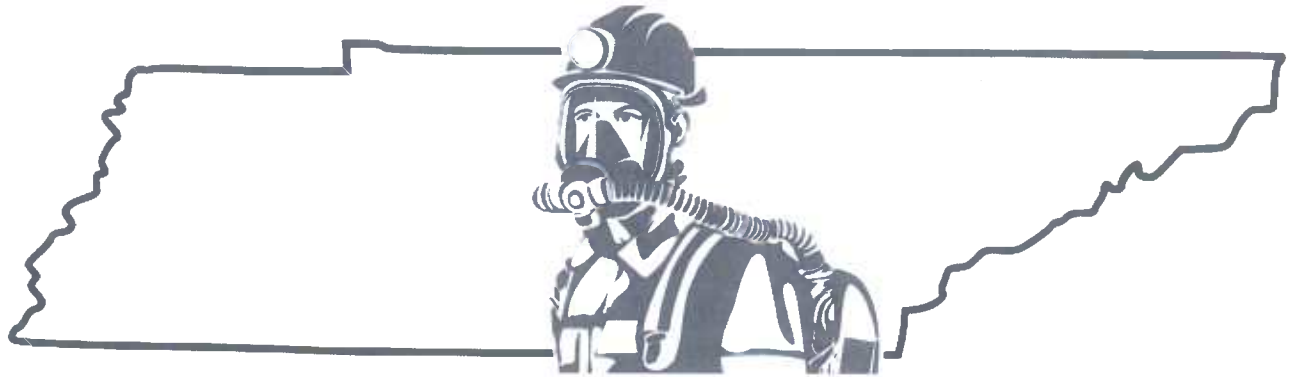


# **2016 TENNESSEE COVE LAKE MINE RESCUE CONTEST**



**DAY 2**  
**THURSDAY, 9 JUNE**

**COVE LAKE STATE PARK**  
**CARYVILLE, TN**

## 2016 TENNESSEE COVE LAKE MINE RESCUE CONTEST

### DAY 2 TEAM STATEMENT

Thank you for coming to our assistance. You are located at mouth of the southwest panel of Tennessee Rocky top Mine. This mine has a history of high methane levels and bad roof. We are in the process of establishing a new ventilation shaft to improve the air velocity on the sections. The shaft has been completed and is ready for use; however we have been experiencing roof issues and have been installing additional support in the area. There have been temporary stoppings installed to prevent any ventilation changes during the shaft construction.

The day shift crew entered the mine to support some poor roof and do some clean-up work to allow installation of ventilation controls so we can start using the new air shaft. Three hours ago one of the crew came staggering out of the mine and said he heard a loud explosion so he came to the surface. He stated that the other 4 crew members were still on the section. We have not been able to contact any of the remaining 4 miners.

Rescue teams have explored up to this point and a fresh air base has been established at this location. The temporary stoppings are still intact and the ventilation is short circuited at the fresh air base. Ventilation will immediately reroute to the air shaft if any one of the temporary stoppings are removed.

The mine map is up-to-date. A backup mine rescue team is on standby. State and Federal agencies are in the command center and in communication with the briefing officer and command center attendant.

The blowing fan cannot be reversed, stalled or turned off.

You can begin when you are ready. Good luck and be safe!

## **PROBLEM**

**ACCOUNT FOR ALL MISSING MINERS  
AND BRING SURVIVORS TO THE  
F.A.B.**

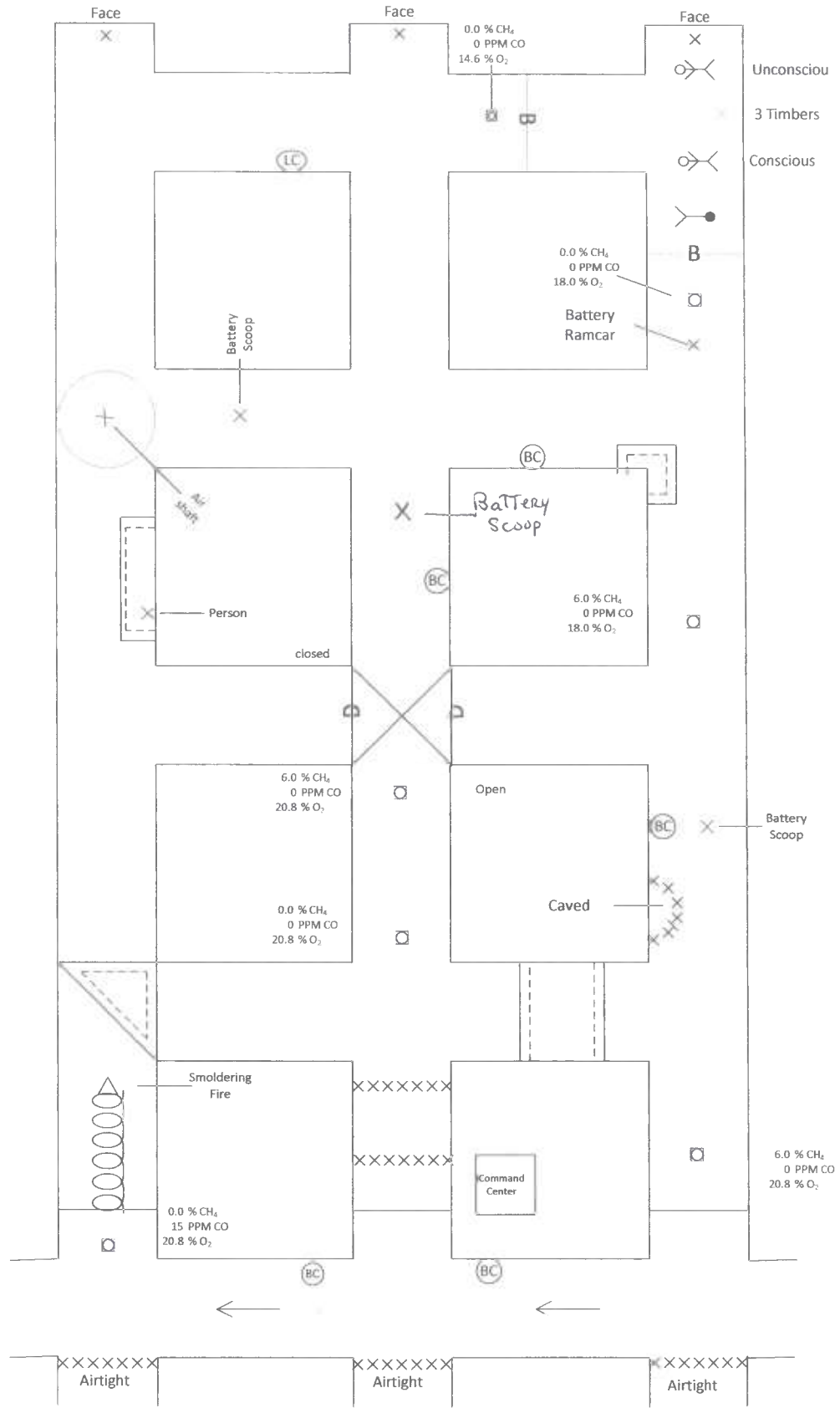
**EXPLORE ALL AREAS OF THE MINE  
THAT CAN BE DONE SAFELY**

**TEAMS CAN ONLY CARRY TWO SETS  
OF BRATTICE CLOTH WHILE  
ADVANCING OR RETREATING.**

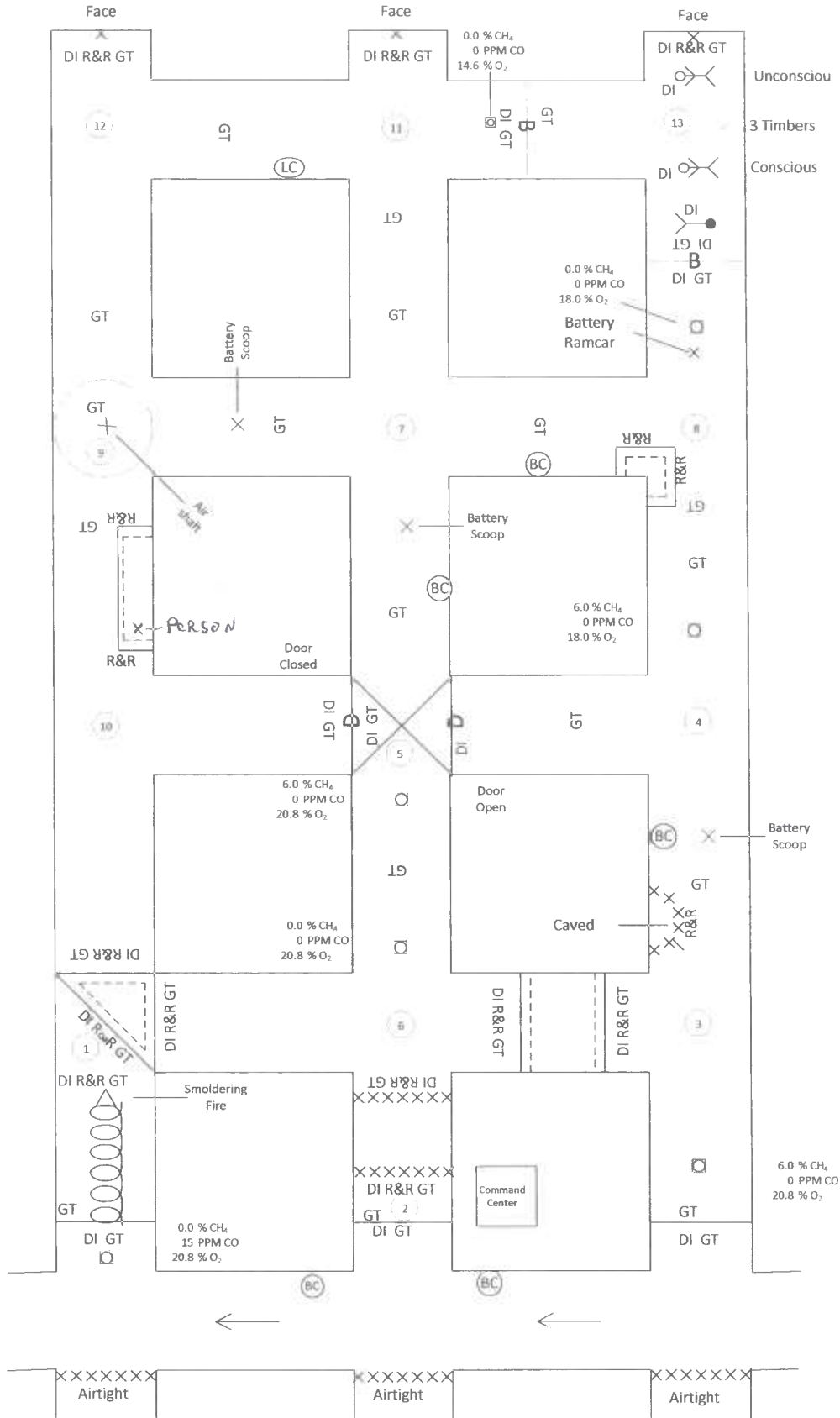
**THE BLOWING FAN CAN NOT BE  
STALLED, REVERSED OR TURNED  
OFF.**

**Help! Get us  
out. We have  
a solid face  
and there are  
3 of us in  
here!**

TN Cove Lake 2016 Contest – Day 2



Scale: 1"=10'



Scale: 1"=10'

## **TEAM EXPLORATION**

### **TEAM STOP #1**

The team will check all 3 opening but can check only up to the temporary stoppings. The team will enter No. 1 or 2 by airlocking due to contaminant in No. 1 entry. The team should make their 50 foot apparatus check at first location the team airlocks into the mine. If they enter No. 1 they will be in smoke immediately, so everyone should be on life line when captain takes his gas test. They will find a fire which will require an R&R test before extinguishing it. They will find "end of smoke" card at this location. They will examine up to the loose roof in the first intersection. The captain will do a Roof & Rib test at loose roof and a Gas Test will be taken. They will retreat back out.

### **TEAM STOP #2**

The team will enter No. 2 if they chose to enter No. 1 first or vice versa if they entered No. 2 first. The team will find a caved area and the captain should take a gas test since there is little room and the entire team will not enter. A Gas test will be taken at the loose roof along with an R&R test.

### **TEAM STOP #3**

The team will airlock into the No. 3 and travel up to the first intersection. The captain will do an R&R test at the loose roof in the crosscut and caved area inby location in the entry. Gas test will be taken at the loose roof and inby the opening in No. 3.

### **TEAM STOP #4**

The team will advance to the next intersection in No. 3. They will find an open door in the overcast in the No. 2 entry and an explosive gas placard in the entry.

## **TEAM STOP #5**

The team will advance across into the No. 2 entry through the open door of the over cast. The captain will find an over cast wall, a battery scoop inby, and an explosive gas outby that will extend to the gas placard located inby the first crosscut in No. 2 entry.

## **TEAM STOP #6**

The team will advance and tie back outby to the first intersection in no. 2 entry. The captain will do an R&R test at the loose roof in the No. 1 entry, the outby caved area, and the loose roof between 2 & 3 entry. Gas test will be taken at each location.

## **TEAM STOP #7**

The team will retreat back and then advance either in the No. 2 or 3 entries. For purpose of exploration, I will advance them up the No. 2 entry to the 3<sup>rd</sup> intersection. They will find a battery scoop between 1 & 2 entry and air clear inby and to the left of the intersection.

## **TEAM STOP #8**

Since there is a contaminant in the No. 3 entry, the team will advance to the 3<sup>rd</sup> intersection in the No. 3 entry. The captain will do a R & R as he enters the intersection. They will find a battery ram car, an irrespirable gas, and a barricade inby. The conscious person will read statement but team cannot get to him at this time. The conscious person will read the statement when team gets to either Barricade. They will continue to explore.

## **TEAM STOP #9**

The team will tie back and across into the 3<sup>rd</sup> intersection of the No. 1 entry. They will find an airshaft in the intersection. They will need to take a GT in it along with the normal locations to be tested. The captain will find a loose roof along the rib with a placard that says "person".



## **TEAM STOP #10**

The team will advance and tie back into the 2<sup>nd</sup> intersection in No. 1. They will find the back side of the overcast and the captain will need to do a R&R at the loose roof outby. Gas test will be taken at each location.

## **TEAM STOP #11**

The team will retreat back to the No. 2 entry and advance up to the 4<sup>th</sup> crosscut in the No. 2 entry. The team will find a face which will require a Roof, face, and rib test. They will find a irrespirable gas and a barricade in the crosscut between 2 & 3 entry. The conscious person will read statement when team gets to Barricade. They cannot ventilate so they must continue to explore.

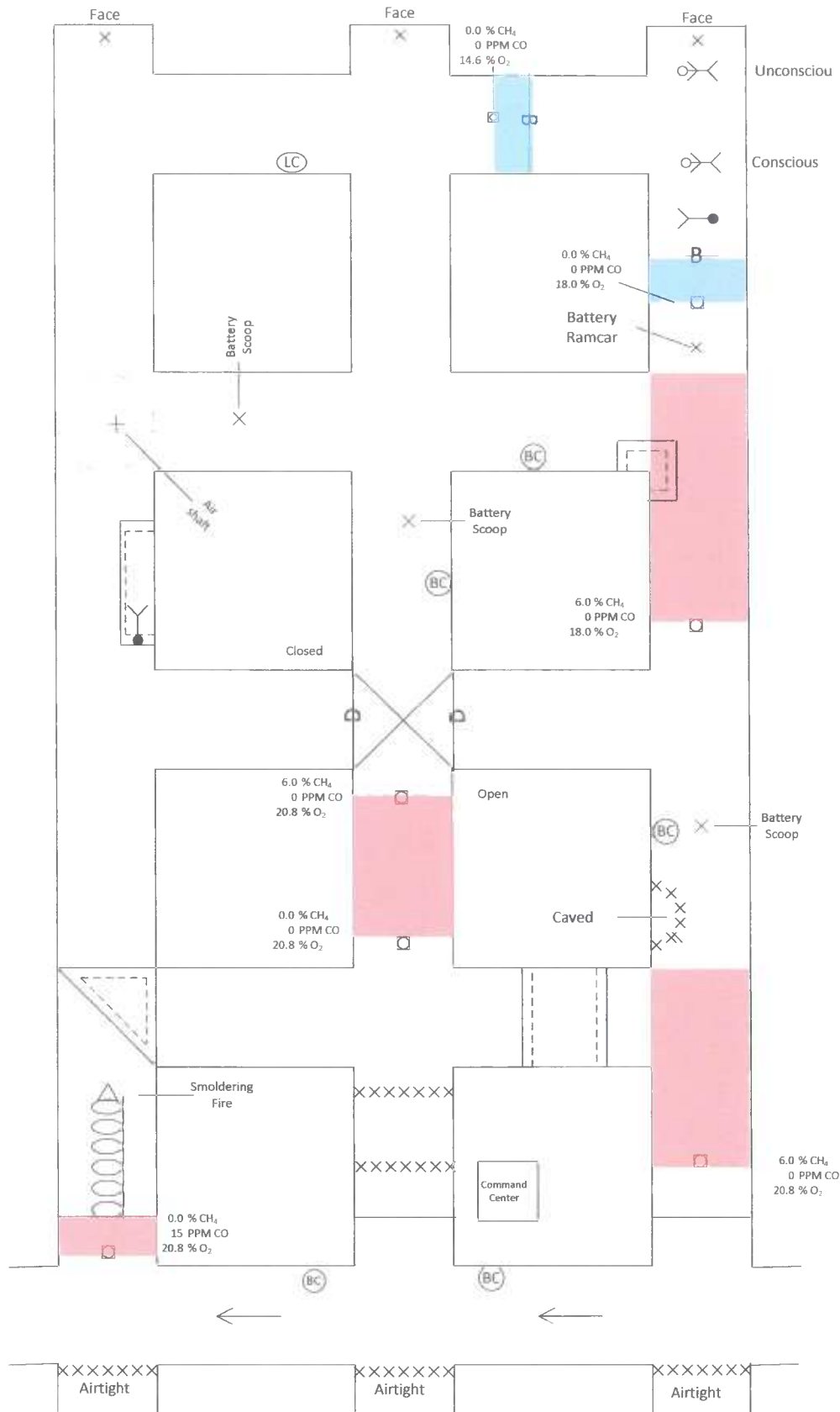
## **TEAM STOP #12**

The team will then advance over to the No. 1 entry. They will find a "Face" and the captain will need to do a roof, face, and rib test. Gas test will be taken at the face and in the crosscut.

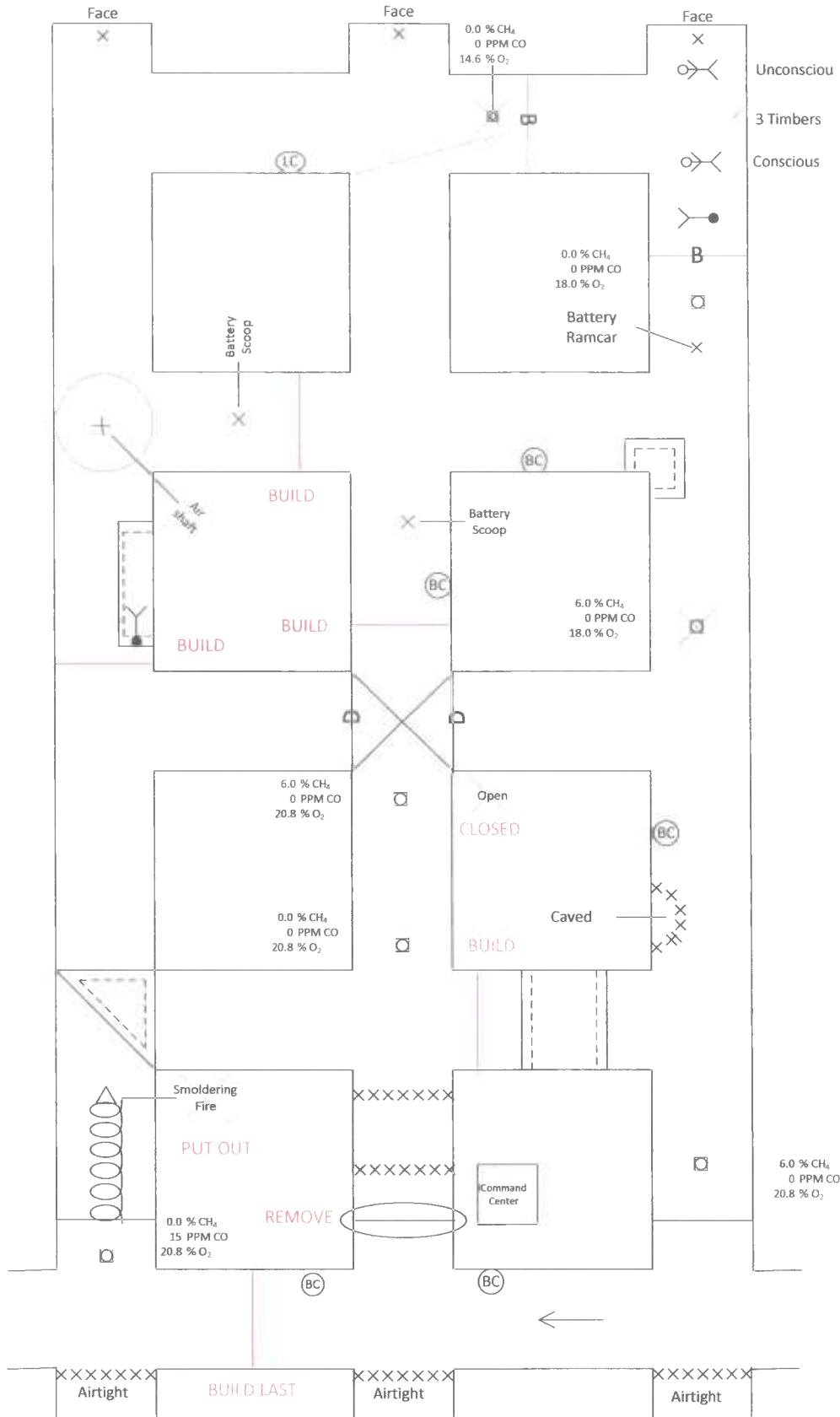
## **TEAM WILL VENTILATE TO ENTER THE BARRACADE.**

**After the team rescues miners from behind barricade, team will find 3 timbers and will take them along with them when they take survivors to the FAB. The team will then re-enter and travel to the unsafe roof in the No. 1 entry and timber into the "person". This will take a minimum of 2 timbers and the team will find a "Body". They will retreat to the surface and stop the clock.**

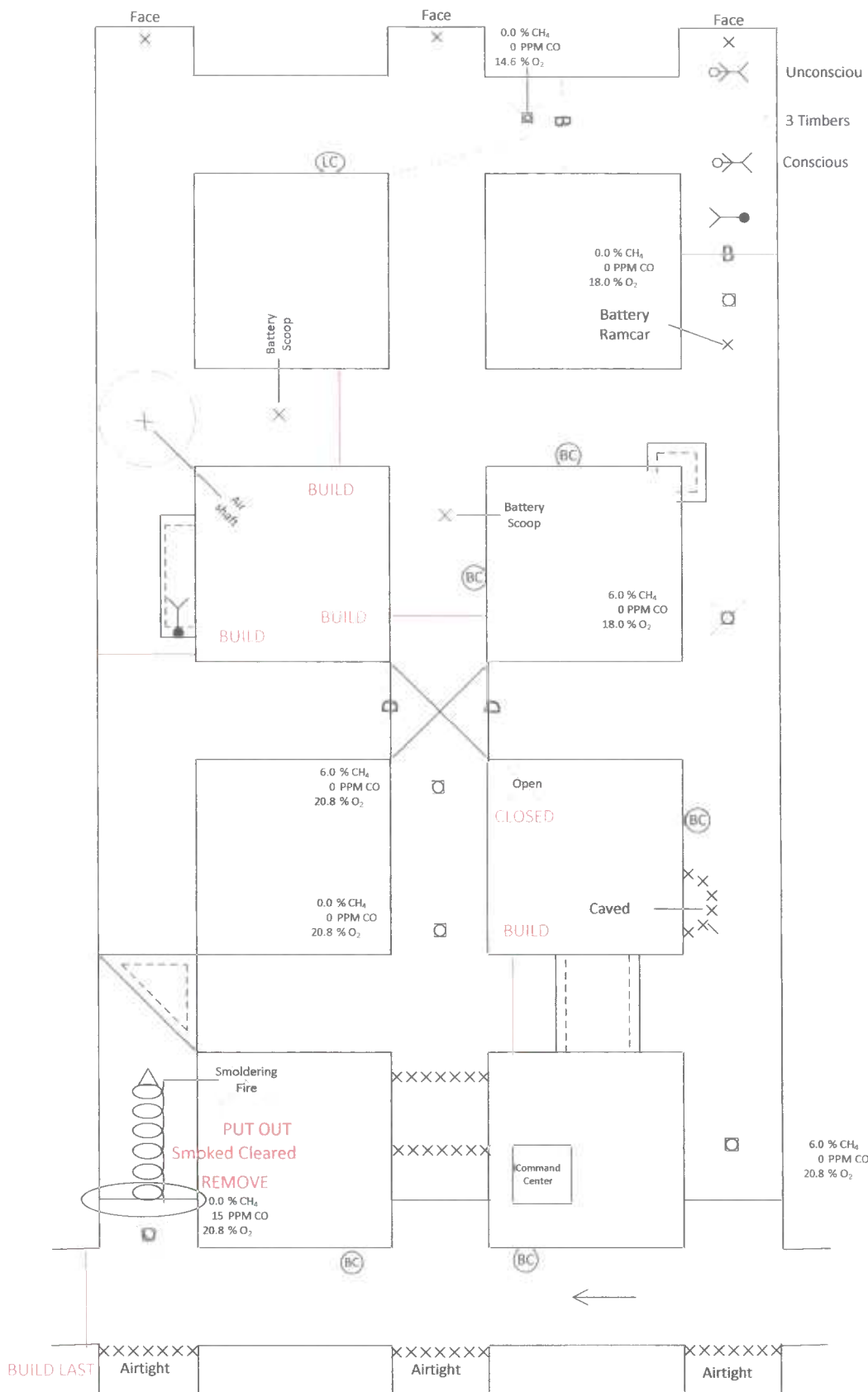
**Remember that there is ventilation established and if the team does not airlock in and/or out, they will change ventilation and move the explosive gas in the No. 3 entry. Depending on the ventilation in place it could move it over an ignition source.**



Scale: 1"=10'



Scale: 1"=10'



Scale: 1"=10'