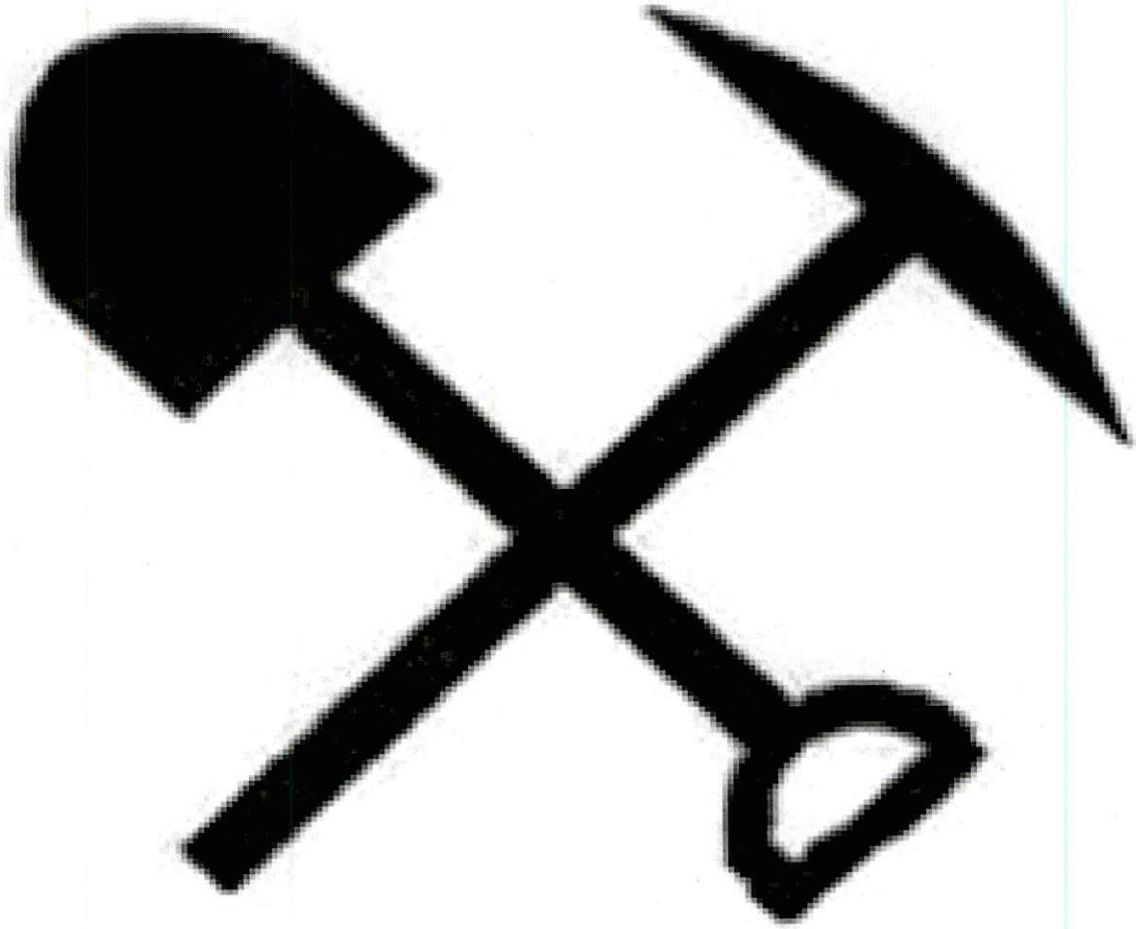
MH

2019
MINE RESCUE DAY 1

KENTUCKY RIVER
MINE RESCUE, PRESHIFT, BENCH
AND FIRST AID CONTEST



KENTUCKY RIVER MINE RESCUE CONTEST
SUPERINTENDENT STATEMENT DAY 1
JUNE 12, 2019

Thank you for coming to help us. You are located at the fresh air base of the Haz-Co #1 mine. This is a very large mine with multiple working sections and interconnected fans and air courses.

A mine rescue team was able to explore to the area inby the area you will be exploring. They were stopped by water in the number 1 entry, and unsafe roof in the number 2 and number 3 entries. Another team was able to setup a safe return and intake inby that you can use to ventilate through.

The outby fan is blowing and ventilating the fresh air base.

The inby fan is off. Due to automatic closing doors the inby fan must be running in order to ventilate through the area you will be exploring.

The mine has a history of bad roof, water and methane. The mine maps are up to date. We have a competent life line person to give and take life line signals if necessary.

Please find the 4 missing miners that were in this area of the mine that you will be exploring. Thank you and good luck.

PROBLEM DAY 1

YOU HAVE 90 MINUTES TO COMPLETE THE PROBLEM.

BOTH FANS CAN BE STOPPED OR REVERSED. DO NOT STALL EITHER FAN, AS IT WILL CAUSE DAMAGE TO THEM.

IF THE OUTBY FAN IS RUNNING AND THE AREA IS NOT AIR LOCKED IT WILL MOVE AIR THROUGH THE AREA YOU ARE TO EXPLORE.

TO PREVENT STALLING ONE FAN HAS TO BE BLOWING AND THE OTHER EXHAUSTING WHEN USING BOTH FANS.

THE RETURN AND INTAKE OUTBY THE FAB AND INBY AREAS HAVE BEEN EXPLORED AND IS SAFE TO VENTILATE THROUGH.

ACCOUNT FOR ALL 4 MISSING MINERS THAT ARE IN THE AREA YOU ARE EXPLORING AND BRING SURVIVORS TO THE FAB.

EXPLORE ALL AREAS OF THE MINE THAT CAN BE DONE SAFELY

WHEN THE TEAM IS TRAVELING THEY CAN ONLY CARRY 2 TIMBERS PER WORKING TEAM MEMBER AND THEY MUST CARRY THEIR OWN TIMBER IN THEIR HANDS. BRATTICE CLOTH AND LINE CURTAIN MUST BE EITHER CARRIED IN THE HAND OR ON THE STRETCHER. NO THROWING, KICKING, PITCHING ETC. OF THE TIMBERS, WATER PUMP, BRATTICE CLOTH OR LINE CURTAINS BY THE TEAM MEMBERS.

PATIENT STATEMENT 1

HELP GET ME OUT OF HERE.

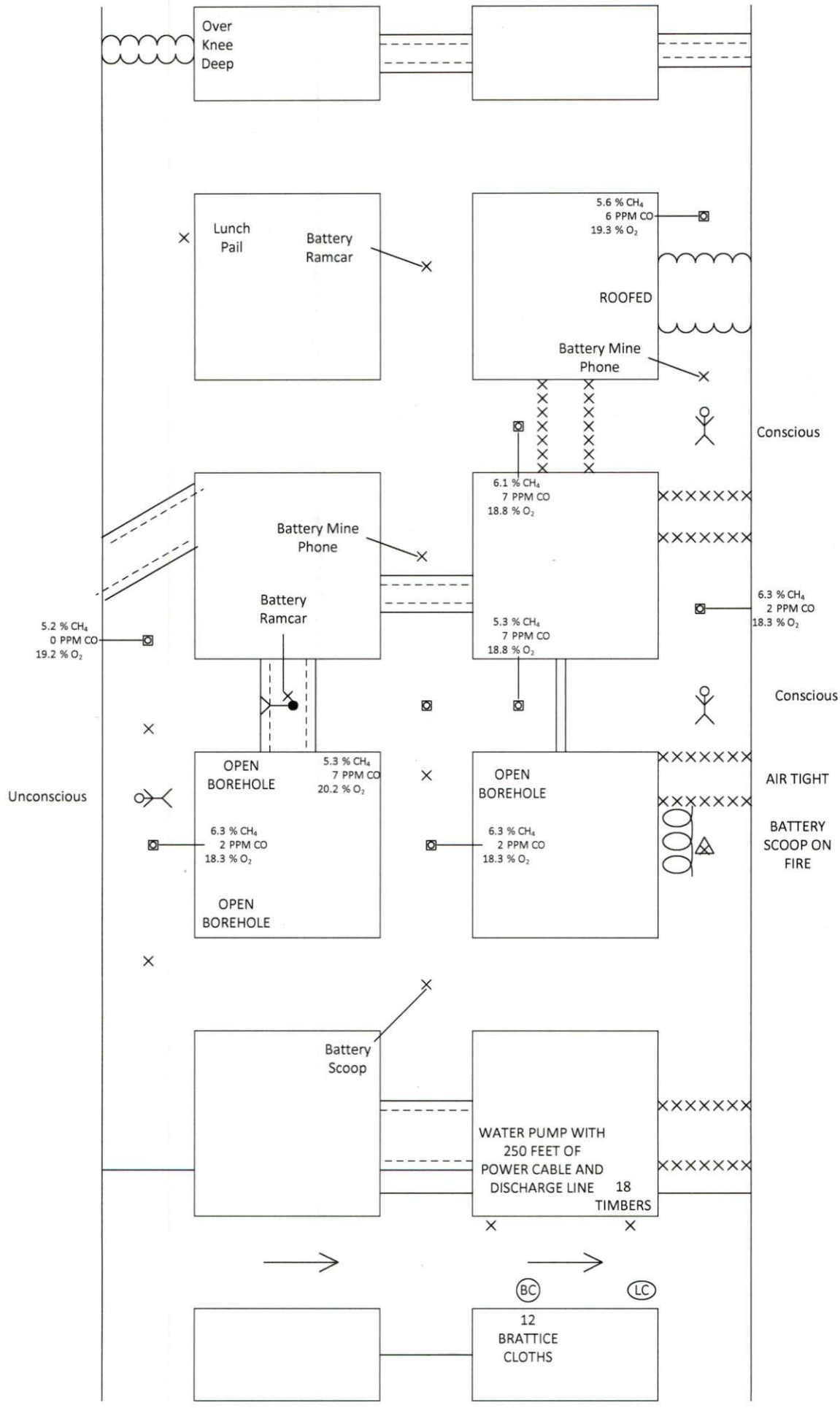
QUIT STATEMENT DAY 1

THANK YOU FOR FINDING THE WITH DRAWN CONDITION.

SINCE YOU FOUND IT THE AREA HAS BEEN INJECTED WITH NITROGEN AND SAMPLED THE EXPLOSIXE MIXTURES YOU REPORTED HAVE BEEN RETESTED AND ARE NOW NON-EXPLOSIVE.

RE-ENTER THE AREA AND RE-CHECK THE AREA WITH EXPLOSIVE MIXTURES AND CONFIRM THAT THEY ARE NOW NON-EXPLOSIVE AND CONTIUNE EXPLORING THE MINE AND BRINGING SURVIVORS TO THE FRESH AIR BASE.

KENTUCKY RIVER DAY 1 PROBLEM MAP



KENTUCKY RIVER MINE RESCUE CONTEST DAY 1
JUDGES BRIEFING

Number 1 entry GT DI Airlock GT inby stopping.
Number 2 entry GT DI Airlock GT inby stopping GT DI RR at unsafe roof.
Number 3 entry GT DI Airlock GT inby stopping GT DI RR at caved.

Team Stop 1
Gt at Open Borehole
Crosscut between 1 & 2 GT
Inby GT Patient Touch Assess DI Take to FAB

Team Stop 2
Inby GT Open Borehole GT
Crosscut between 2 & 3 GT
Outby GT DI RR

Team Stop 3
Outby GT DI RR
Inby GT Find Smoke Quit Return FAB
Give team QUIT STATEMENT DAY 1 before they can stop clock.
Change placards in number 1 and number 2 entries to 4.3% CH4.
Team re-enters rechecks 1 and 2 entriesand the gas is now non-explosive.
Continue Team Stop 3
Inby GT RR Extinguish fire RR GT DI

Team Stop 4
Patient 1 Reads Statement
Crosscut between 2 & 3 DI GT
Inby GT RR DI
Crosscut between 1& 2 RR GT DI

Team Stop 5
GT at Open Borehole
Inby GT RR DI
Crosscut between 1 & 2 RR GT DI

Team should now attempt to do ventilation. They will timber through unsafe roof find body Touch and DI. They will also find Battery Ramcar and determine they cannot ventilate at this time.

The team can now either set timbers and advance up number 1 or number 2 entry. We will use number 1 entry timber through and RR inby side.

Team Stop 6
Inby GT Examine Lunch Pail
Crosscut between 1 & 2 GT

Team Stop 7
Crosscut between 2 & 3 GT DI RR
Inby GT
Outby GT DI RR

Ventilation 1

Team Stop 8
Entering barricade GT
RR Zig Zag intersection
Patient touch assess DI Take to FAB
Outby GT DI
Inby GT DI RR

Team Stop 9
Crosscut between 1 & 2 GT
Inby GT DI

Team Stop 10
Inby GT DI RR
Outby GT
Crosscut between 2 & 3 GT

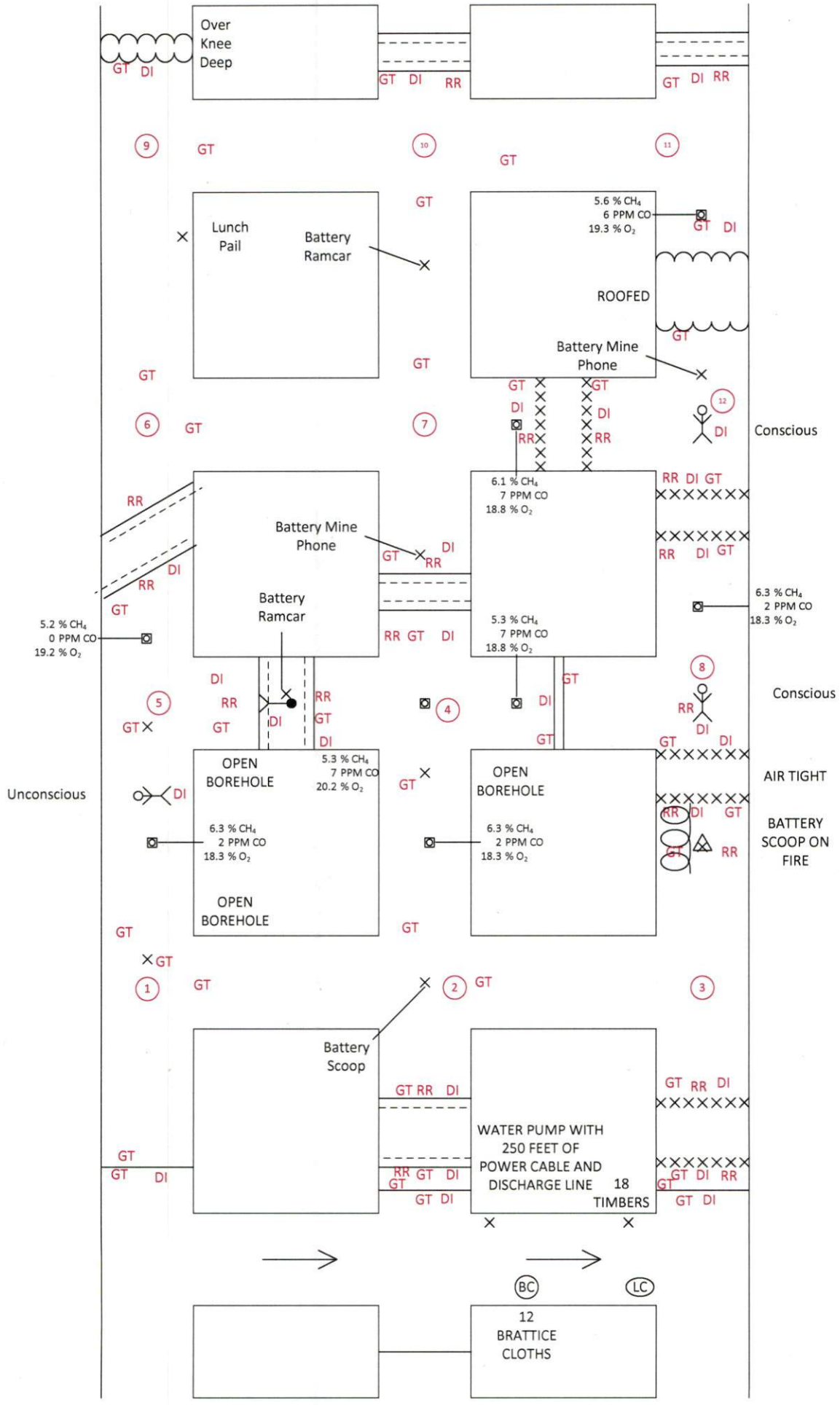
Team Stop 11
Inby GT DI RR
Outby GT DI

Ventilation 2
Pump 1

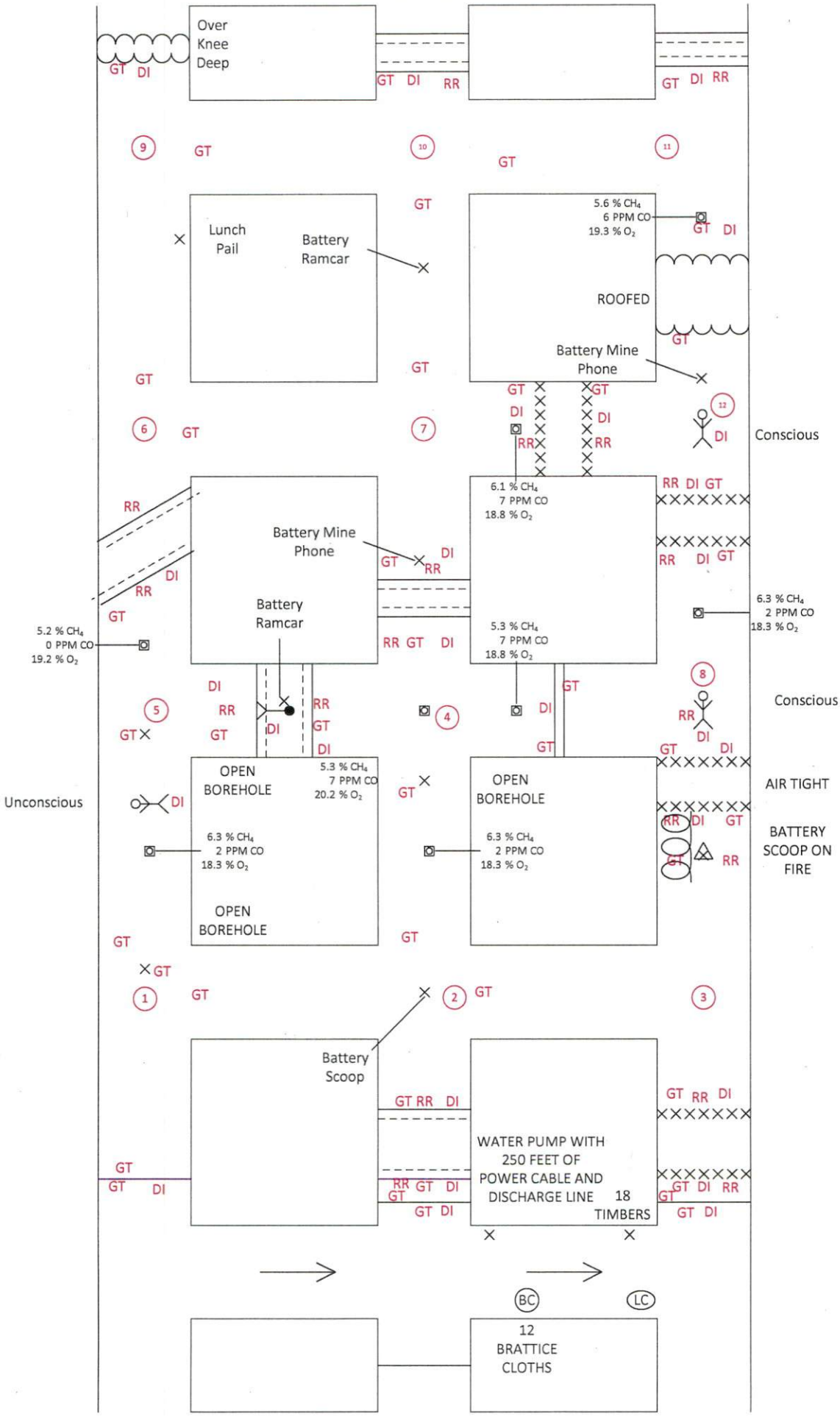
Team Stop 12
GT after pumping water
Patient Touch Assess DI take to FAB
Crosscut between 2 & 3 GT DI RR
Outby GT RR DI

Stop Clock

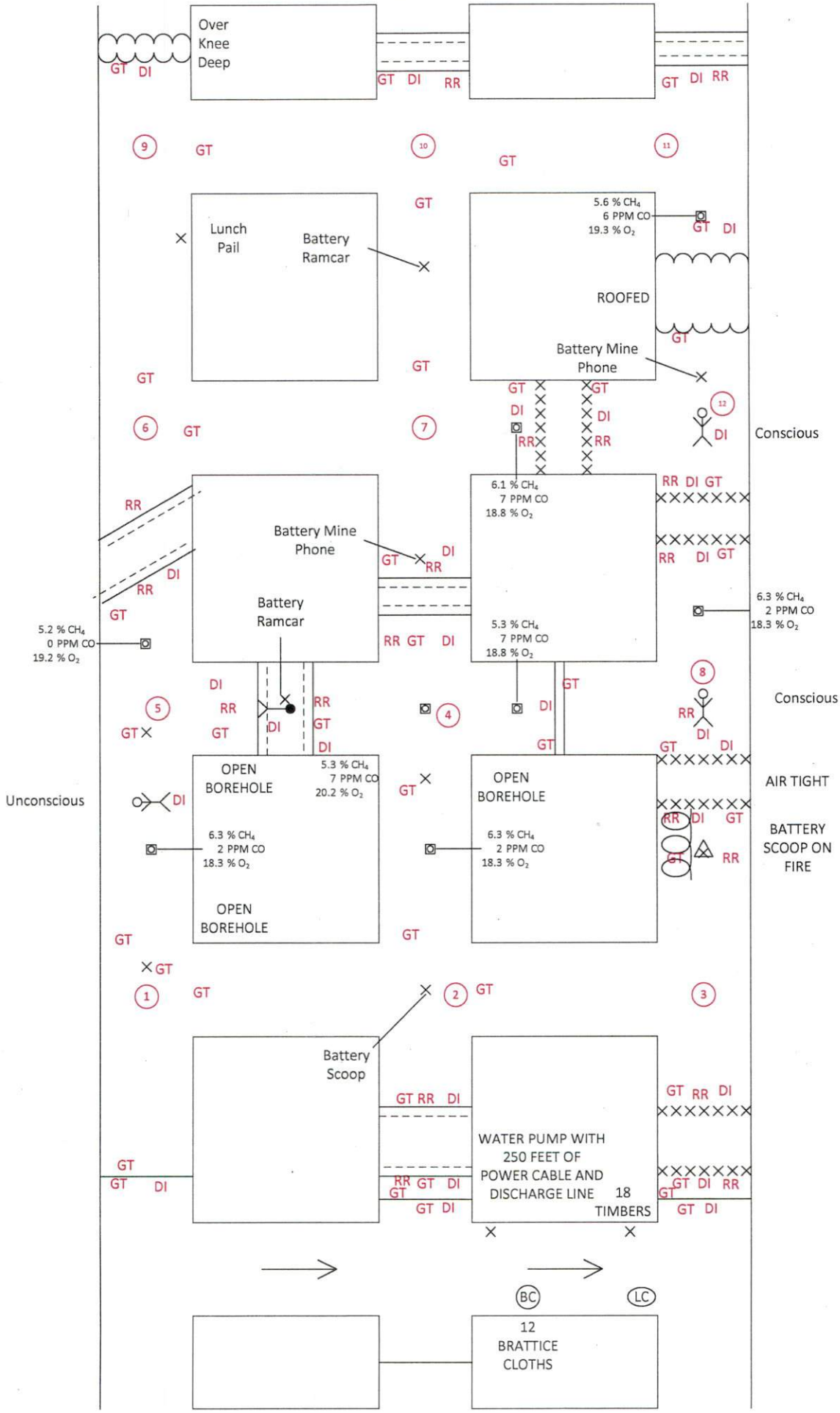
KENTUCKY RIVER DAY 1 TEAM STOP MAP



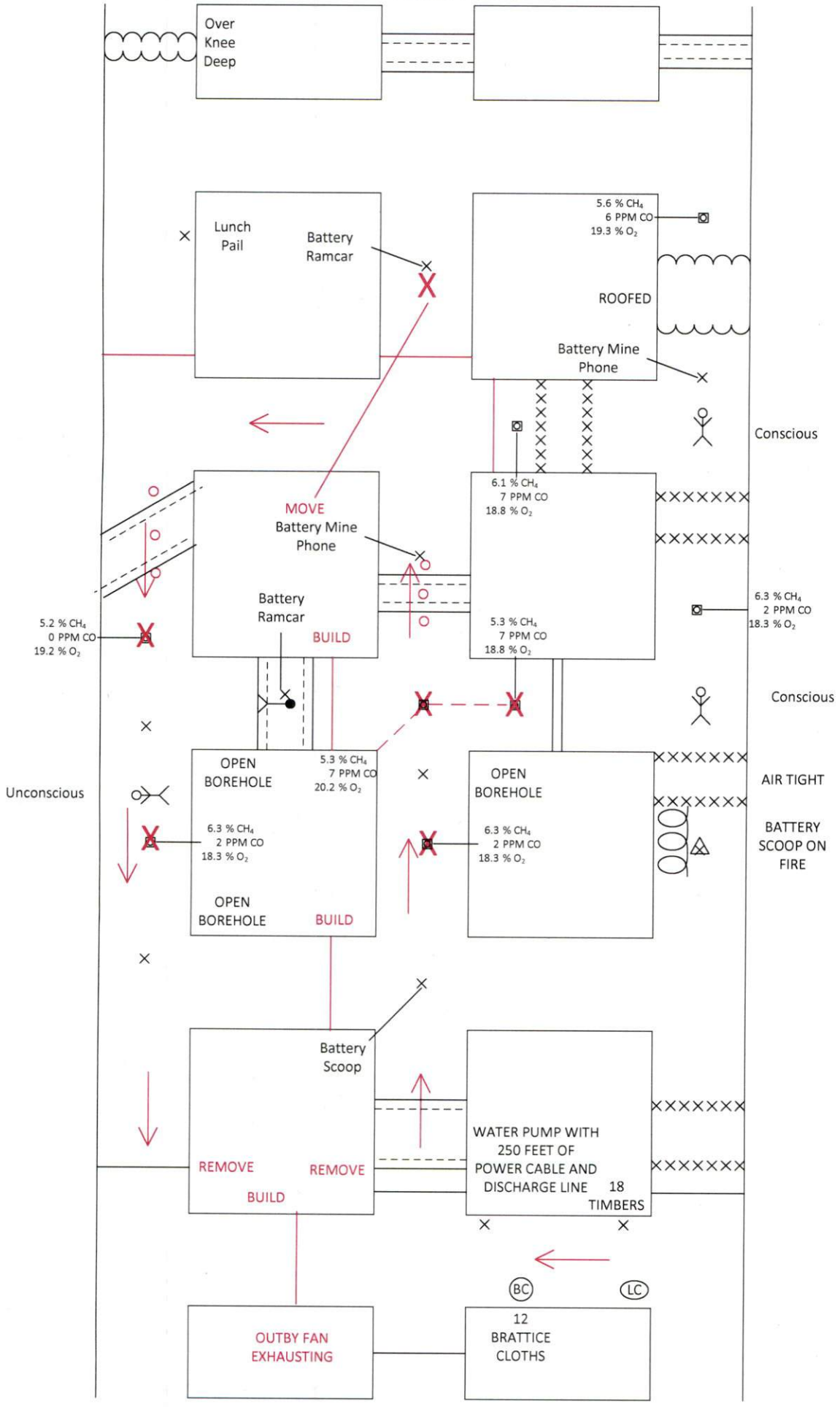
KENTUCKY RIVER DAY 1 TEAM STOP MAP



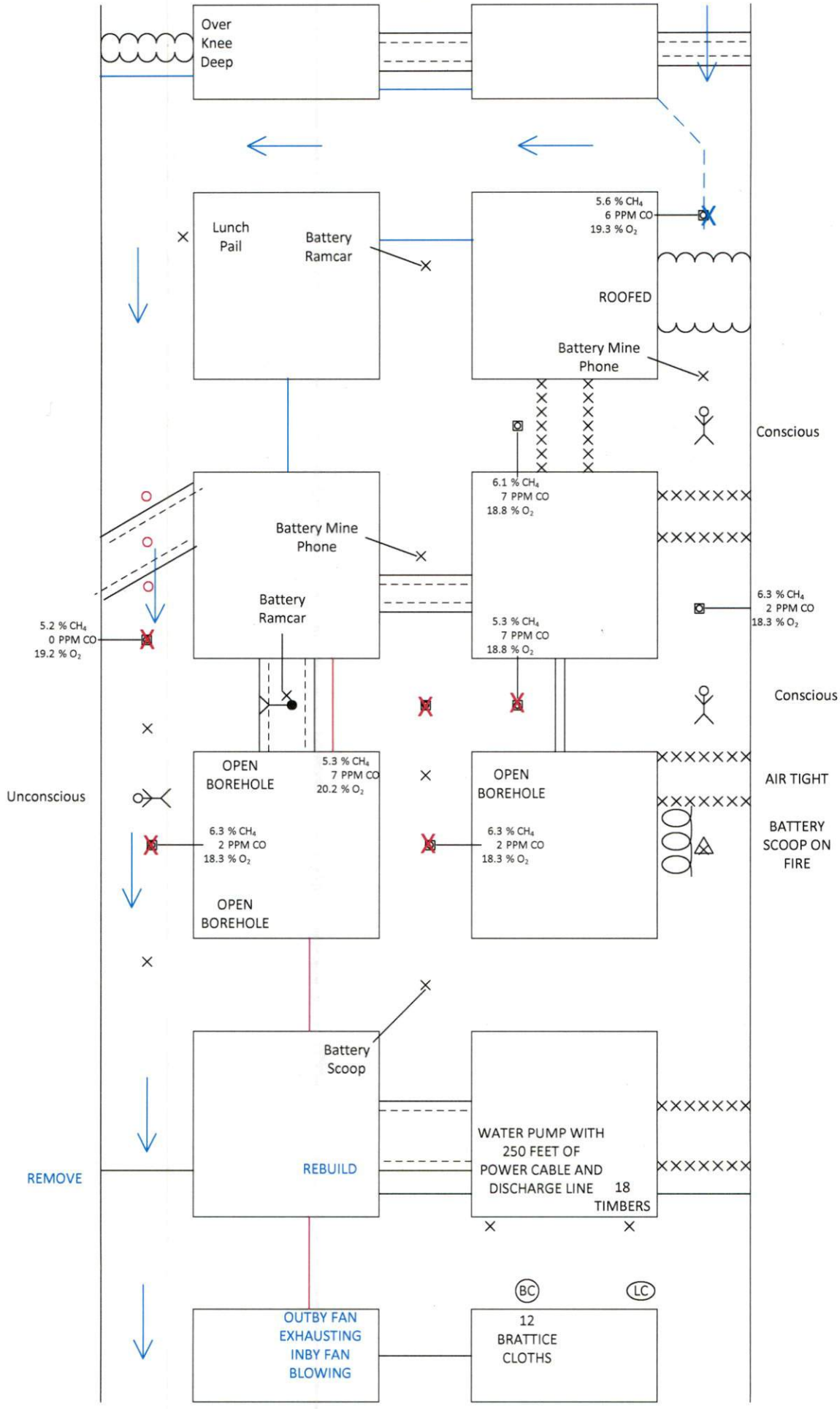
KENTUCKY RIVER DAY 1 TEAM STOP MAP



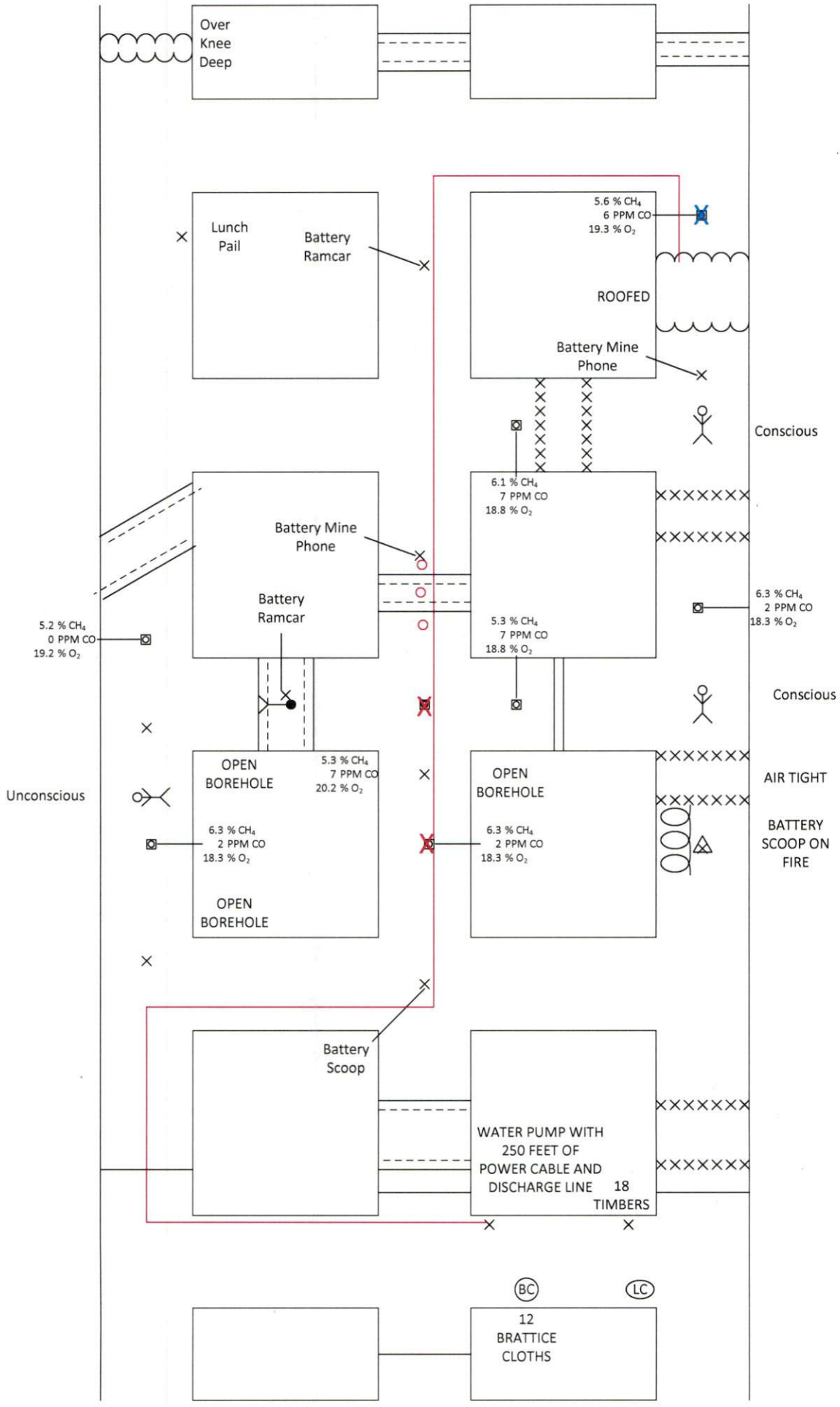
KENTUCKY RIVER DAY 1 VENTILATION 1



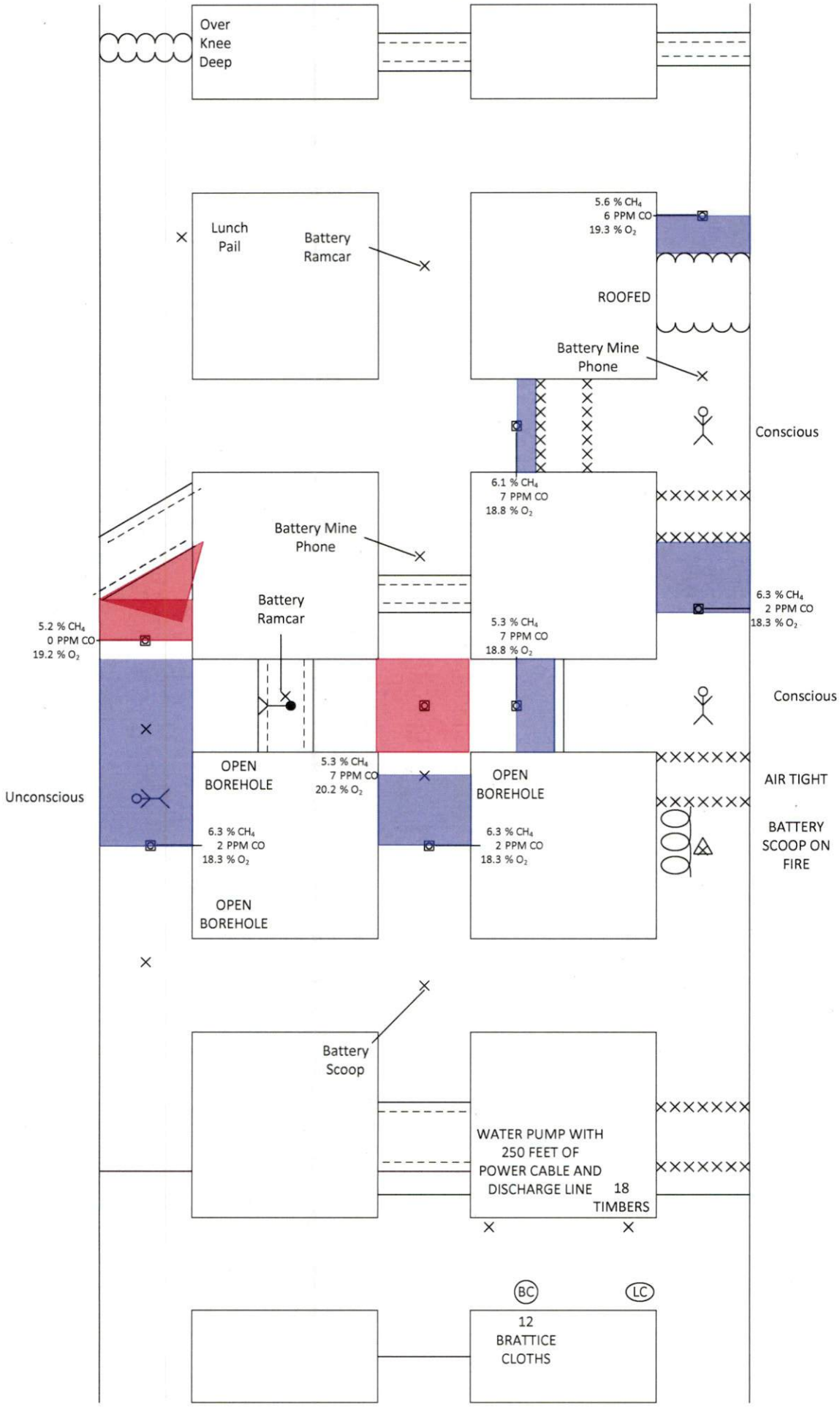
KENTUCKY RIVER DAY 1 VENTILATION 2 MAP



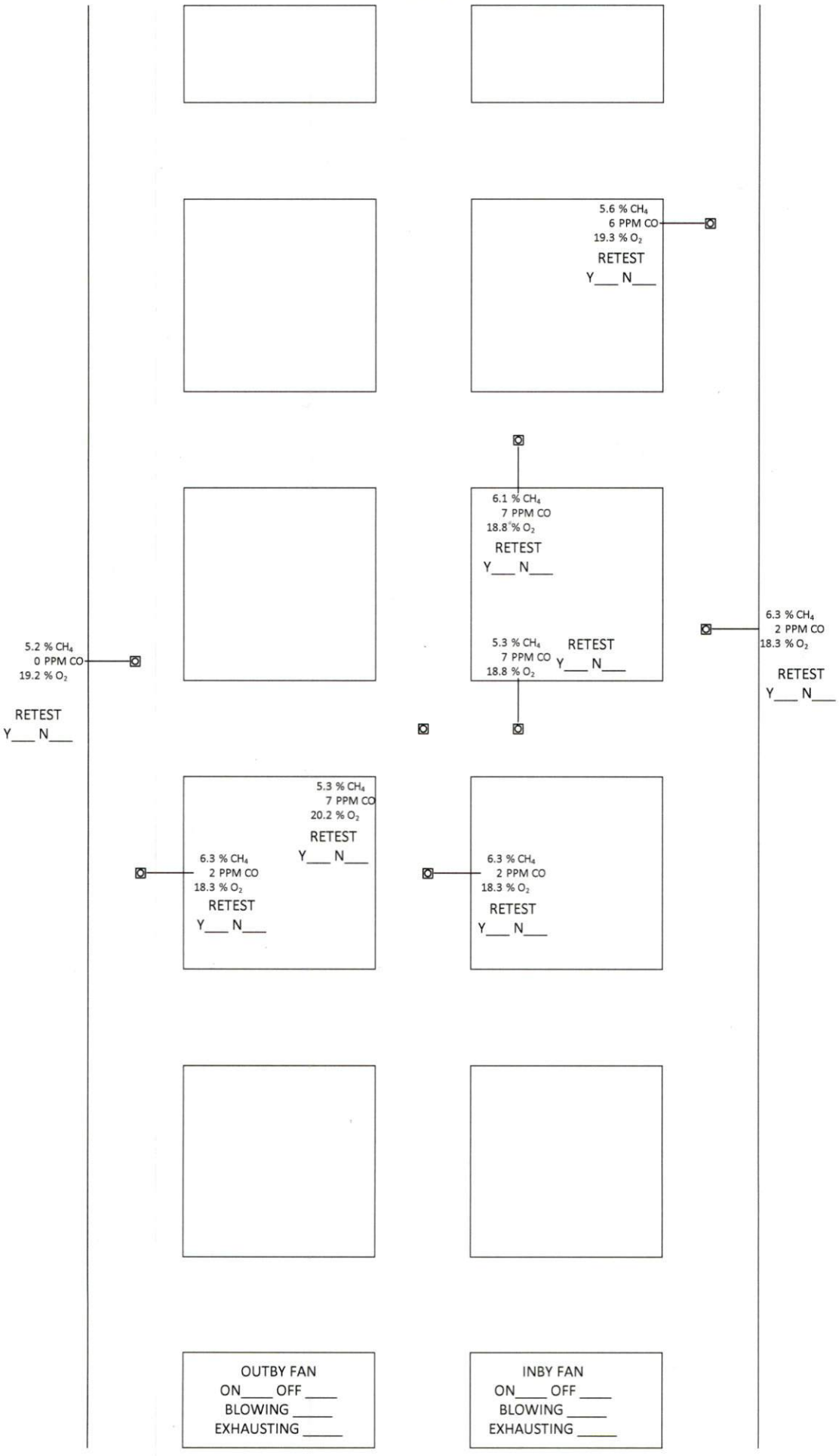
KENTUCKY RIVER DAY 1 PUMP 1 MAP



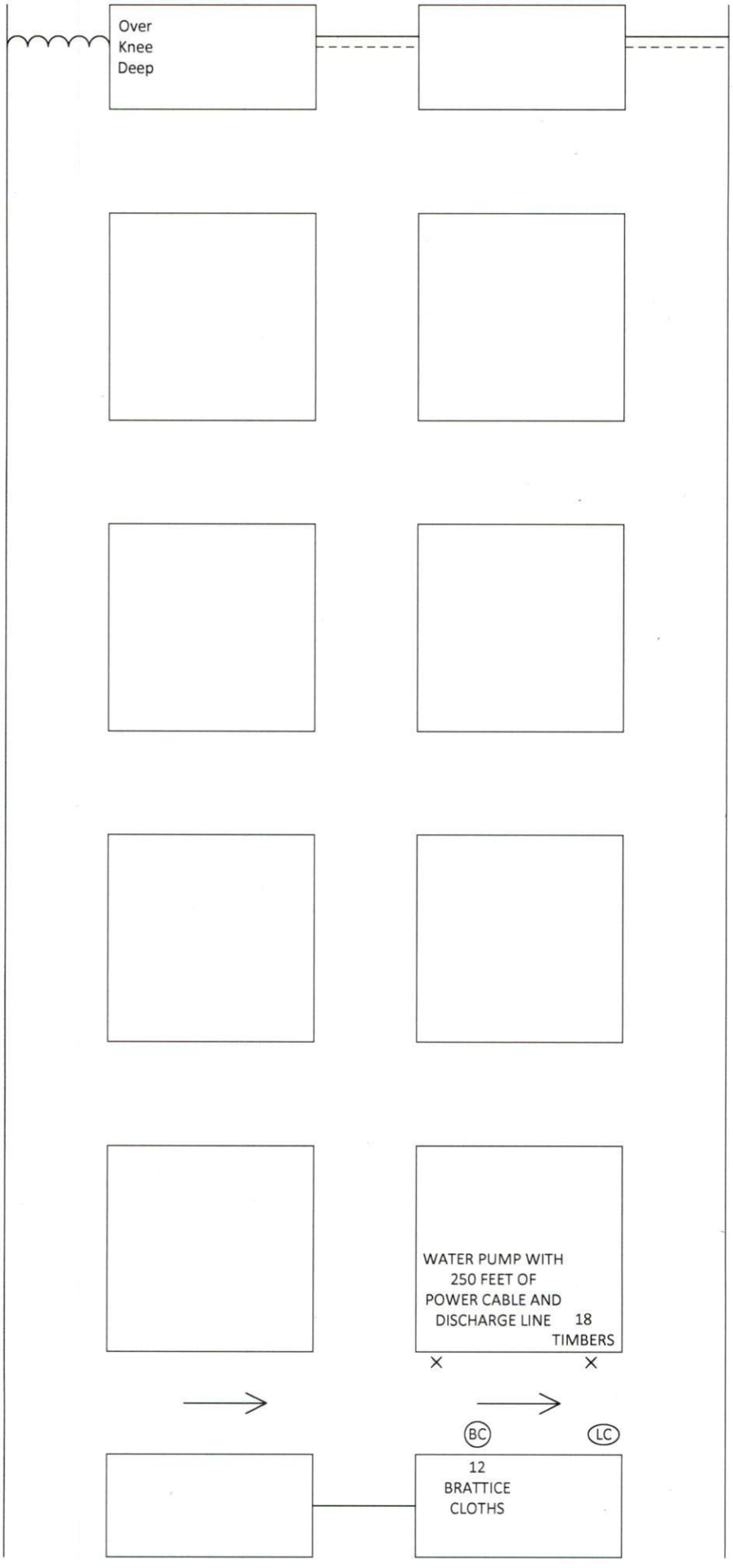
KENTUCKY RIVER DAY 1 EXTENT OF GASES MAP



KENTUCKY RIVER DAY 1 FINAL MAP



KENTUCKY RIVER DAY 1 TEAM MAP



KENTUCKY RIVER DAY 1 BLANK MAP