

2016



MINE RESCUE

CONTEST

DAY 1

JULY 12-14
PIKEVILLE, KY



4A

HATFIELD & McCOY MINE RESCUE CONTEST 2016 DAY 1

Thank you for answering our call for help. You are currently located on the surface of the Hatfield & McCoy Coal Company #1 Mine.

On the mid-night shift last night 5 miners were scheduled to do maintenance work on 001-0 MMU, located on the North Mains. At 11pm 3 of the miners traveled to the section to start working on the equipment while the other 2 miners waited on the surface for parts that were on order. After the parts arrived the miners were going to bring them to the section. At approximately 12:15 am the 2 miners left the surface traveling toward the section. As they neared the section they could smell smoke and started getting elevated CO levels on their multi-gas detectors. They traveled a short distance further and encountered heavy smoke. At that time they donned their SCSR's and traveled back to the surface.

After arriving on the surface they contacted the MSHA hotline and state officials. The tracking system last showed that the other miners had arrived on the section and were still there. Attempts to contact them by telephone and trackers have been unsuccessful. The CO system was alarming and showing elevated levels of CO. Our company mine rescue teams were also notified. They have explored and ventilated the mine up to break No. 45 where a fresh-air base was established. When they reached that location the mine fan went down and has just now been repaired. That is where you will be taken to start your exploration.

The mine fan is an exhaust fan and currently turned off. When started as an exhausting fan the air will travel up the No.3 entry and out the No.1 entry. The fan can be stopped and reversed but it cannot be stalled. To start or stop the fan you must ask the superintendent and specify if you want it exhausting or blowing.

The mine is walking height. It has a history of bad roof and ribs as well as issues with water and methane. All electrical power in by the portals has been de-energized and the power is locked out and being guarded.

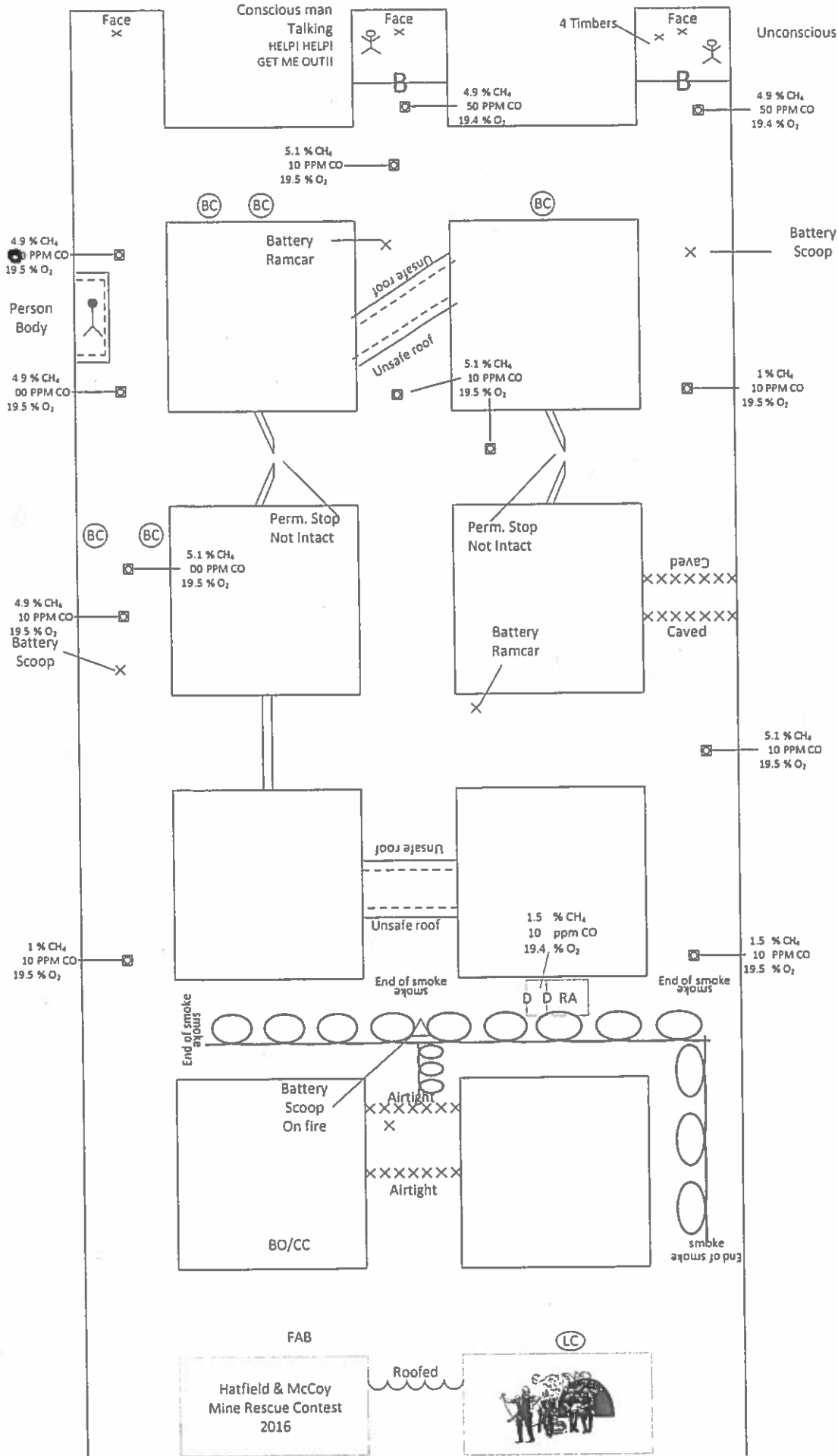
We have a competent life line person to give and take life line signals if necessary. There are back-up mine rescue teams on the surface in case you run into trouble.

Please find the missing miners. Thank you and good luck.

TEAM INSTRUCTIONS

- **EXPLORE ALL AREAS OF THE MINE THAT CAN BE EXPLORED SAFELY.**
- **CALL OUT ALL EXPLOSIVE ATMOSPHERES.**
- **CALL OUT ALL IRRESPIRABLE ATMOSPHERES.**
- **THE BRIEFING OFFICER MUST REQUEST PERMISSION IN WRITING FROM THE SUPERINTENDENT TO START OR STOP THE FAN. FAN MUST BE STOPPED BEFORE CHANGING AIR DIRECTION. BRIEFING OFFICER MUST INDICATE AIR DIRECTION.**
- **YOU CAN ONLY CARRY TWO SETS OF BRATTICE CLOTH WHILE ADVANCING OR RETREATING.**
- **THE BACK-UP TEAMS WILL NOT BE DOING ANY WORK IN THE FAB.**
- **YOU HAVE A 90 MINUTE TIME LIMIT.**

Field Map



TEAM STOPS

FRESH AIR BASE: The team captain will make the 3 entries prior to the entire team going underground. Entry 1 is clear, Entry 2 is caved airtight and entry 3 has smoke in it. The entire team must be on the lifeline prior to the Captain entering the #3 entry due to the smoke. A gas test is required in all three entries. A roof test is required at the caved airtight in #2.

TEAM STOP 1: Due to the smoke in the #3 entry the first team stop will be in the #3 intersection of the A line of Crosscuts. The entire team must be on the lifeline prior to the Captain entering the #3 entry. Teams using radios will have to tie a lifeline off in the FAB to use while in the smoke. They will have to take a gas test straight up #3 and in 3Left. They will find a contaminant up #3 entry. There will be an end of smoke placard in by the imaginary line of the intersection. The smoke up 3 will end there but the smoke will still be across the A crosscut toward No.2. The team is in smoke so all team members will have to stay on the lifeline. The captain will find a RA in 3 Left. He will have to D&I at the door of the RA and he and 1 other team member will have to enter the RA before leaving the team stop. They will find a contaminate in the airlock of the RA and must use the purge valve (5 seconds) to clear it (captain will retest after using purge valve) prior to opening the 2nd airlock door. After the team Captain opens the 2nd RA door and takes a gas test tell him there is no one in the RA.

TEAM STOP 2: The team will tie on across the A Crosscut to the intersection of the 2 entry. They will find a scoop on fire. The Captain must make a roof test and then extinguish the fire. A gas test is required at the location of the fire, immediately out by the caved airtight located down #2, immediately out by the unsafe roof straight up #3 entry and in 2 Left. D&I is required at the caved airtight and the unsafe roof. The smoke extends to the caved airtight out by the intersection. A roof test is required at the location of the fire each time the team passes through the area.

TEAM STOP 3: The team will tie across the A crosscut to the #1 intersection. Prior to entering the intersection they will find an end of smoke placard. A gas test is required in by and out by the #1 intersection.

TEAM STOP 4: The team must follow the contaminant found up #3 entry so team stop 4 is in the #3 intersection in the B Line of Crosscuts. In the intersection they will find an explosive level of methane. They have to take a gas test immediately out by the caved in #3 and in the 3 Left crosscut. D&I and roof test are required at the caved.

TEAM STOP 5: The team will travel across the B Line of Crosscuts to the intersection of the #2 entry. They have to take a gas test and D&I immediately

outby at the unsafe roof down #2 and the intact stopping in 2 Left. A roof and rib test is required at the unsafe roof. A gas test is also required up the #2 entry.

TEAM STOP 6: The team will travel up #2 entry to the #2 intersection in the C Line of Crosscuts. A gas test is required in 2 Left, 2 Right and immediately outby the diagonal unsafe roof up #2. D&I's are required at the 2 partially destroyed stoppings and the unsafe roof. A roof and rib test is required at the diagonal unsafe roof.

(NOTE) The team could travel outby to the A Line of Crosscuts, and travel up the No.1 entry.

TEAM STOP 7: The team will find a contaminate in 2 Right during team stop 6. They will follow this contaminate to the #3 intersection of the C line of crosscuts. A gas test is required inby the intersection and immediately outby at the caved area down #3. A roof and rib test and D & I are also required at the caved area.

TEAM STOP 8: The team will travel to the #1 intersection in the C line of crosscuts. A gas test is required inby the intersection and outby the intersection. A zigzag roof test is required at the elongated unsafe roof. The person in the unsafe roof will be considered as accounted for.

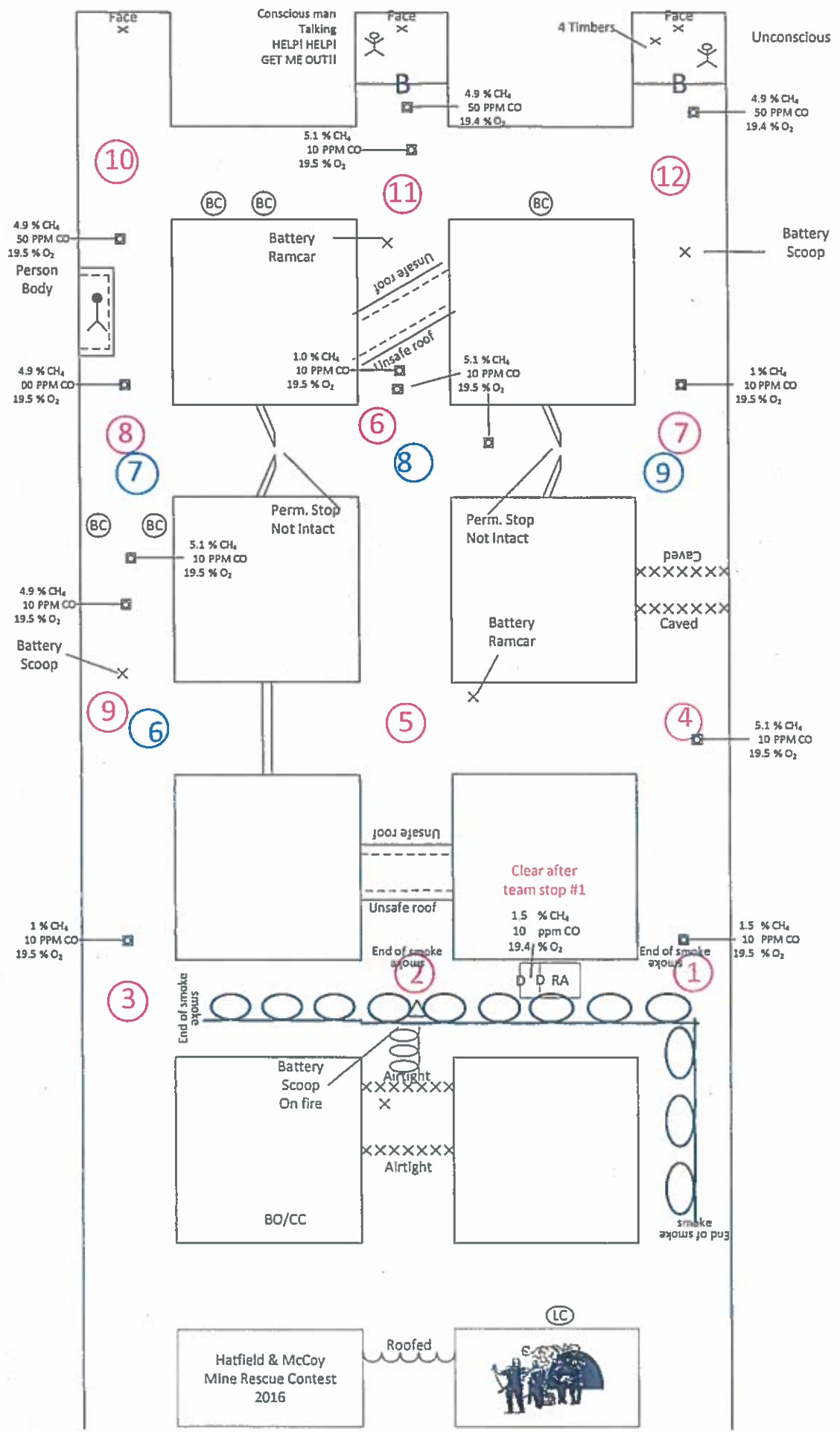
TEAM STOP 9: The team will travel down the #1 entry to the #1 intersection in the B Line of crosscuts. A gas test is required outby the intersection and outby the permanent stopping in 1 Right. A D & I is also required at the permanent stopping.

TEAM STOP 10: The team must follow the contaminate found in No.1 entry during team stop 8. The team will travel to the #1 intersection in the D Line of Crosscuts. A gas test is required immediately outby the face of No.1 and in 1 Right. A roof, rib and face test is required in the face of No.1.

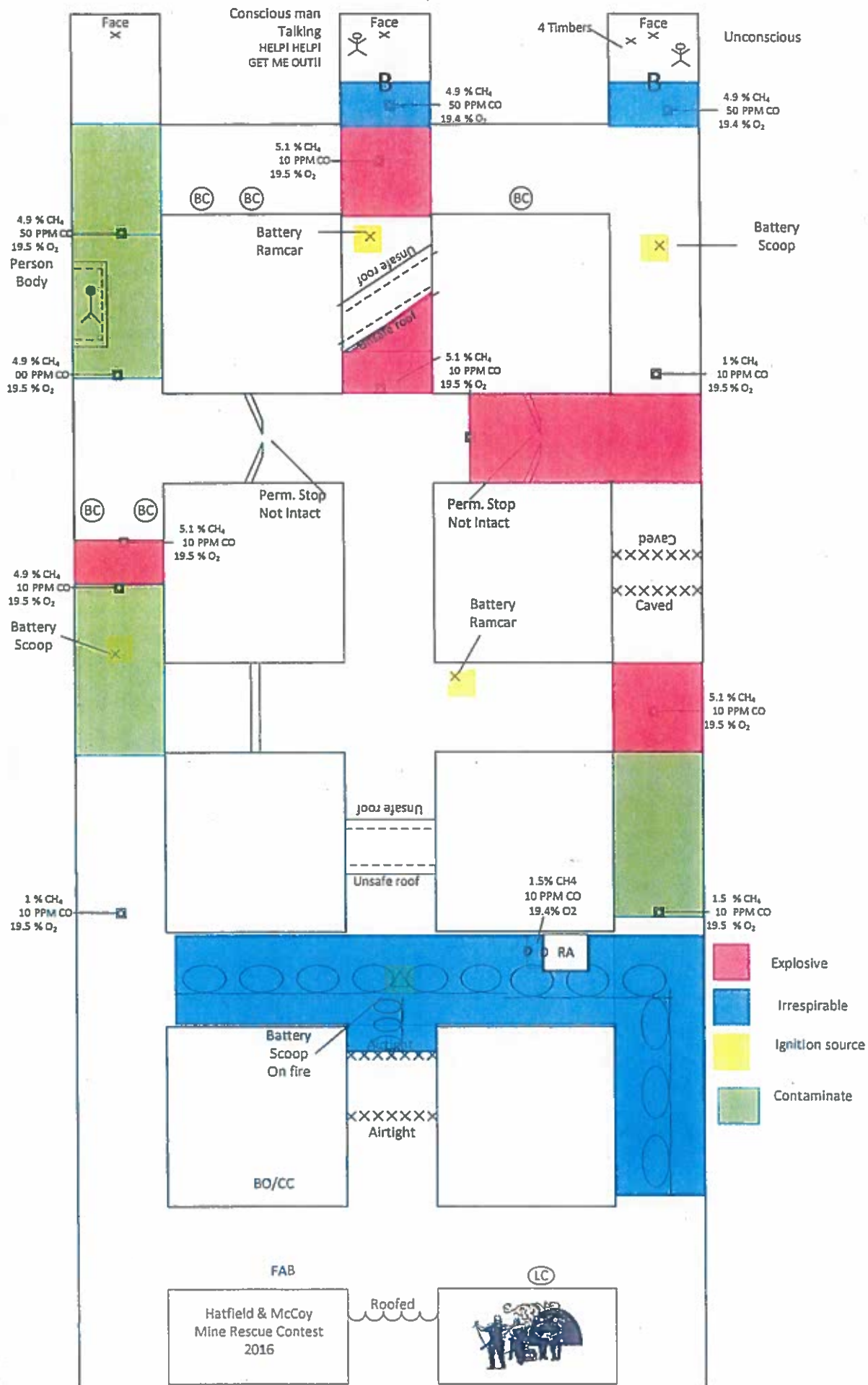
TEAM STOP 11: The team will tie across to the #2 intersection in the D Line of Crosscuts. A gas and roof test is required at the diagonal unsafe roof down #2. Gas tests are required in 2 Right and at the Barricade found up No.2. A D& I is required at the unsafe roof. After the team explores down to the backside of the diagonal unsafe roof the entire entry will be considered explored for ventilation purposes. They will make contact with the conscious person behind the barricade. They are now tied to this person and must remove him from the barricade as soon as possible. They cannot ventilate at this time and must continue to explore.

TEAM STOP 12: The team will tie across to the #3 intersection in the D Line of Crosscuts. A gas test is required outby the barricade and down #3. The person behind the barricade is not responding. They are still tied to the Person behind the barricade found in #2.

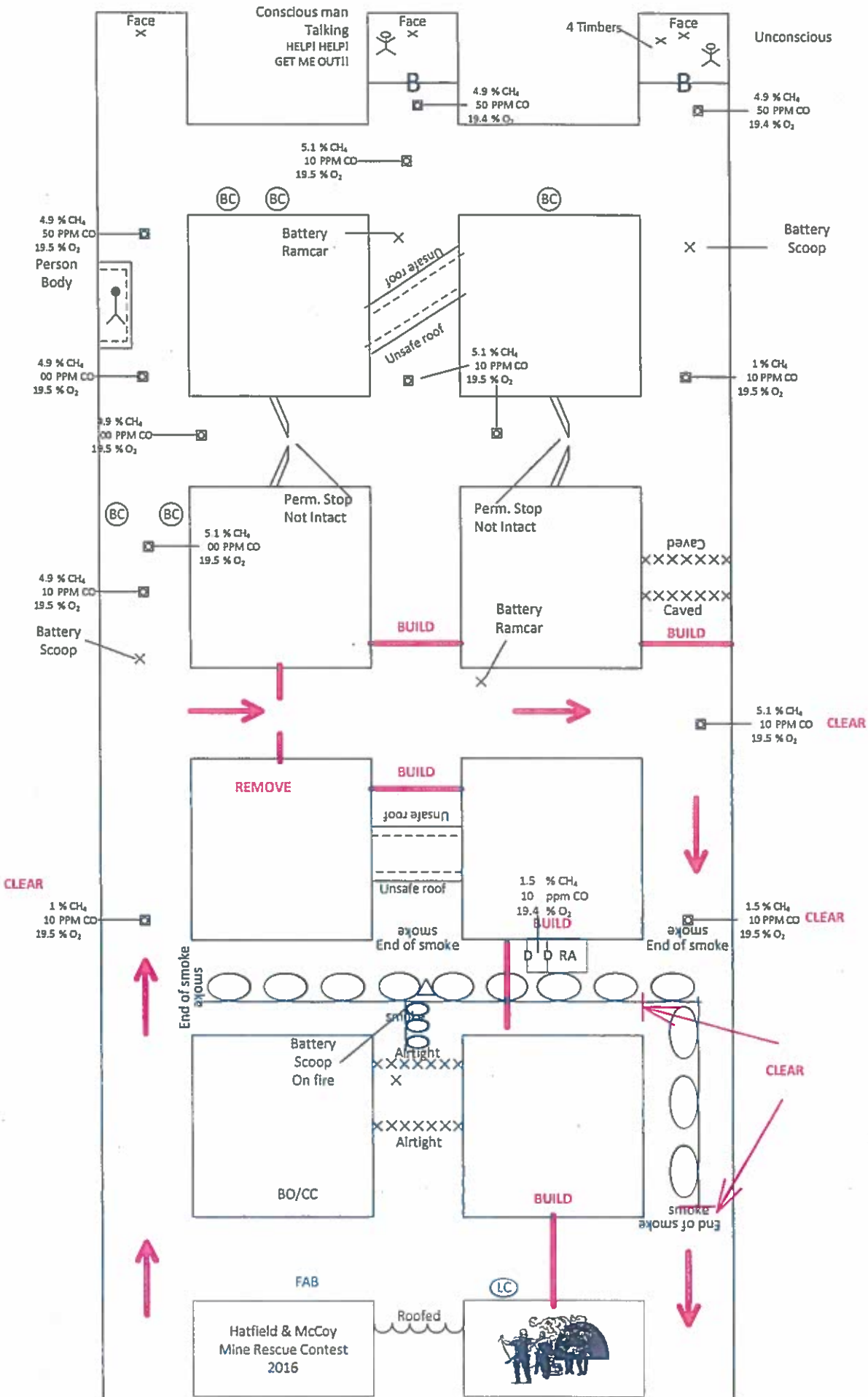
Team Stops



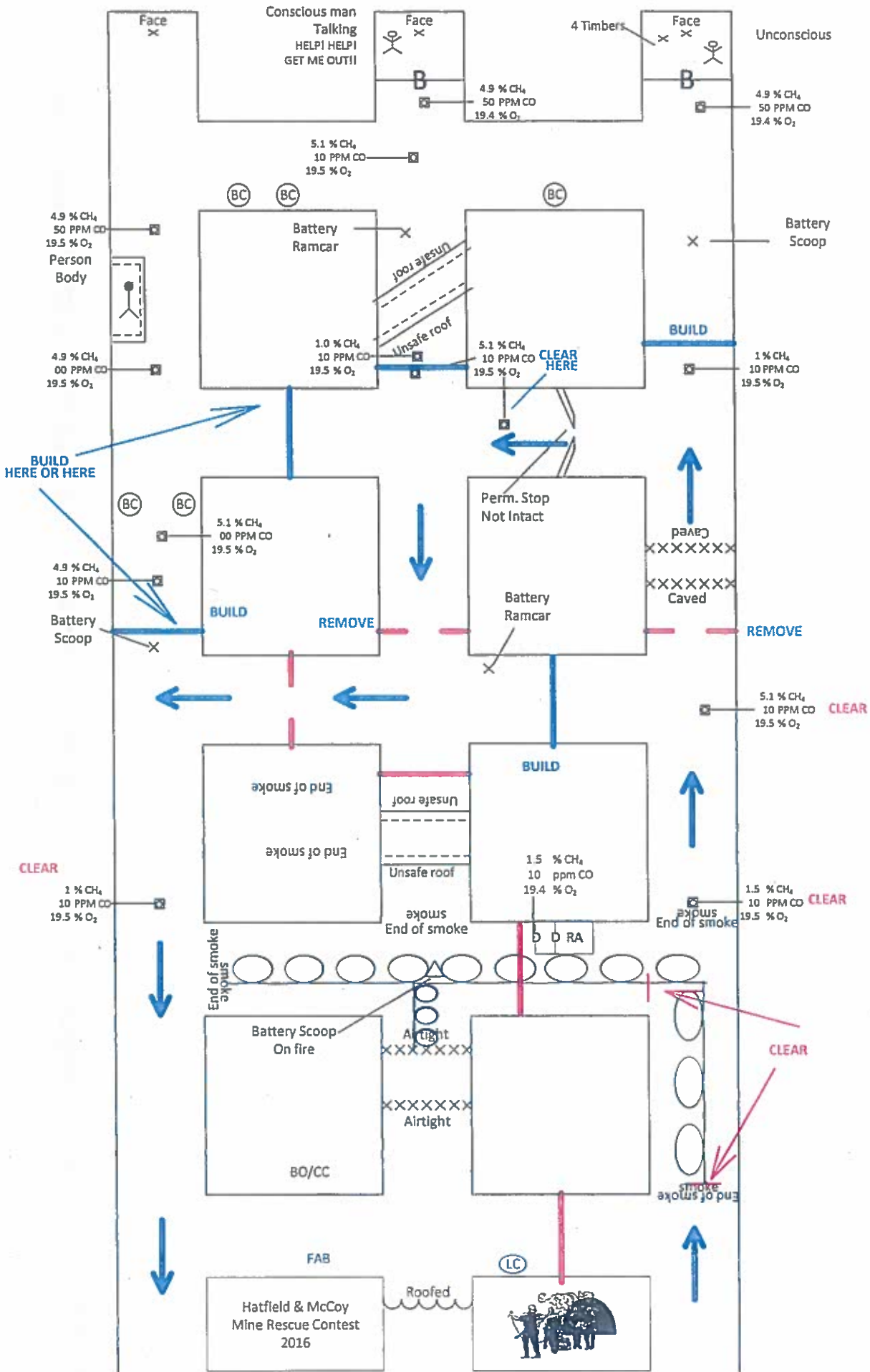
Map



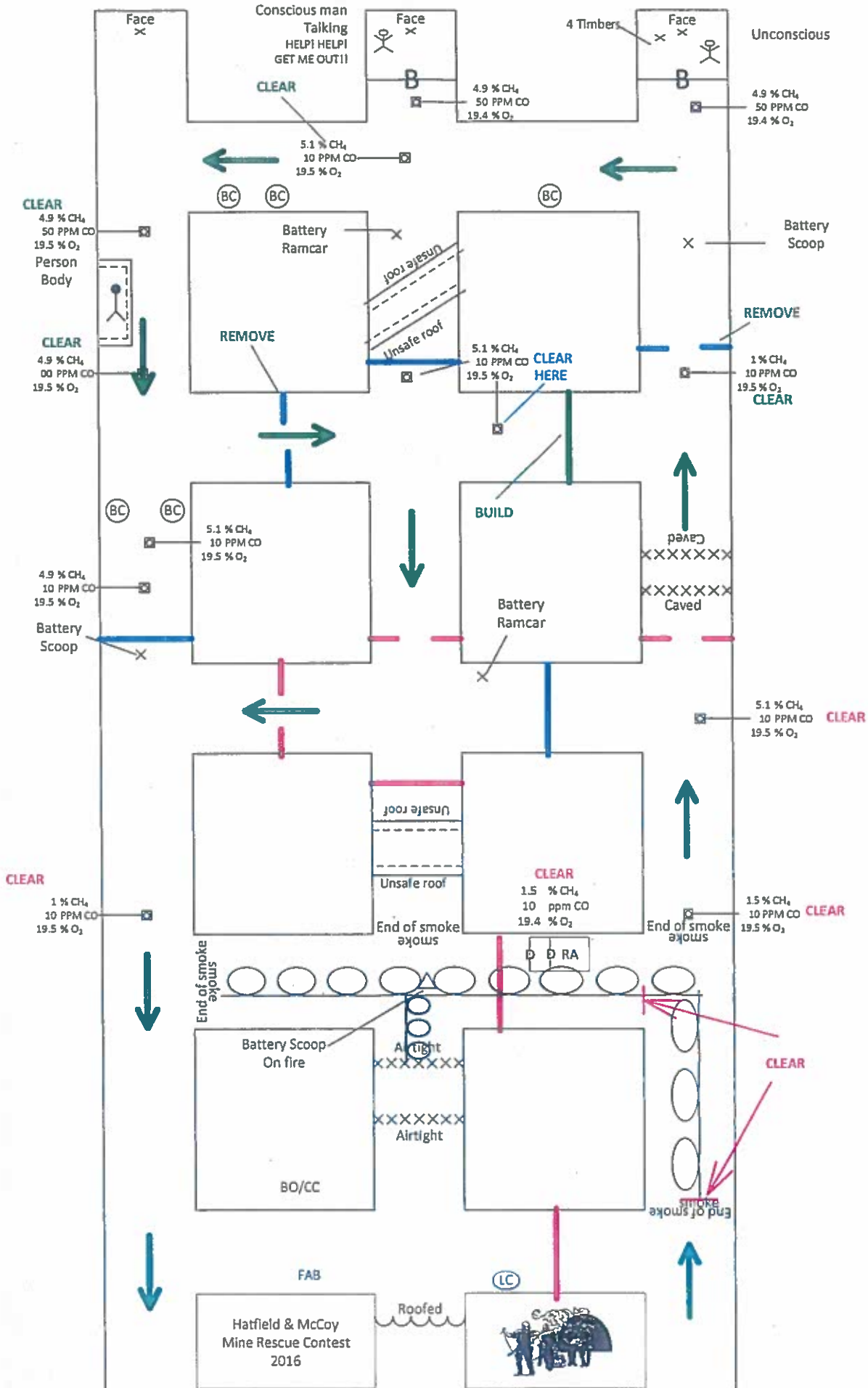
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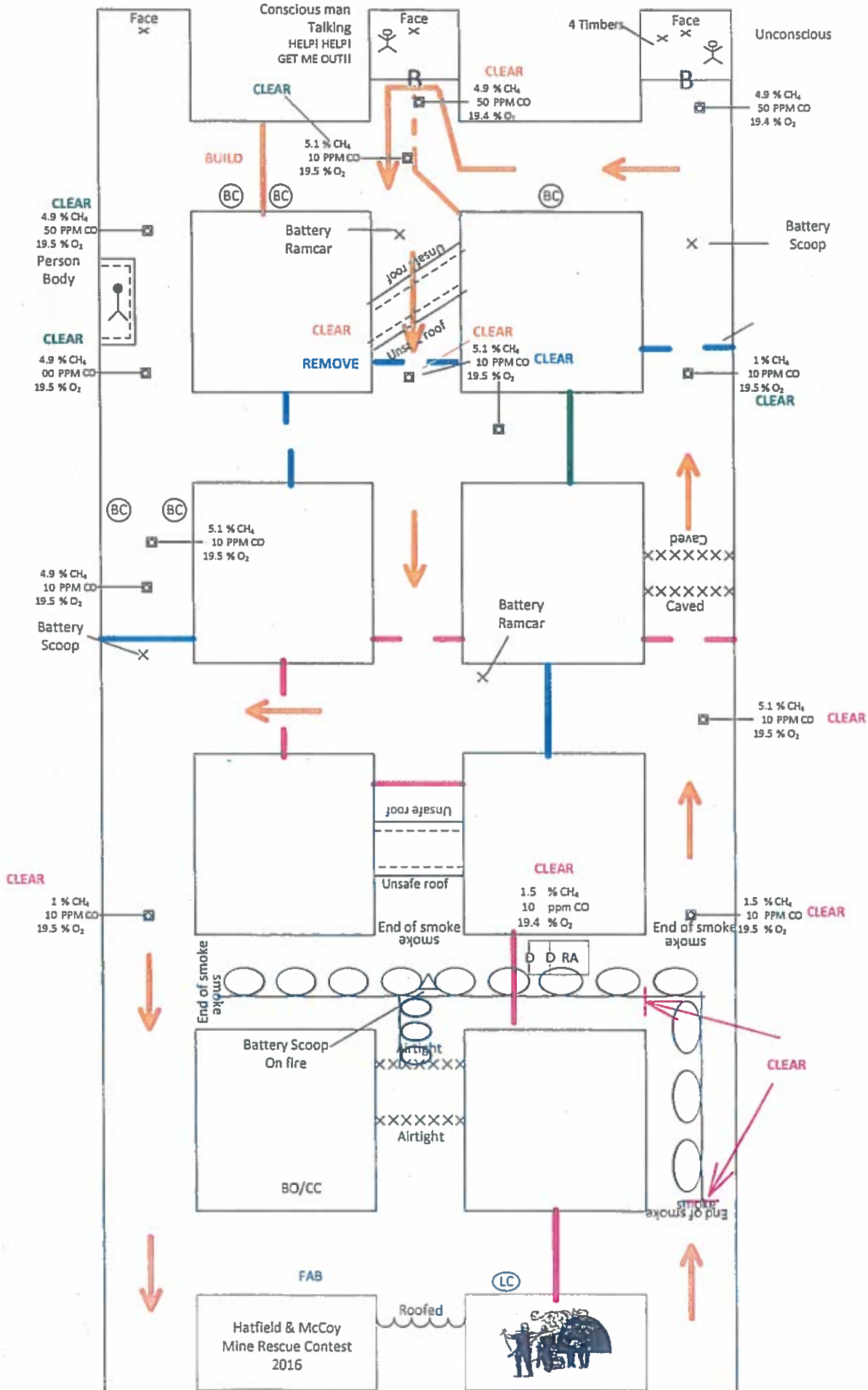
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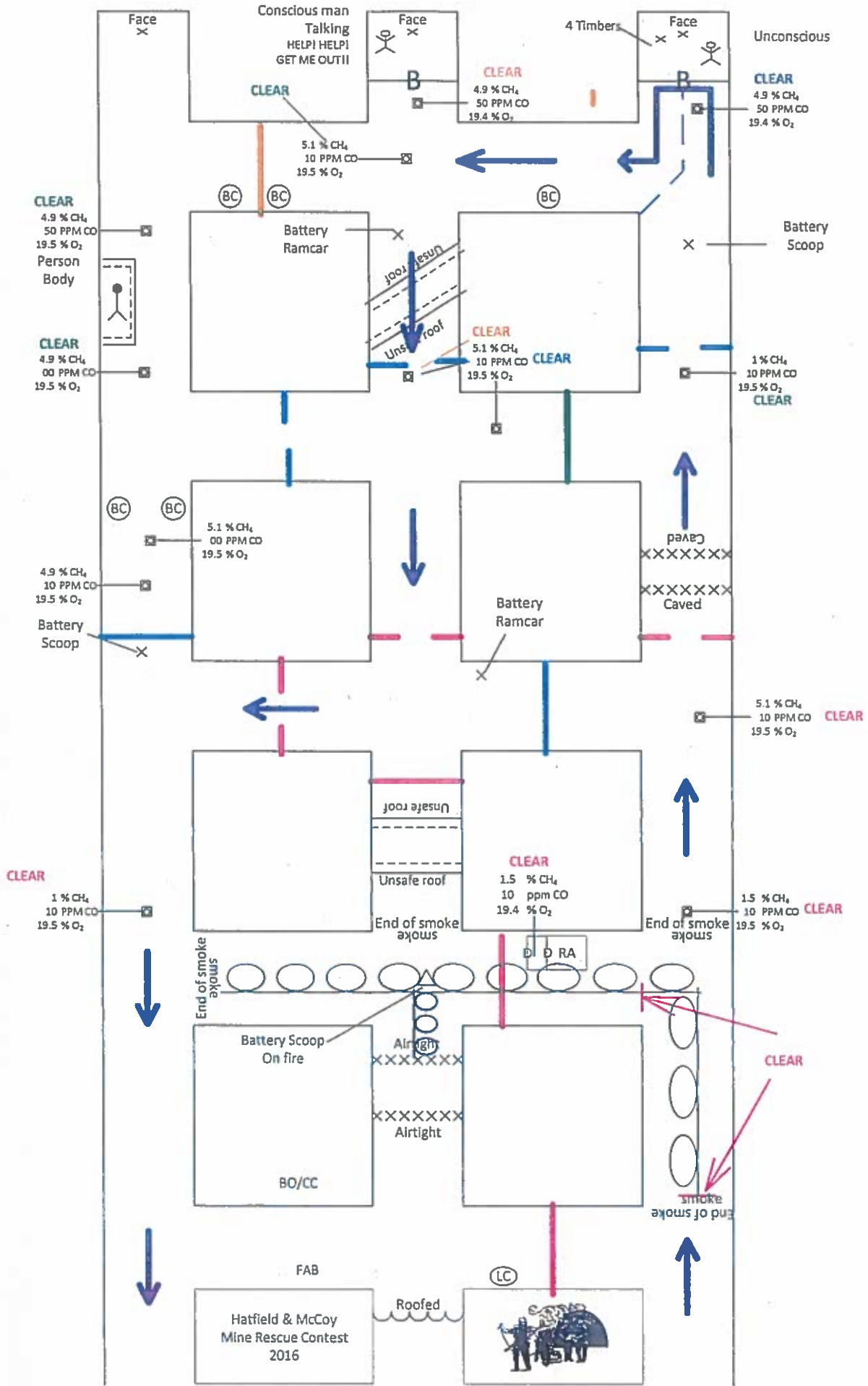
Map



Map



Map



BARRICADE STATEMENT

HELP!!! HELP!!!
GET ME OUT OF HERE!!!

PERMISSION REQUEST FOR STARTING AND STOPPING THE FAN

1ST VENT: ___ BLOW ___ EXHAUST On ___ Off ___

BO INITIALS: _____

SUPERINTENDENT INITIALS: _____

2ND VENT: ___ BLOW ___ EXHAUST On ___ Off ___

BO INITIALS: _____

SUPERINTENDENT INITIALS: _____

3RD VENT: ___ BLOW ___ EXHAUST On ___ Off ___

BO INITIALS: _____

SUPERINTENDENT INITIALS: _____

4TH VENT: ___ BLOW ___ EXHAUST On ___ Off ___

BO INITIALS: _____

SUPERINTENDENT INITIALS: _____

5TH VENT: ___ BLOW ___ EXHAUST On ___ Off ___

BO INITIALS: _____

SUPERINTENDENT INITIALS: _____

6TH VENT: ___ BLOW ___ EXHAUST On ___ Off ___

BO INITIALS: _____

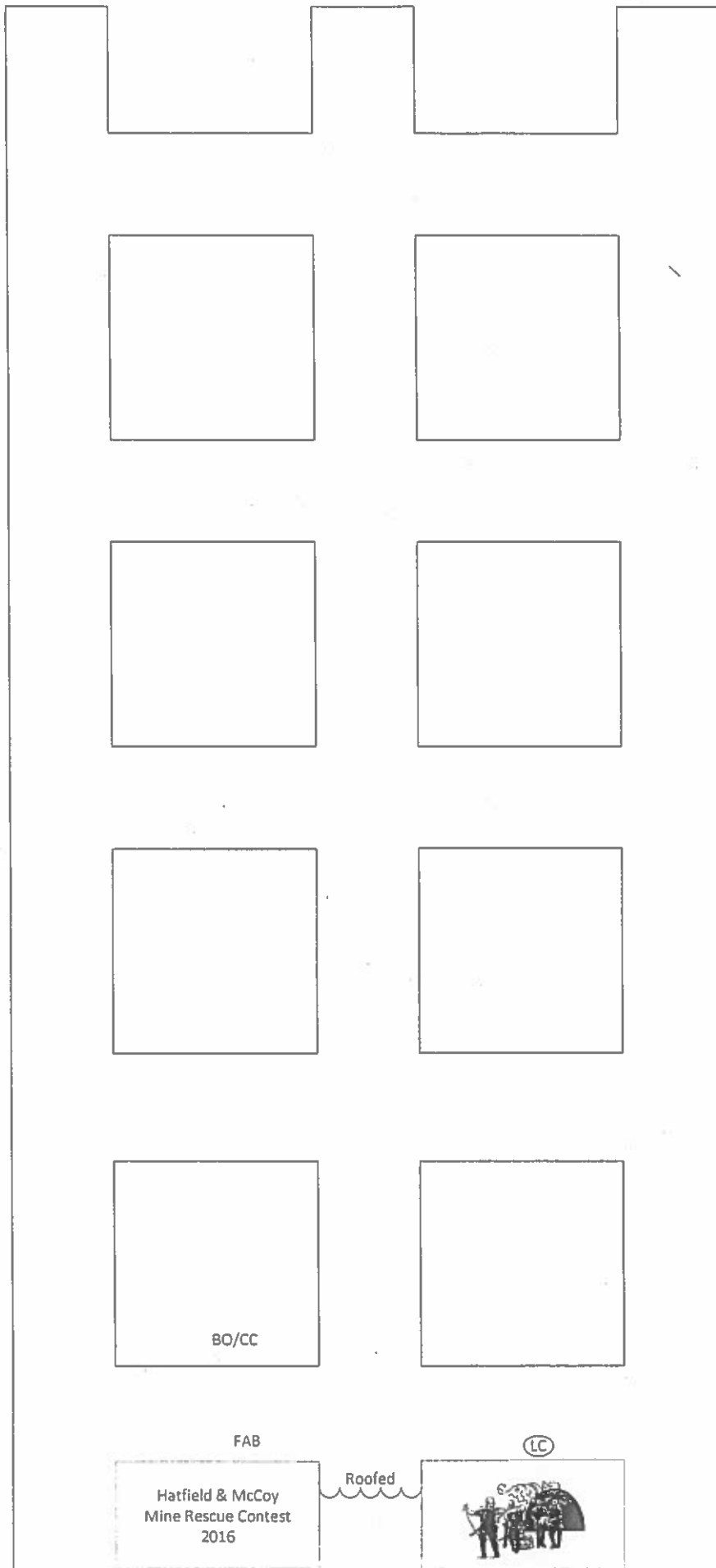
SUPERINTENDENT INITIALS: _____

7TH VENT: ___ BLOW ___ EXHAUST On ___ Off ___

BO INITIALS: _____

SUPERINTENDENT INITIALS: _____

FINAL VENT MAP



BO/CC

FAB

Hatfield & McCoy
Mine Rescue Contest
2016

Roofed

LC



FAN: ___ OFF
___ ON

EXHAUSTING ___
BLOWING ___

JUDGES INSTRUCTIONS

- Stay in the tent and field area so you will be available to judge when your turn comes.
- Report to your assigned field prior to the team arriving.
- Check the field to make sure all placards are on the field and placed properly.
- Turn off cell phones or put them on vibrate. If an emergency requires you to be on the phone step away from the team.
- Do not be on a field if you have not been assigned to judge that field.
- Do not interfere with another group of judges while they are judging a team.
- Work safely and have fun.
- Thank you for your participation and in helping make the contest a success.

2016

HATFIELD AND McCOY MINE RESCUE CONTEST

CAPTAINS BRIEFING

- During this contest building materials will be represented by using yellow caution flagging/tape and clips. The clips must be fastened to both ribs in order to be considered air tight. Show them a sample.
- All doors in the problem are permanently attached on one side and clipped on the other side. To open the door the clip must be unfastened. To close the door the clip must be fastened. Any ribbon that is permanently attached (tied) cannot be removed.
- No more than 2 stoppings/brattices and only one line curtain may accompany the team. **(CAN BE CARRIED OR ON STRETCHER)**
- If the written instructions require the team to communicate information to the briefing officer, the briefing officer must immediately relay this information to the superintendent.
- Apparatus must be worn as normal until after the 50 foot check is completed. At the discretion of each team member, the oxygen can be turned off and the face pieces can be taken off but the back packs must still be worn during the working of the problem. **ALL 20 MINUTE CHECKS MUST STILL BE PERFORMED.**
- There will be no back-up team to do work. All work must be done by the working team.
- A small arrow is on each placard and is for orientation purposes only and should not be mapped by the team.