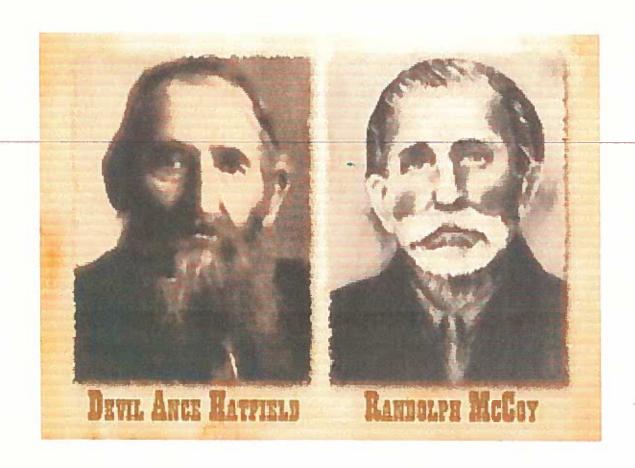
# Hatfield and McCoy Mine Rescue Contest

Píkeville, Kentucky



July 12-14, 2016

# HATFIELD & McCOY MINE RESCUE CONTEST 2016 DAY 2

Good Morning. I am superintendent of Charlie Coal Company, (low coal mine) - established in 1990. Thanks for answering our call for help. You're located on the surface of this one section hilltop mine. This mine was suddenly stopped due to coal prices. When the mine was developed it had bad problems with roof and methane but was not anything that couldn't be controlled. Rehabilitation at this mine began two weeks ago. A four man crew entered the mine on the owl shift. The work list was to re-establish ventilation, clean up, rock dust, spot bolt and set standing supports where needed. After arriving at the mine this morning, the mine foreman was unable to contact anyone underground. All personnel were located on the section at the time the tracking system stopped working. All appropriate agencies have been notified and mine rescue operations began immediately. The mine is ventilated by a blowing fan located on the surface in the #3 entry that is currently off but can be turned on by written request to the command center. The fan can't be reversed or stalled. The underground power has been locked out and is currently guarded. We have a trained mine rescue team here to serve as your back up however all work done must be done by the working team. We have a competent lifeline person here to assist you, if needed. This is all the information I have at this time. Good Luck

# WRITTEN INSTRUCTIONS

# IF IT CAN BE SAFELY DONE:

EXPLORE THE ENTIRE MINE
ACCOUNT FOR ALL MISSING MINERS
BRING ALL SURVIVORS TO THE SURFACE

#### PLEASE NOTE:

YOU MAY ONLY CARRY TWO BRATTICE CLOTHS AT A TIME.

AIRTIGHT STRUCTURES MUST BE PROPERLY HOOKED ON BOTH SIDES.

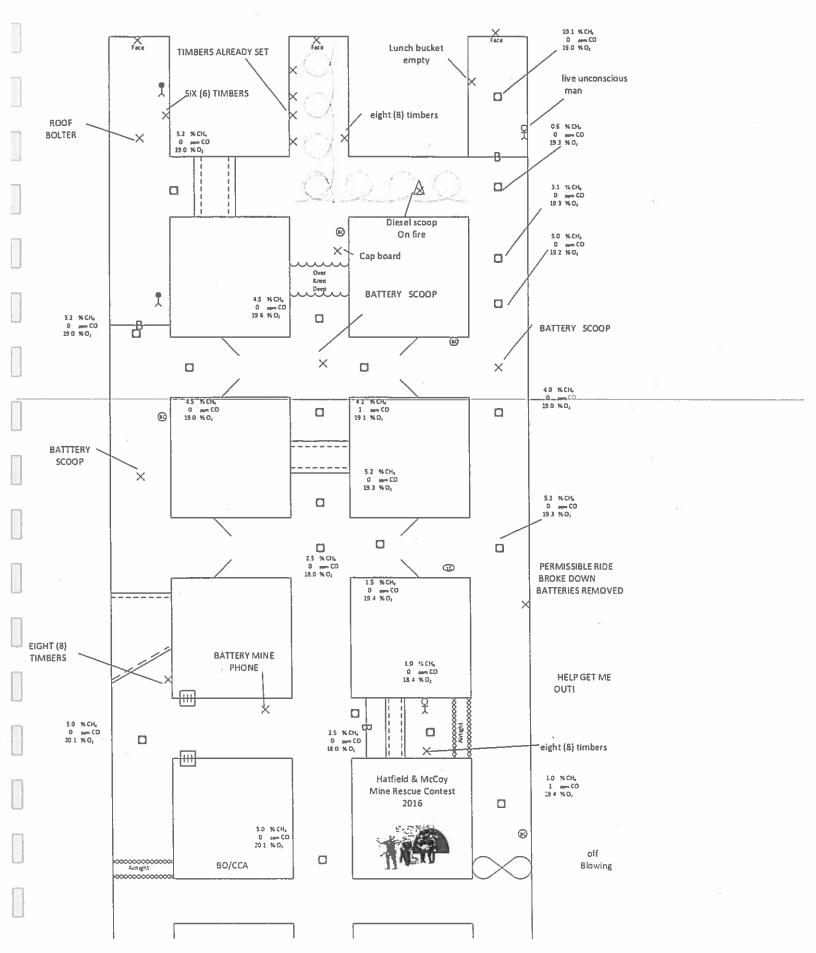
LINE CUTAIN MUST NOT BE TWISTED.

THE BRIEFING OFFICER IS LOCATED IN AN AIRTIGHT STRUCTURE.

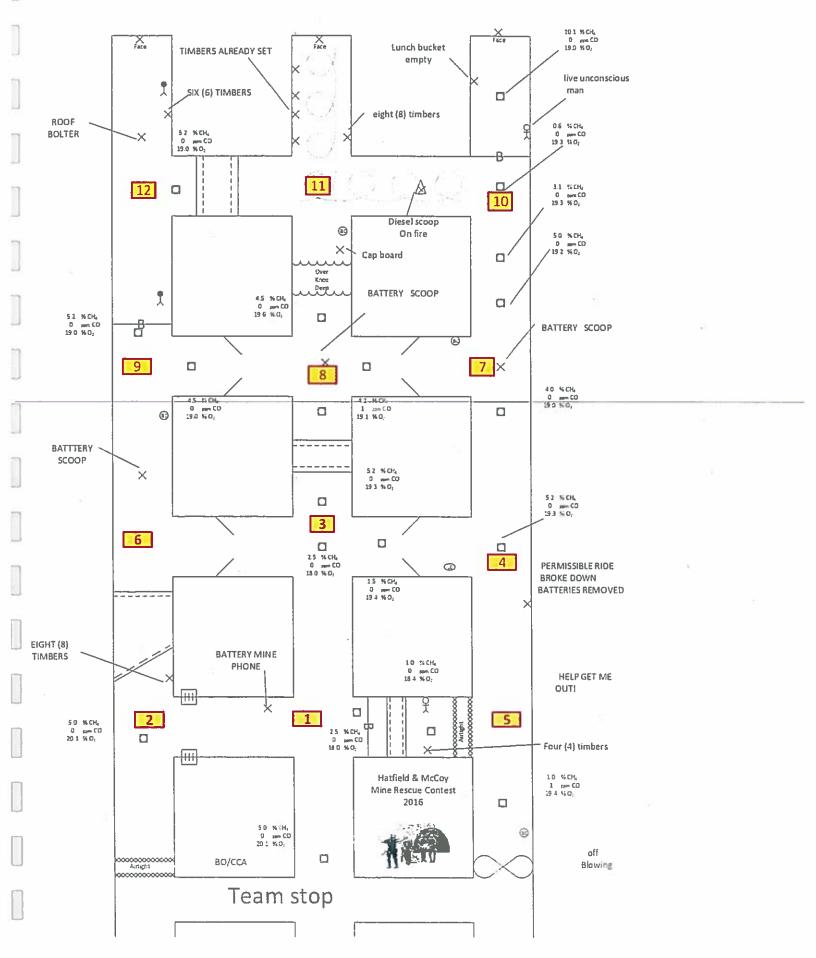
ALL VENTILATION CHANGES MUST REQUEST IN WRITING AND SUBMITTED TO THE SUPERINTENDENT. (FORMS PROVIDED)

YOUR TEAM HAS 90 MINUTES TO WORK THE PROBLEM.

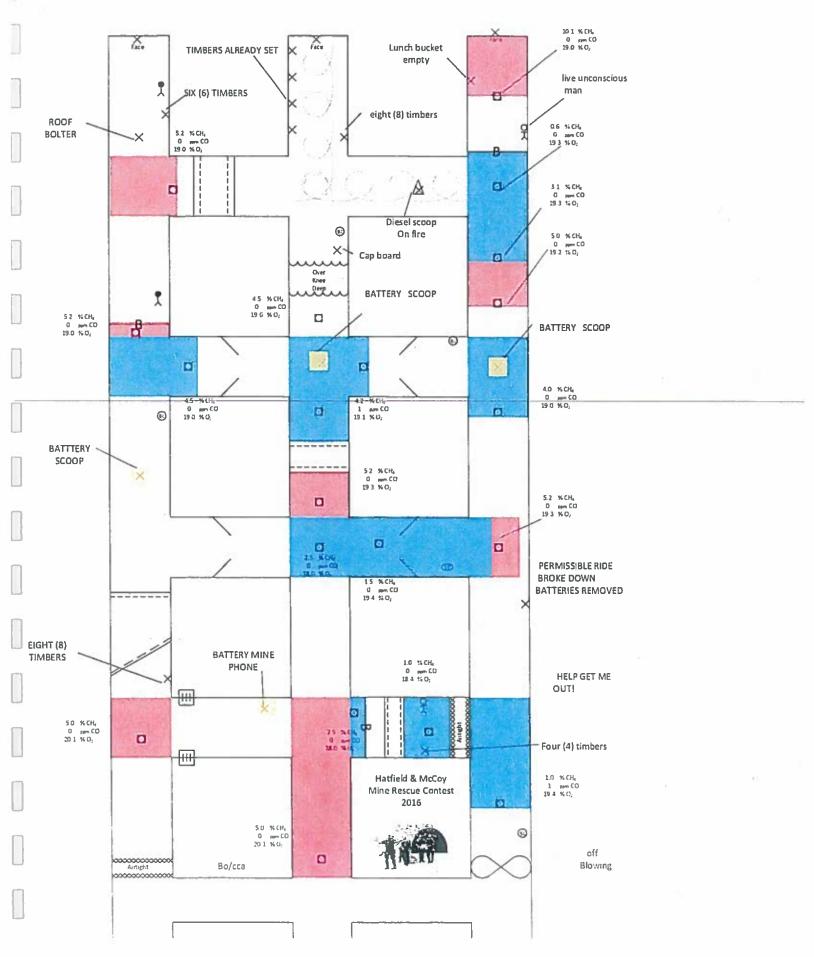
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\_\_\_\_\_ Map



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# HATFIELD MCCOY MINE RESCUE CONTEST JULY 2016

When the team enters the fresh air base, the superintendent will introduce himself to the captain, briefing officer and the command center attendant will report directly to the command center. The team will have four minutes to arrange their equipment, layout lifeline etc. If the team does not start the clock within four minutes the superintendent will start the clock. They don't have to unload and test stretchers. The team must check their gas detectors after the clock has started as well as their communications between the team and the command center must go over the standard lifeline signals with the lifeline judge unless wireless communications are used.

#### **WORKING PROCEDURES**

The team is located on the surface of this underground mine. The captain will examine the mine openings. In the #1 entry a roof and rib test must be made at the caved area. A gas test must be made in the opening and the captain must DI the caved area. #2 Entry - A gas test will be made and an explosive gas will be found to extend up the #2 entry into the 1<sup>st</sup> intersection. #3 Entry - The captain will find a fan that is not presently operating. He will mark the date and his initials at the fan and a gas test will be made.

To the right, the captain will find a barricade with a response behind barricade. At this time not enough information is known to safely get men out from behind barricade the team must continue to explore. To the left, the captain will find a battery mine phone. In clear air with no reason to move phone at this time, then the captain will note unsafe rib. A gas test must be made before advancing.

### **TEAM STOP #2**

The captain will find an explosive mixture of gas. Straight ahead the captain will find 4 timbers then unsafe roof on a diagonal. A gas test, roof and rib and DI should be placed at this location prior to team leaving this location.

# **TEAM STOP #3**

The captain will find a non-explosive irrespirable gas. Straight ahead up #2, the captain will find an explosive mixture of gas just inby that will be unsafe roof across the entry. A gas test, roof, rib and DI should be placed at this location. To the left, the captain will find a temporary stopping not intact, captain must place DI at temporary stopping, gas test must be made in this area. To the right, captain will find an irrespirable gas, a temporary stopping and a line curtain. Before advancing in this area, the captain must take a gas test and place DI at temporary stopping not intact.

The captain will find an explosive mixture of gas in the intersection. Straight up the entry, the captain will find an irrespirable gas. A gas test must be made in this area. Outby the captain will find a permissible ride broke down, batteries removed. A gas test must be made in this area before advancing.

#### **TEAM STOP #5**

The captain will find caved airtight to the right. He will be required a roof and rib test, gas test and DI at this location. Outby the captain finds an irrespirable gas that extends to the fan and will find a brattice cloth, a gas test must be made in this area. At this time the team must go back to barricade to breach (see vent #1) Team must airlock before barricade. Once breached, the captain will open a corner of the barricade and take a gas test prior to entry. He will find unsafe roof across the entry. A roof and rib test and ID must be made at unsafe. A minimum of three timbers must be set through the unsafe. A gas test must be made at unsafe. Captain must do another roof and rib on the other side of unsafe then captain finds live conscious person walking and talking. A patient assessment must be done on patient. Captain will find an irrespirable gas and four timbers. A gas test must be done at caved airtight, roof and rib and gas test. Team will bring patient to surface. Team will travel down #2 entry and a gas test must be made at gas box. Team will be delay of patient if they go to team stop #6 before removing patient to surface.

The captain will find nothing in the intersection. Straight ahead the captain will find a battery scoop ignition source and a brattice cloth. A gas test must be made in this area. Outby the captain will find unsafe roof across entry. A roof rib and DI must be marked by captain. A gas test must be made in this area. Team does not find the end of irrespirable non-explosive in #3 entry so team stop #7 must be in #3 entry C crosscut.

#### **TEAM STOP #7**

Captain find battery scoop in intersection, straight ahead finds irrespirable explosive mixture, then just inby an irrespirable non-explosive gas. A gas test must be made in this area. To the left, captain finds a brattice cloth, temporary stopping destroyed, captain must place DI at stopping and an irrespirable gas. A gas test must be made in this area before team advances.

# **TEAM STOP #8**

Captain finds battery scoop in intersection, straight ahead captain finds respirable non-explosive, then water over knee deep. A gas check must be made in this area and at water over knee deep to the left captain finds temporary stopping destroyed, captain must place DI at temporary stoppings, then a non-explosive irrespirable gas. A gas test must be made in this area.

Captain finds nothing in intersection, straight ahead finds a barricade, no response with an explosive mixture of gas immediately outby, a gas test must be taken at the barricade. The captain travels outby finds brattice cloth, a gas test must be made in this area.

#### **TEAM STOP #10**

Captain finds non-explosive irrespirable in the intersection, straight ahead he finds a barricade with no response, a gas test must be made at barricade. To the left, due to the smoke the entire team must remain attached to the lifeline. The captain will stretch out across the crosscut, finds a diesel scoop on fire. He will make roof and rib test at fire. Extinguish fire and gas test must be taken.

#### TEAM STOP #11

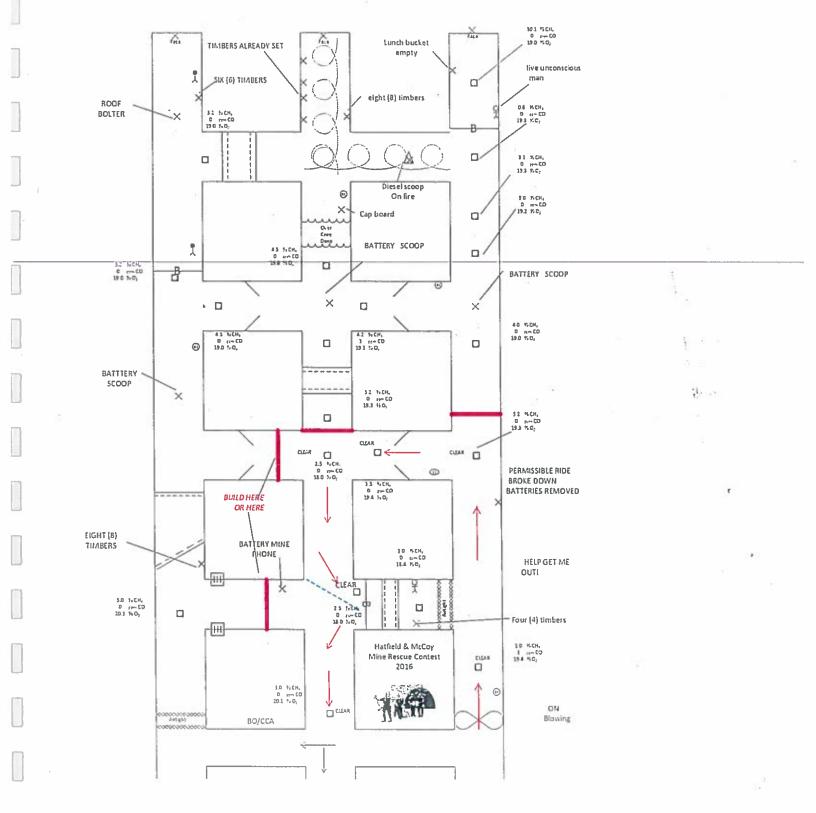
All team members must still be attached to lifeline due to smoke in intersection, straight ahead captain finds 8 timbers and a solid face. A roof and rib must be done at face and gas test done in this area.

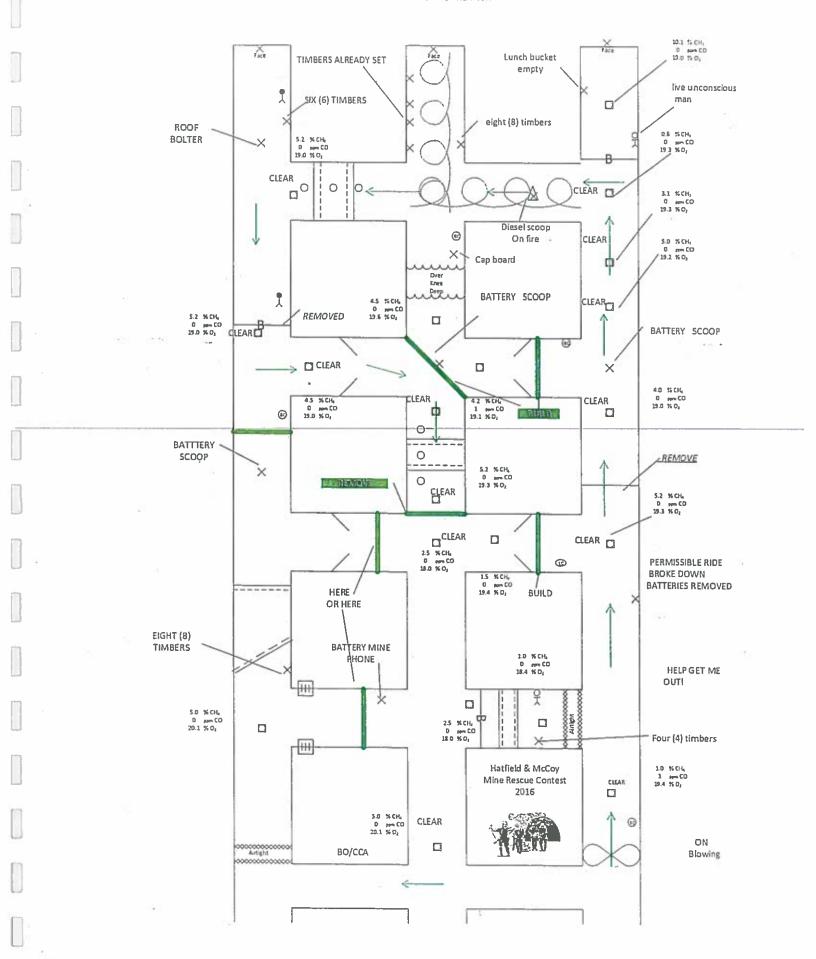
Captain finds end of smoke, however all team members are not clear of smoke so team must still be tied to lifeline. Captain then finds un-safe roof across entry. Roof and rib and gas test made at unsafe and captain must place DI at unsafe.. Captain will set a minimum of 4 timbers, after setting last timber in good roof, captain must do roof and rib check. Then the captain finds an explosive mixture of gas.

#### **TEAM STOP #12**

Captain finds gas extends into intersection, straight ahead, finds a roof bolter's body, lay hands on body and captain DI body, six timbers then solid face. Captain makes roof and rib. Gas test must be made in this area. Outby captain finds a body lay's hand on body, captain places DI at body. Then finds backside of barricade, gas test must be made at barricade. The team will go back and ventilate mine (see vent #2) since there is no response from barricade in #3 entry, an airlock must be built before the barricade is breached. The captain will open corner of barricade and take gas test prior to entering. He will find a live unconscious man in an irrespirable atmosphere. He will touch and DI unconscious live person prior to handing off to his team to be assessed and loaded for transport to surface. He will make roof, rib and face test, place DI at face and take a gas test at face. When team comes to the surface the problem is completed and team can stop the clock.

#### FIRST VENTILATION





\_\_\_\_TEAM Map

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\_\_\_\_TEAM Map

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\_\_\_\_TEAM Map

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# PERMISSION REQUEST FOR STARTING AND STOPPING THE FAN

1 <sup>ST</sup> VENT:BLOWEXHAUST On Off BO INITIALS: SUPERINTENDENT INITIALS:
2 <sup>ND</sup> VENT:BLOWEXHAUST On_Off_ BO INITIALS: SUPERINTENDENT INITIALS:
3 <sup>RD</sup> VENT:BLOWEXHAUST On_ Off_ BO INITIALS: SUPERINTENDENT INITIALS:
4 <sup>TH</sup> VENT:BLOWEXHAUST On_ Off_ BO INITIALS: SUPERINTENDENT INITIALS:
5 <sup>TH</sup> VENT:BLOWEXHAUST On Off BO INITIALS: SUPERINTENDENT INITIALS:
6 <sup>TH</sup> VENT:BLOWEXHAUST On Off BO INITIALS: SUPERINTENDENT INITIALS:
7 <sup>TH</sup> VENT:BLOWEXHAUST On Off BO INITIALS: SUPERINTENDENT INITIALS:

# **BARRICADE STATEMENT**

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