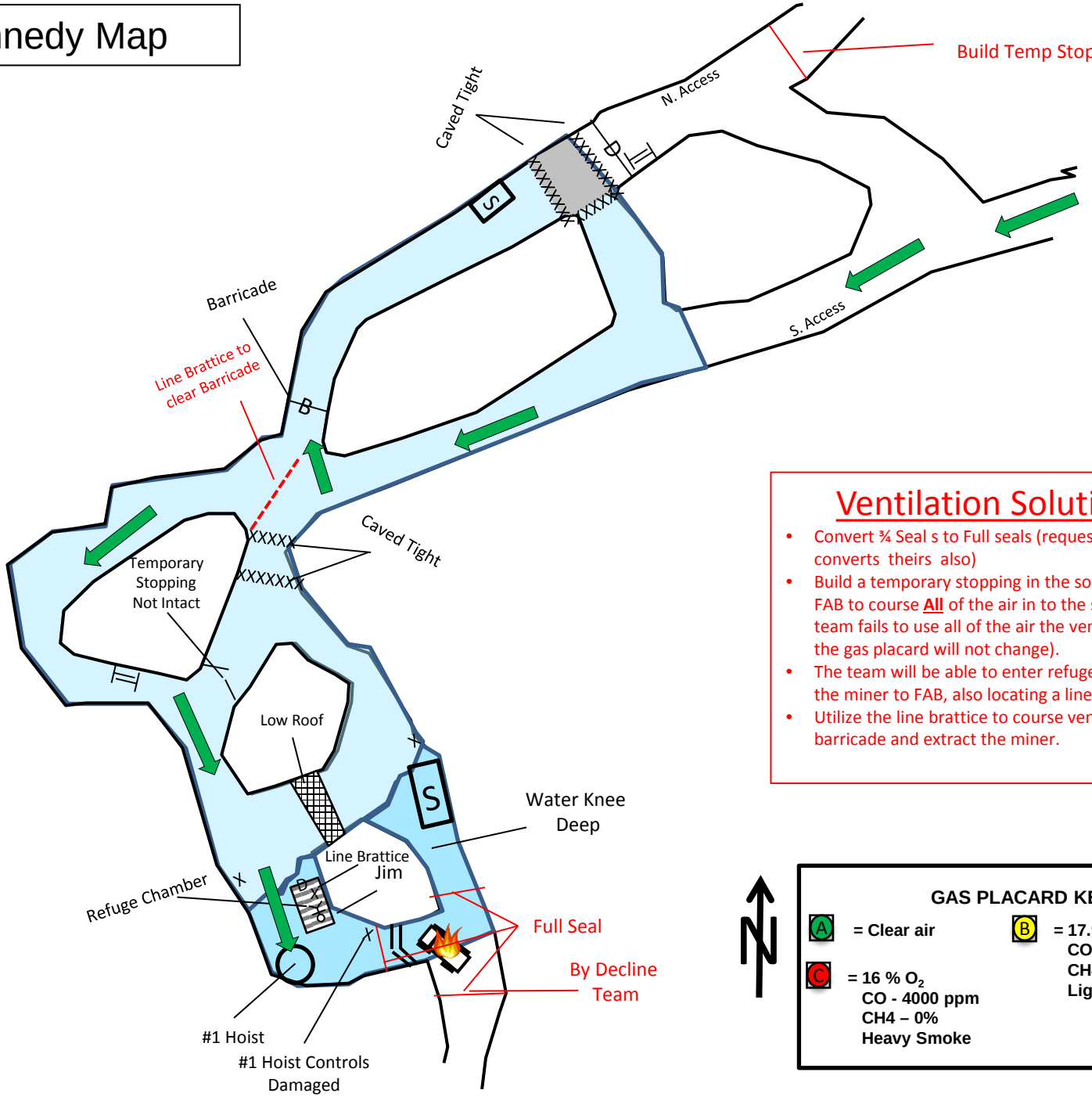
- Convert ¾ Seal s to Full seals (request decline team converts theirs also)
- Build a temporary stopping in the south access next to the FAB to course **All** of the air in to the south access (if the team fails to use all of the air the ventilation will split and the gas placard will not change).
- The team will be able to enter refuge chamber #1 and take the miner to FAB, also locating a line brattice.
- Utilize the line brattice to course ventilation in front of refuge chamber #2 and extract the Fire Dept. member.

Day 2 Kennedy Map



Day 2 Solution Map

Day 2 Kennedy Map



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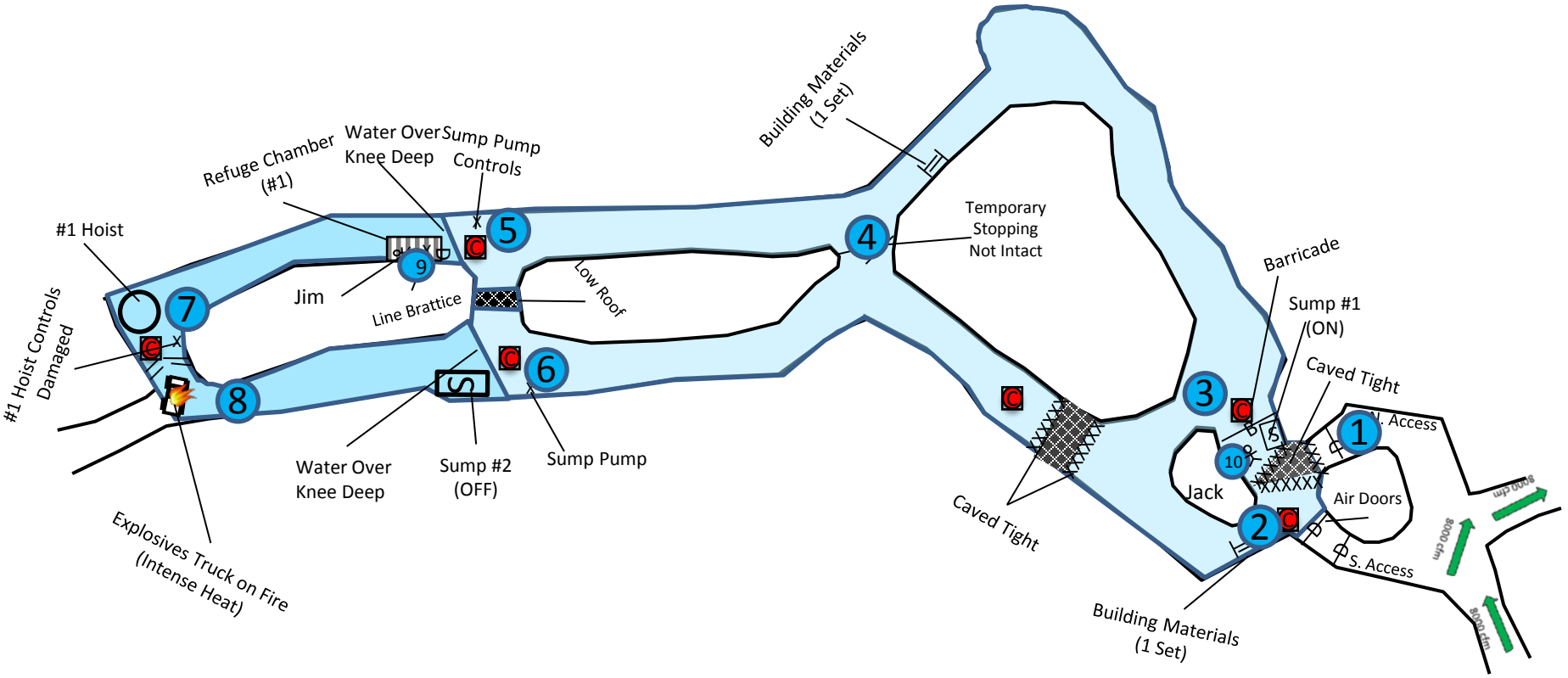

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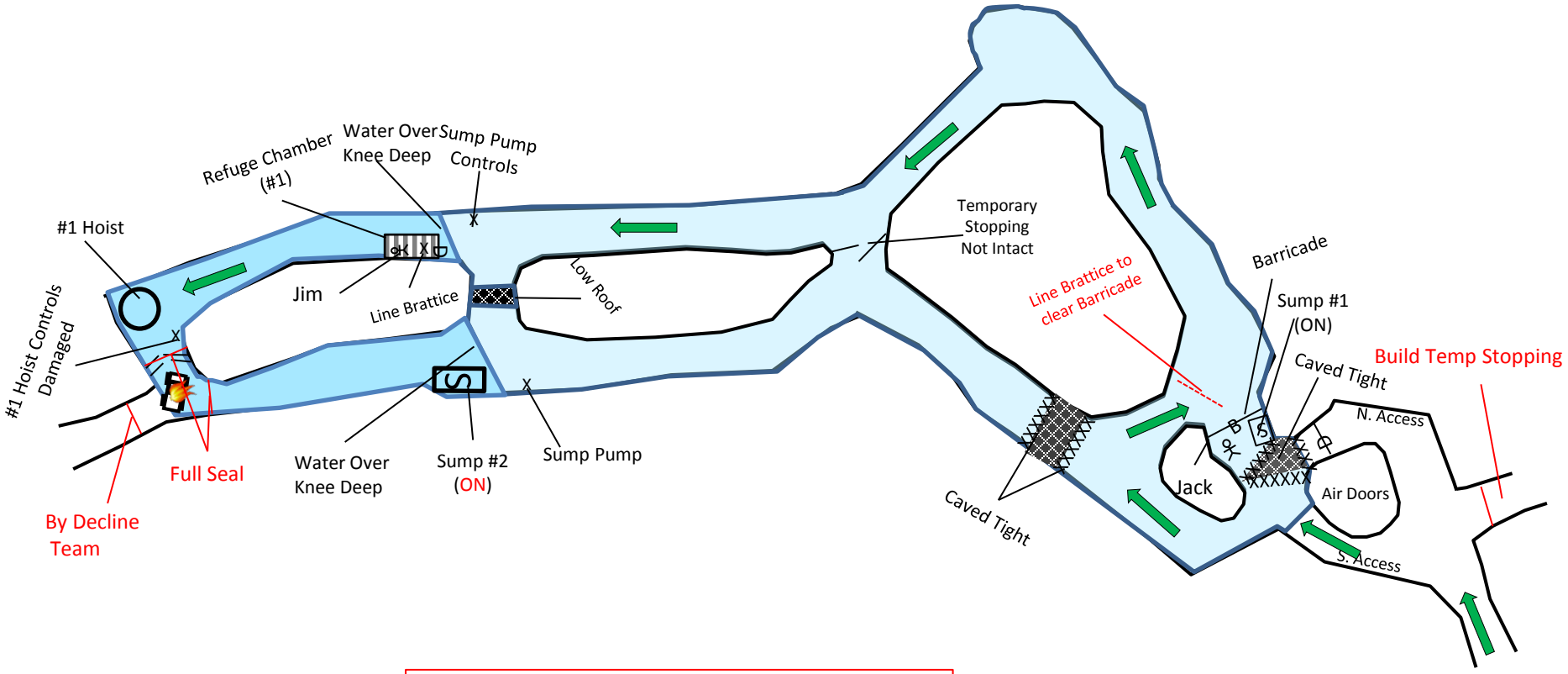

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