THANK YOU FOR RESPONDING TO OUR EMERGENCY SITUATION.

LAST NIGHT AT 12:30 AM, FIVE (5) MINERS ENTERED THE MINE TO DO SOME CLEAN UP AND MAINTENANCE WORK, INCLUDING CUTTING AND WELDING, ON THE SECTION. APPROXIMATELY 3 HOURS AGO THE DISPATCHER RECEIVED A CALL FROM 1 OF THE MINERS WHO STATED “I HEARD A LOUD POPPING NOISE AND OBSERVED SMOKE INBY HIS LOCATION. HE FURTHER STATED THAT HE WAS GOING TO THE SECTION’S REFUGE ALTERNATIVE AND THAT HE DID NOT KNOW ANYTHING ABOUT THE OTHER MINERS. WE HAVE NOT HAD ANY ADDITIONAL COMMUNICATIONS WITH ANY OF THE MINERS.

THE MINE FAN IS OPERATING AND IS A BLOWING FAN. THE FAN IS BEING GUARDED AND MONITORED AT THIS TIME.

ALL ELECTRICAL POWER TO THE AFFECTED LOCATION HAS BEEN DENERGIZED, LOCKED AND TAGGED.

THE MINE HAS A HISTORY OF LOCALIZED WATER ACCUMULATIONS ESPECIALLY WHEN DEWATERING PUMPS ARE OFF. SOMETIMES WHEN PUMPING WATER IN 1 LOCATION THE WATER LEVEL IN OTHER LOCATIONS WILL DROP AS WELL.

THE MINE HAS A HISTORY OF LOCALIZED METHANE BLEEDERS THAT ARE EASILY CONTROLLED BY SUFFICIENT VENTILATION

THE MINE IS OF WALKING HEIGHT AND THE MINE MAP WAS UPDATED 6 DAYS AGO

ALL NECESSARY AGENCIES ARE IN PLACE IN THE COMMAND CENTER AND EMS IS LOCATED ON SITE

BACK UP MINE RESCUE TEAMS ARE IN PLACE TO SERVE AS YOUR BACK UP TEAMS
2018 NATIONAL MINE RESCUE SKILLS
SEPTEMBER 18TH 2018
MINE RESCUE CONTEST
TEAM INSTRUCTIONS

• YOU WILL HAVE 80 MINUTES TO COMPLETE THE PROBLEM. YOUR TEAM WILL BE GIVEN A 5 MINUTE WARNING:

• EXPLORE ALL OF THE MINE THAT CAN BE SAFELY EXPLORED

• TEAMS MUST LEAVE THE MINE CLEAR OF ALL IRRESPIRABLE AND EXPLOSIVE GASES

• THE BLOWING MINE FAN CANNOT BE STOPPED, STALLED OR REVERSED

• ELECTRICAL POWER SUPPLYING POWER TO THE PUMP SWITCH LOCATED AT THE BRIEFING OFFICER’S LOCATION IS BEING WORKED ON AT THIS TIME. YOUR TEAM WILL BE INFORMED WHEN POWER HAS BEEN RESTORED TO THE PUMP SWITCH

• IF ANY WATER PUMP IS TURNED ON IT CANNOT BE TURNED OFF AFTER PUMPING THE WATER

• TEAM CAN TRANSPORT 2 BRATTICE CLOTHS AT A TIME
KEYS TO THE PROBLEM:

- **ON INITIAL CHECKING OF THE OPENINGS THE ROOFED WATER IN #2 AND #3 CANNOT BE PUMPED DUE TO POWER TO THE SWITCH AT THE BO BEING OFF. ALSO, THE PUMP IS STATIONARY AND CANNOT BE MOVED**

- **TEAM MUST ENTER IN THE #1 ENTRY. WHEN THE CAPTAIN AND 1 OTHER MAN GO INTO THE RA JUDGES MUST STRETCH THE RIBBON ACROSS THE #1 ENTRY AND PLACE THE “CAVED” PLACARD AT THE RIBBON. NOTE: CAPTAIN MUST DO A ROOF AND RIB TEST AND PLACE HIS D +I AT THE CAVED AREA.**

- **WHILE THE CAPTAIN AND 1 OTHER MAN ARE IN THE RA JUDGES MUST INFORM THE TEAM AND BO THAT ELECTRICAL POWER HAS BEEN RESTORED TO THE PUMP IN THE #2 ENTRY.**

- **THE TEAM MUST AIRLOCK AND GO THROUGH THE PERMANENT STOPPING BEHIND THE RA. THEY WILL FIND ENOUGH BRATTICE MATERIAL TO ALLOW THEM TO AIRLOCK AT THE ROOFED WATER AND HAVE THE BO START THE PUMP. IF A TEAM FAILS TO DO THIS AND KEEPS EXPLORING INBY THEY SHALL BE DISCOUNTED**

- **IF THE PATIENT THAT THE TEAM GOT OUT OF THE RA HAS A CAREVENT ON, THE TEAM MUST CHECK THE OXYGEN GAUGE EVERY 5 MINUTES FOR AS LONG AS THE CAREVENT IS IN USE.**
ONCE THE PUMP IN THE #2 ENTRY IS TURNED ON IT CANNOT BE TURNED OFF TO ALLOW THE WATER TO ROOF AGAIN. THE WATER WILL GO TO KNEE DEEP WHEN IT IS PUMPED

NOTE: THE MINE RESCUE SKILLS RULES REQUIRE THE TEAM TO CARRY THEIR STRETCHER WHEN THEY ARE IN WATER LEVELS THAT WOULD COME OVER THE STRETCHER AND THEY WILL BE IN KNEE DEEP WATER

THE TEAM MUST TREAT THE LIFE THREATENING BLEEDING ON THE PATIENT FOUND IN THE #3 ENTRY IN THE LAST OPEN CROSSCUT.

THE TEAM MUST CARRY THE PATIENT TO THE FRESH AIR BASE
COMBINED GAS TEST, 
ROOF & Rib D. + I. MAP

D+ I is in RED 
Roof + Rib is in BLUE 
Gas Test is in GREEN

NOTE: 
Captain Must Place D+ I’s on ALL Team 
Built Stoppings and any Rebuilt Stoppings

When Team finds The caved the Capt. Must do another Roof And Rib + D.I

Conscious
NOTE: 
Roof + Rib Tests MUST be done at all team 
Built Stoppings and Rebuilding Stoppings 
Roof + Rib MUST BE done EACH Time 
Team Passes a Fire Area

2018 National Skills 
Problem
NOTE to Judges:
The faces of #1 and #3 at this time as well:
If they wing out #2 the Explosive Mixture will
Go over the Battery Scoop in the #3 Entry

VENT Map 3
NOTE:
Team May have already
Winged out #1 and #3 on
Previous vent:
All they will be doing
Is clearing the Face of
#2 on this vent
VENT Map 5

NOTE:
This Vent may not be necessary if the Team winged out #3 on a Previous Vent