

NATIONAL MINE RESCUE

POST 11 CONTEST

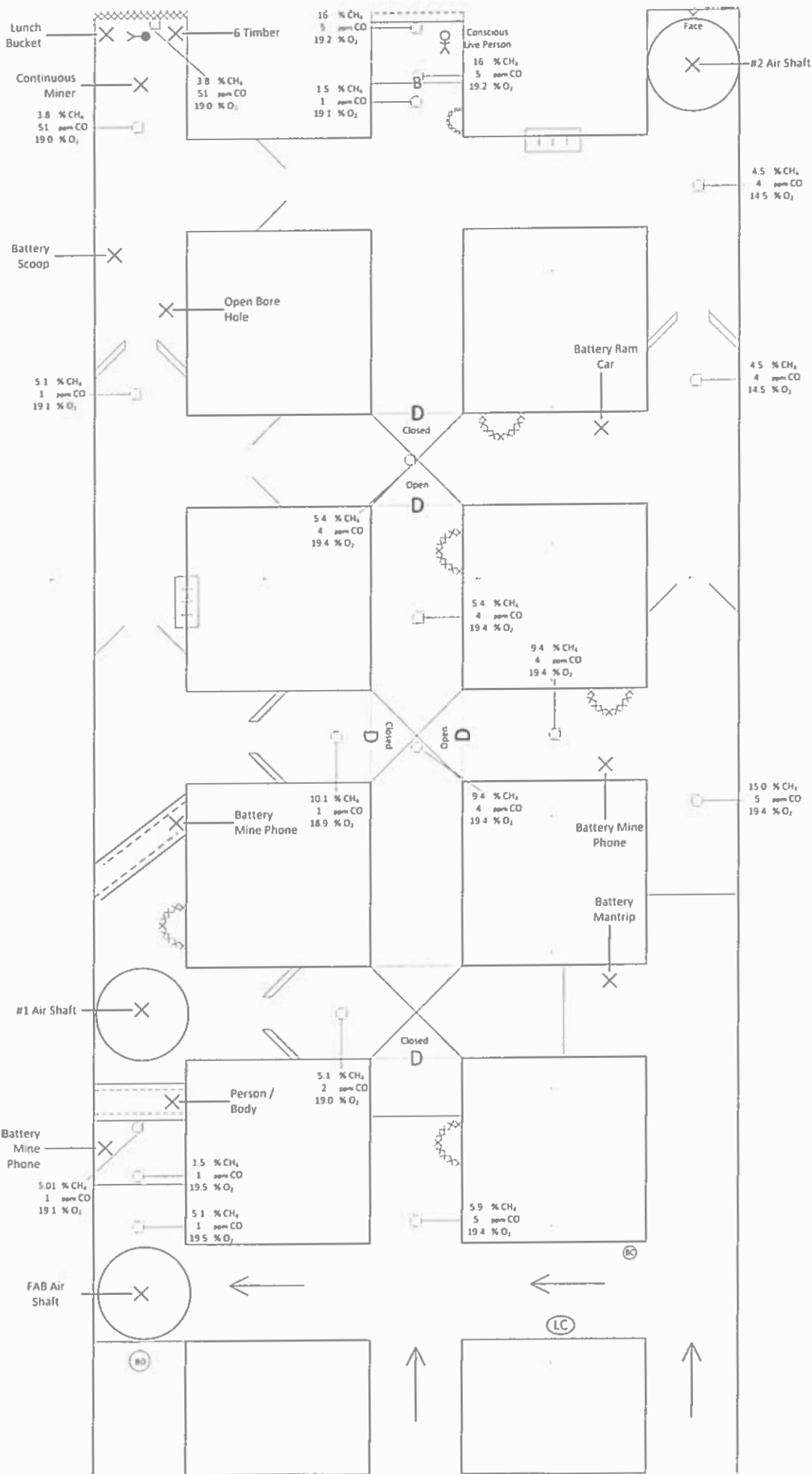
May 2, 2019

Thank you for answering our call for help! You are located at the Fresh Air Base of the Hoping To Get Rich Coal Company. It looks as though we may have ran into a problem. Here is what we have been able to find up to this time.

A foreman and two others went in early this morning to make sure that the unit was ready. When I arrived the dispatch said that the foreman had called out about a half hour ago wanting to know if the mine engineer had got here yet. He said something wasn't right and that it looked like that we may be getting close to a fault or another old mine. A few minutes later the CO alarm went into high alarm and the methane spiked. All attempts to contact the section foreman or any of the crew has been unsuccessful. That is when we called for help.

We have had our problems with bad roof and some methane. We have two air shafts inby the F.A.B. There is one in the #1 entry and the other one is in the #3 entry. We have a competent life line person to give and take life line signals if necessary.

The exhaust fan is on top of a shaft in the #1 entry in the F.A.B. and it is running ventilating the F.A.B. by pulling air through the #2 & #3 outby entries across the F.A.B. All the power inby this area has been disconnected locked and tagged out and is being guarded. The mine is walking height. All of the regulatory agencies have been notified and have their personnel here. There are additional mine rescue teams here to serve as your back up. This is not a very big mines please help us find our missing miners. GOOD LUCK & BE CAREFUL!



2019 Post 11
Contest Map

MINE RESCUE

WRITTEN INSTRUCTIONS

- **ACCOUNT FOR ALL MISSING PERSONS**
- **BRING SURVIVORS TO THE FRESH AIR BASE**
- **THE EXHAUSTING FAN IS ON THE SHAFT IN THE #1 ENTRY IN THE F.A.B. & IT CANNOT BE STOPPED, STALLED OR REVERSED.**
- **THE SHAFT INBY THE F.A.B. IN THE #1 ENTRY HAS A SET OF AIR LOCK DOORS ON THE SURFACE THAT IS CLOSED BUT MAY BE OPENED OR CLOSED BY REQUESTING THE COMMAND CENTER TO DO SO.**
- **EXPLORE ALL AREAS OF THE MINE IF MATERIALS ARE AVAILABLE AND IT CAN BE DONE SO SAFELY.**
- **THE MINE MAPS ARE NOT UP TO DATE.**

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MINE RESCUE CONTEST
MAY 2, 2019

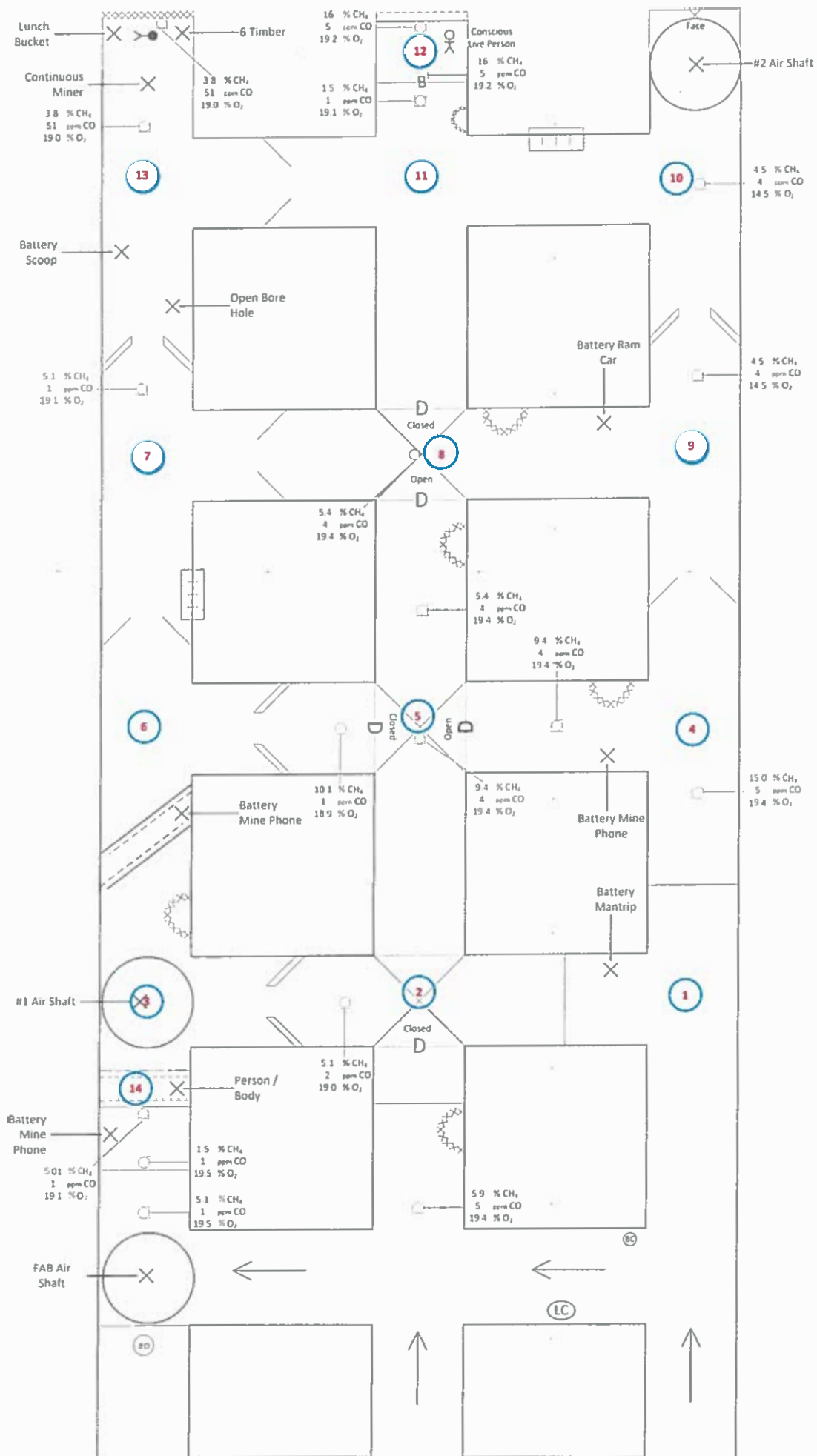
WORKING PROCEDURES:

When the team enters the Fresh Air Base, the Superintendent will introduce himself to the team captain. The Briefing Officer and/or Command Center Attendant will report directly to the command center. The team will then have 4 minutes to arrange their equipment, lay out their lifeline etc. If the team captain does not start the clock within 4 minutes the Superintendent will start the clock. The team does not have to unload and test stretchers. They must however check their gas detectors after the clock has started as well as their communications between the team and the command center. Teams must go over standard lifeline signals with the lifeline judges unless wireless communications are used. Time for the briefing officer and the command center attendant to get set up is included in the 4 minute time.

F.A.B.

The team is located at the underground F.A.B. with an air shaft in the #1 entry with an exhaust fan which is running. The team should make all three entrances prior to the team advancing inby.

In the #1 entry, the team will find an explosive atmosphere extending to a temporary stopping, The Captains D&I is required at the stopping, and a GT is required in this area. When/If the team advances inby the temporary stopping they must air lock, Inby the temporary stopping a GT is required and the team will find a respirable and non-explosive atmosphere extending across a battery mine phone on the left rib, to an explosive and non-respirable atmosphere that extends into an area of unsafe roof across the entry. An R&R the Captains D&I and a GT are required at this location.



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Team Stop Map

In the #2 entry, the team will find an explosive and irrespirable atmosphere which extends through a caved area on the right rib to a temporary stopping, a zig zag R&R is required at the caved area, the Captains D&I are required at the temporary stopping & and a GT is required in this area. When/If the team advances inby the temporary stopping they must air lock, Inby the temporary stopping a GT is required, the team will find the wall of an overcast with a door closed, the Captains D&I and a GT is required at this location.

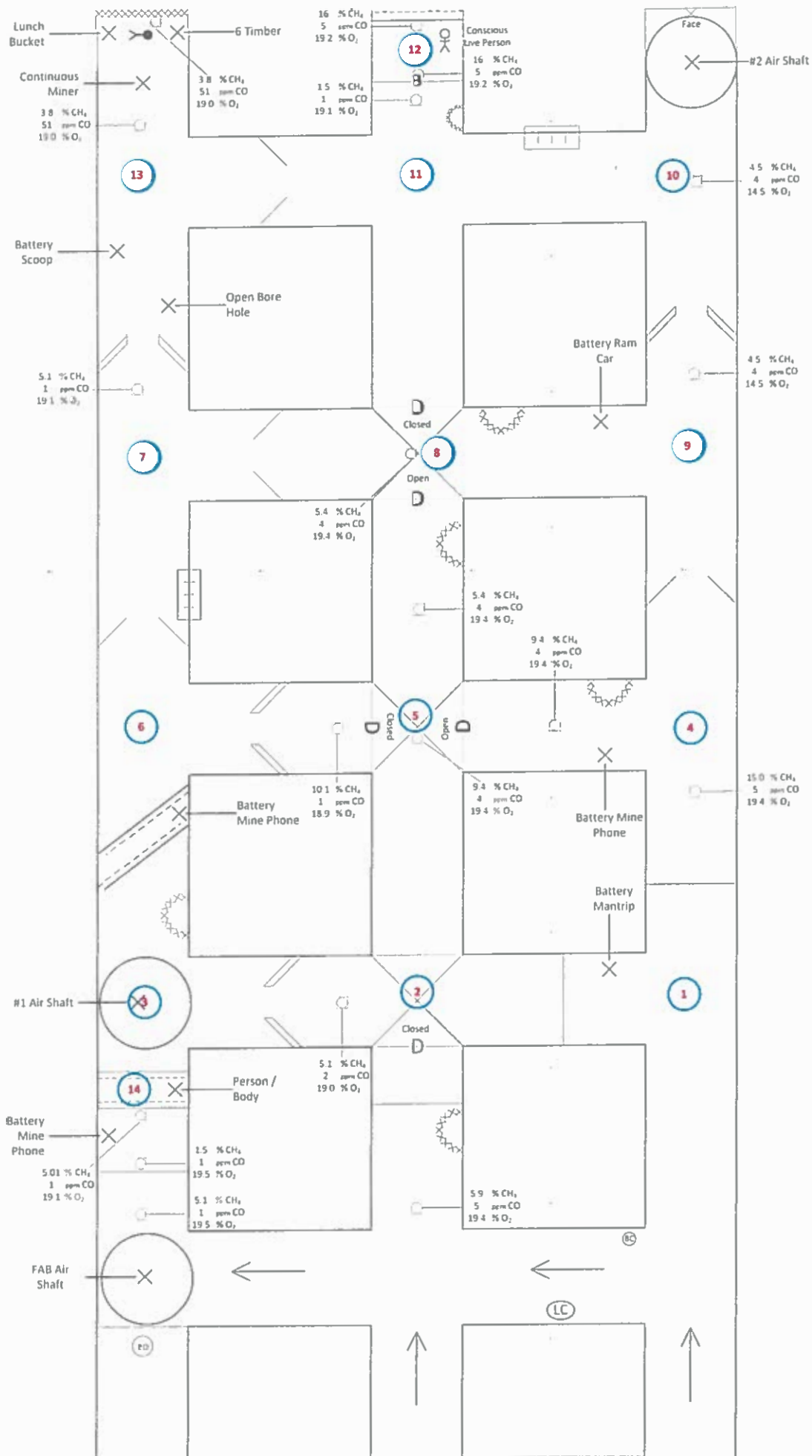
In the #3 entry, the team will find an open entry, A gas test is required in this area.

TEAM STOP #1

At team stop #1(#3 entry), an apparatus check must be made with all team members underground. Straight up the #3 entry the team will find a temporary stopping on which the Captain's D&I is required, and a gas test is required in this area. When/If the team advances inby the temporary stopping they must air lock, a GT is required, then they will encounter an explosive and irrespirable atmosphere extending into the intersection, a GT is required in this area. To the left the team will find a battery mantrip on the inby rib, then the team will find a temporary stopping on which the Captains D&I are required, and a GT is required in this area.

TEAM STOP #2

The team should travel to the #2, in the intersection of the #2 entry the team will find the a wall of over cast on both sides with a closed door on the out by side. The Captains D&I is required on both walls and a GT is required at both walls. To the left advancing toward #3 entry the team will encounter an explosive and irrespirable gas that extends across a permanent stopping not intact on which the Captains D&I are required and under the air shaft in the intersection of the #3 entry, a gas test is required in this area.



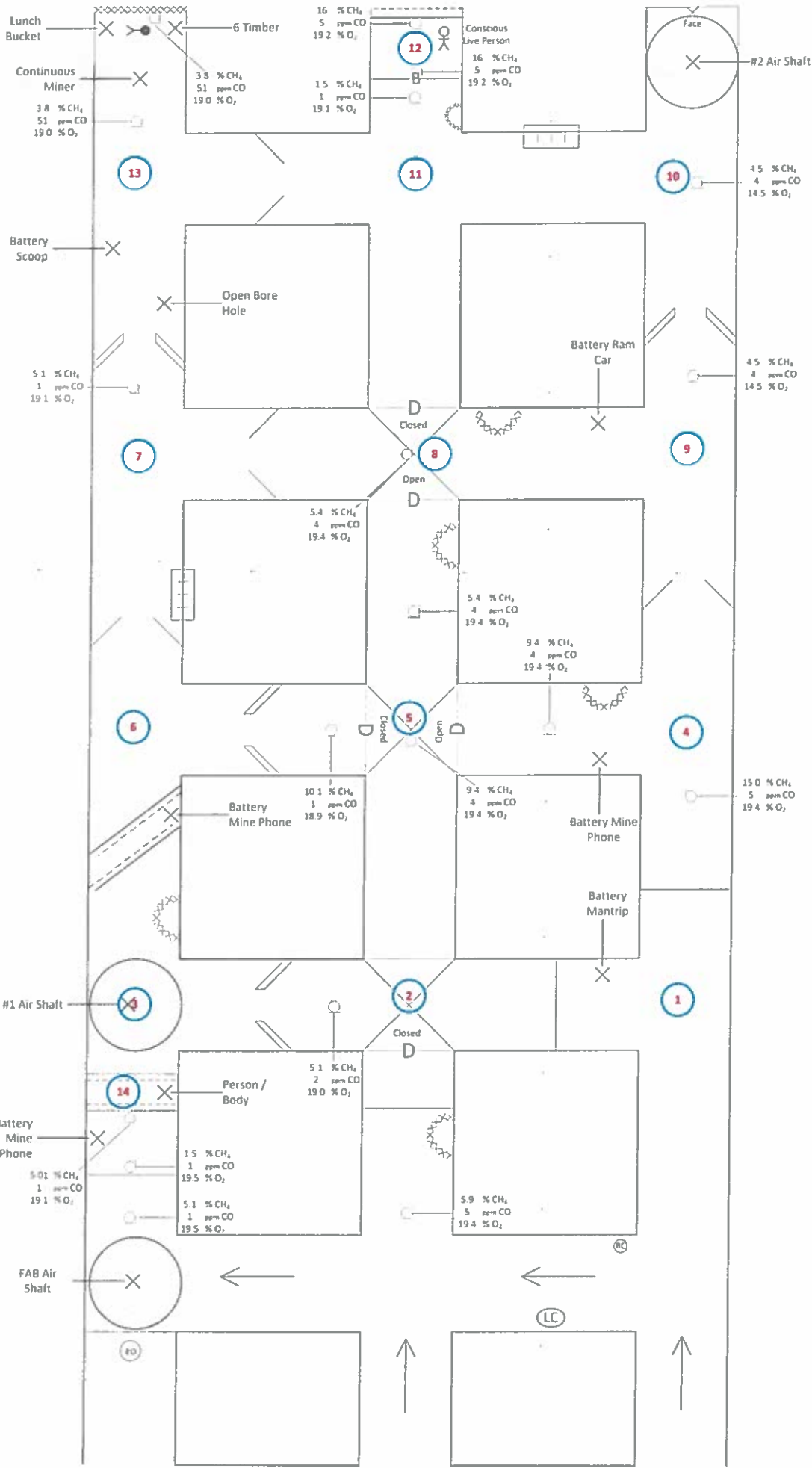
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Team Stop Map

TEAM STOP #3

The team will travel into the intersection of the #3 entry, where the team will find the air shaft. Out by the team will find area of unsafe roof across the entry at which a R&R, the Captains D&I are required and a GT is required in this area. Inby the team will find a caved area on the right rib, a zig-zag R&R is required at this location. Inby that the team will find a diagonal unsafe roof, the Captains D&I and an R&R is required at this location, a GT is required in this area.

TEAM STOP #4

The team will air lock through and travel inby up the #3 entry into the intersection, Inby the team will find a temporary stopping not intact, the Captains D&I are required on the temporary stopping and a GT is required in this area. To the left the team will find a battery mine phone on the outby rib, on the inby rib they will find an area of caved roof, a zig-zag R&R is required at this location. Advancing toward the #2 entry the team will encounter an explosive and irrespirable atmosphere extending to the wall of over cast with an open door, the Captains D&I and a GT are required at the overcast wall.



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Team Stop Map

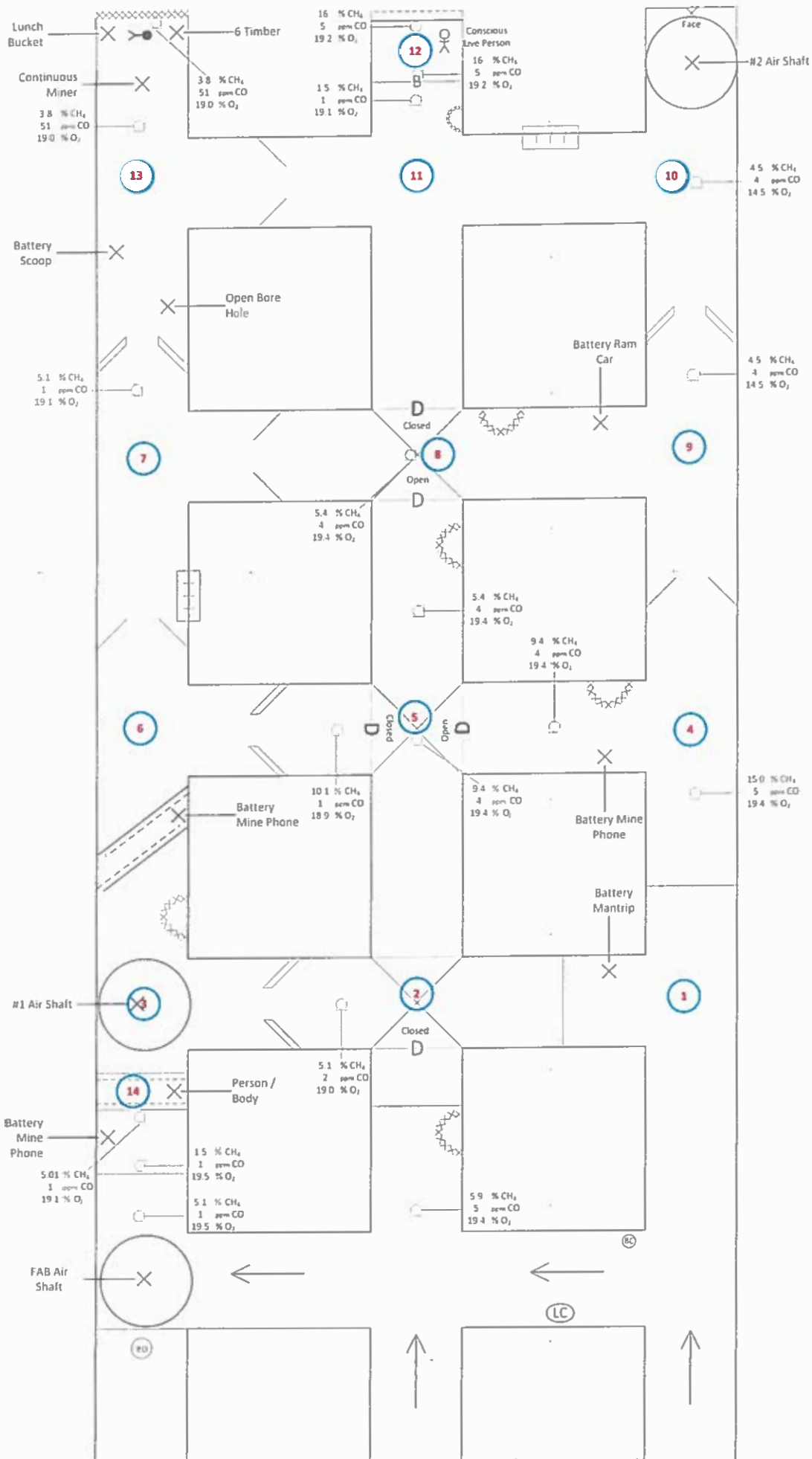
TEAM STOP #5

In the intersection the team will find an explosive and irrespirable atmosphere, on the left toward the #1 entry the team will find a wall of overcast with a closed door, the Captains D&I and a GT are required at this location. Outby the team will find a wall of over cast, the Captains D&I and a GT are required at this location. Inby the team will encounter an explosive and irrespirable atmosphere extending through a caved area on the right rib to the wall of an overcast with and open door. At the caved area a zig-zag R&R is required and at the wall of overcast the Captains D&I and a GT are required. At this time the team should air lock and advance through the closed door in the overcast and advance to the #1 entry. When the team advances through the door they will encounter an explosive and irrespirable atmosphere which extends into the intersection of the #1 entry. The team will find a permanent stopping not air tight, the captains D&I are required at this location, A GT is required in this area.

TEAM STOP #6

At this stop the team will find outby an area of diagonal unsafe roof, a R&R and the Captains D&I are required at this location, and a GT is required in this area. Inby the team will find a temporary stopping not intact on which the Captains D&I are required, on the right rib they will find an unsafe rib. A GT is required in this area.

(AT THIS TEAM STOP THE TEAM HAS THE OPTION OF ADVANCING IN ANY ENTRY. FOR EXPLANITION PURPOSES I'M CONTINUNING UP THE #1 ENTRY)



2019 Post 11
Team Stop Map

TEAM STOP #7

The team will travel inby in the #1 entry. Inby the intersection the team will encounter an explosive and irrespirable atmosphere extending across a permanent stopping that is not intact to an open bore hole. The Captains D&I are required on the stopping and a GT is required at the open bore hole. Just inby the open bore hole the team will find a battery scoop on the left rib. To the right the team will find a temporary stopping not airtight on which the Captains D&I are required, a GT is required in this area.

TEAM STOP #8

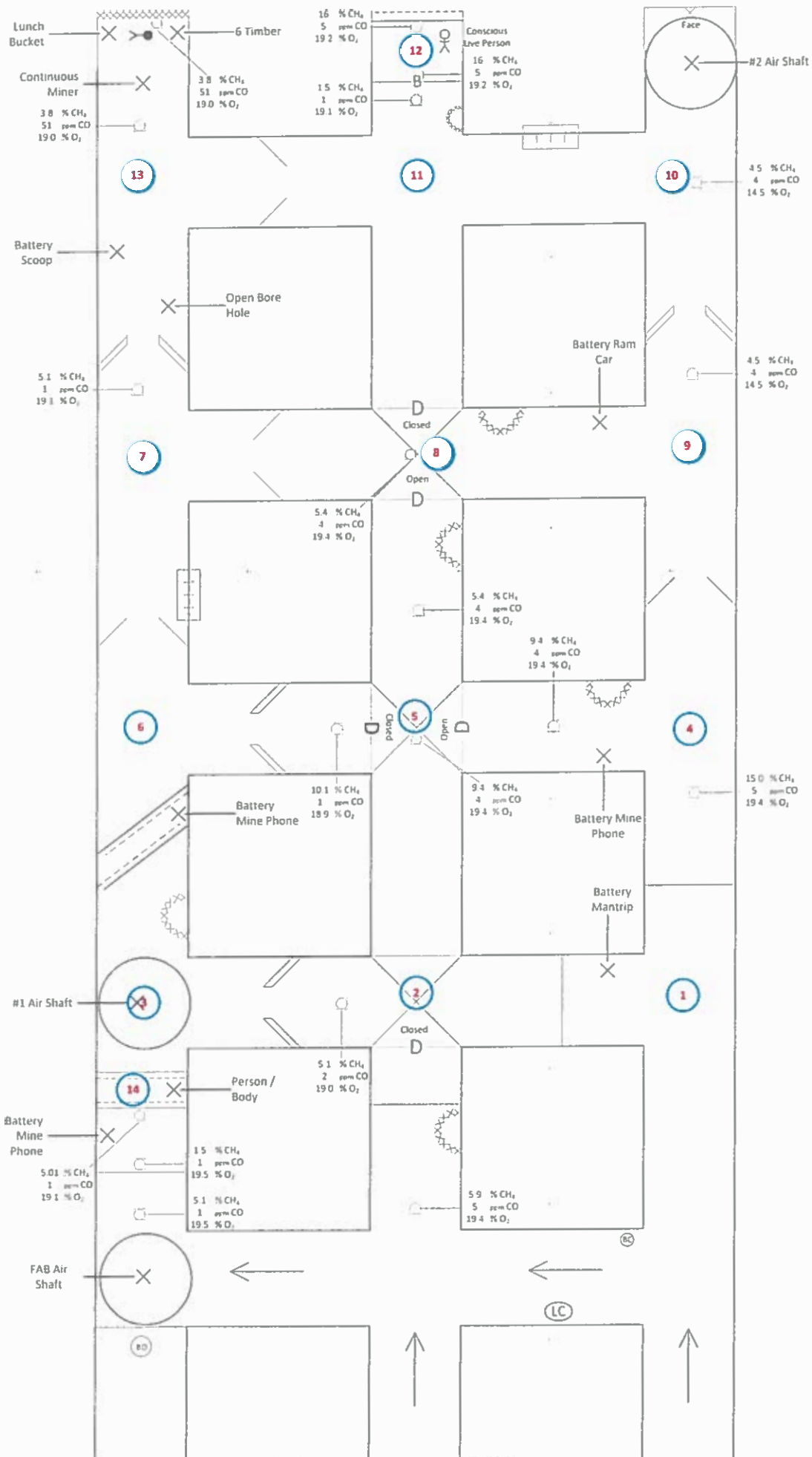
The team will travel into the intersection of the #2 entry where they will encounter an explosive and irrespirable atmosphere, on the inby side they will find the wall of an overcast with a closed door, on the outby side they will find a wall of over cast with an open door, the captains D&I and a GT are required at both locations. To the right the team will find a caved area on the inby rib a zig zag R&R is required at this location, just passed that they will find a battery ram car, a GT is required in this area. At this point the team may air lock and advance inby through the overcast door. When the team advances inby the door a GT is required in this area.

TEAM STOP #9

The team will advance into the #3 entry where inby the team will find an irrespirable atmosphere extending across a permanent stopping partially destroyed extending into the intersection, the captains D&I are required at the stopping and a GT is required in this area.

TEAM STOP #10

When the team enters the intersection they will encounter the irrespirable atmosphere, Inby the team will find an airshaft and a face area, at the face area the captains D&I and R&R are required, a GT is required in this area. To the left the team will find on the inby rib an overhanging brow. A GT required in this area.



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Team Stop Map

TEAM STOP #11

Advancing over to the #2 entry, inby the team will find a caved area on the right rib at which a zig zag R&R is required. Then the team will encounter an irrespirable atmosphere extending to a barricade with a response, (Help Get Me Out Of Here) The Captains D&I and a GT are required at this location. To the left the team will find a temporary stopping not air tight which requires the Captains D&I, a GT is required in this area.

(At This Time The Team Can Ventilate The Barricade. See First Vent / Then Second Vent)

TEAM STOP #12

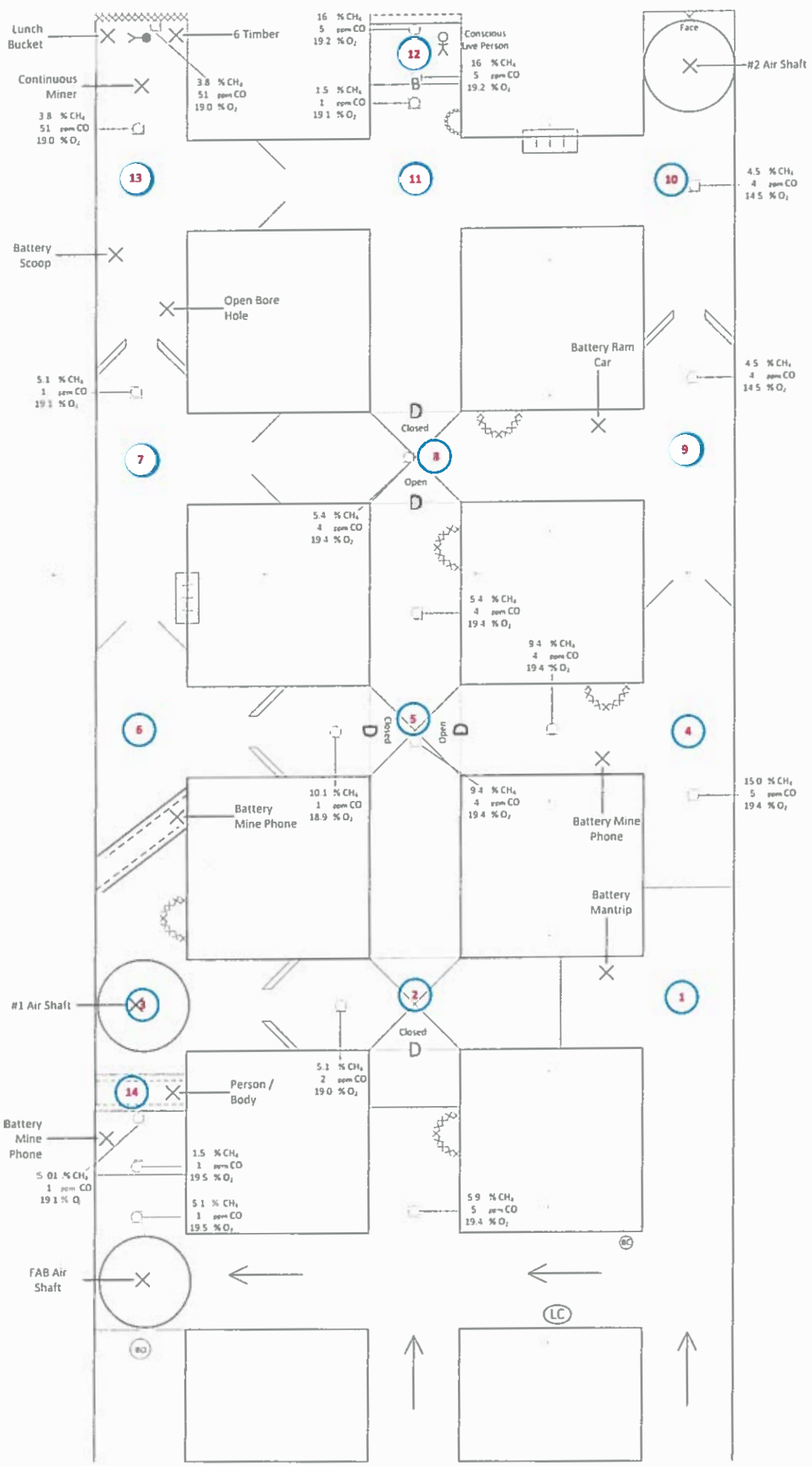
(Behind The Barricade)

When the team breaches the barricade a GT is required, the team will encounter a nonexplosive & irrespirable atmosphere extending across a conscious live person and into an area of unsafe roof. A R&R the Captains D&I and a GT are required at the unsafe roof. The patient must have some type of respiratory protection before they are moved.

TEAM STOP#13

The team will advance over into the intersection of #1, where the team should tie in the outby area & a GT is required in this area, inby they will encounter an area with 51ppm CO and a irrespirable atmosphere extending across a continuous miner, and six timbers, a body, and a lunch bucket and into a caved area where a R&R, the captain's D&I and a GT are required.

The team should use three of the six timbers to timber into the person in the unsafe roof in the #1entry between the FAB and the first crosscut. The team will find that person becomes a body.



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Team Stop Map

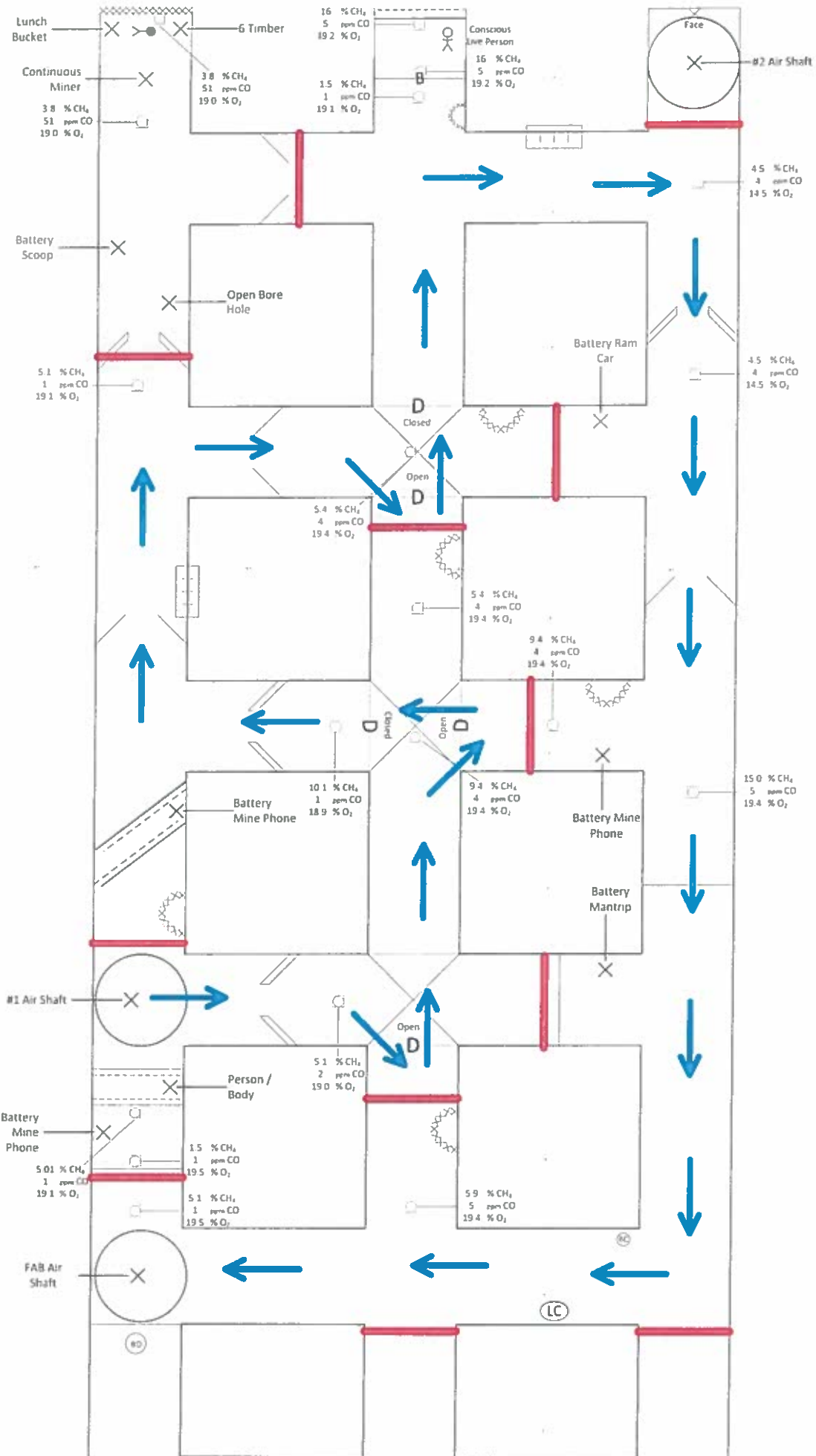
TEAM STOP#14

The team should return to the area of unsafe roof in the #1 entry between the F.A.B. and the first crosscut. They should timber into the unsafe roof where they will locate the last body.

FIRST VENTILATION

For the first vent, (Starting At The Air Shaft In The #1 Entry Inby The Fab) The team should bring the air down the shaft in the #1 entry, Build off inby the airshaft, Take the over to the #2 entry, Build between the #2 & #3 entry, Open the door in the overcast and build out by between the FAB and the first cross cut, Take the air back over the overcast up to the 2nd crosscut, Build inby between the 2nd & 3rd cross cut, Open the door on the right in the overcast, Build between #2 & #3 entry in the second crosscut, Take the air over the overcast back to the #1 entry, Up the #1 entry to the 3rd crosscut, Build inby in the #1 entry between the 3rd & 4th crosscut, Take the air over to the #2 entry, Build between the #2 & #3 entry in the 3rd crosscut, Open the outby door in the overcast and take the air over the overcast up to the last open crosscut, Build between the #1 & #2 entries in the 4th crosscut, take the air over to the #3 entry, Build the air shaft off in the face of the #3 entry, Take the air down the #3 entry to the FAB, Build the outby entry off, take the air over to the #2 entry and request from the command center that the air lock doors on the air shaft in the #1 entry be opened, Then build the #2 outby entry off and take the air out the fan.

(THE BUILD IN THE #2 ENTRY IN THE FAB ON THE OUTBY SIDE SHOULD BE THE LAST ONE PUT UP)



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First Vent Map

BEFORE STARTING THE SECOND VENT

The team should remove the outby stopping in the #2 entry in the FAB, Then request the command center to close the airlock doors on the air shaft in the #1 entry,

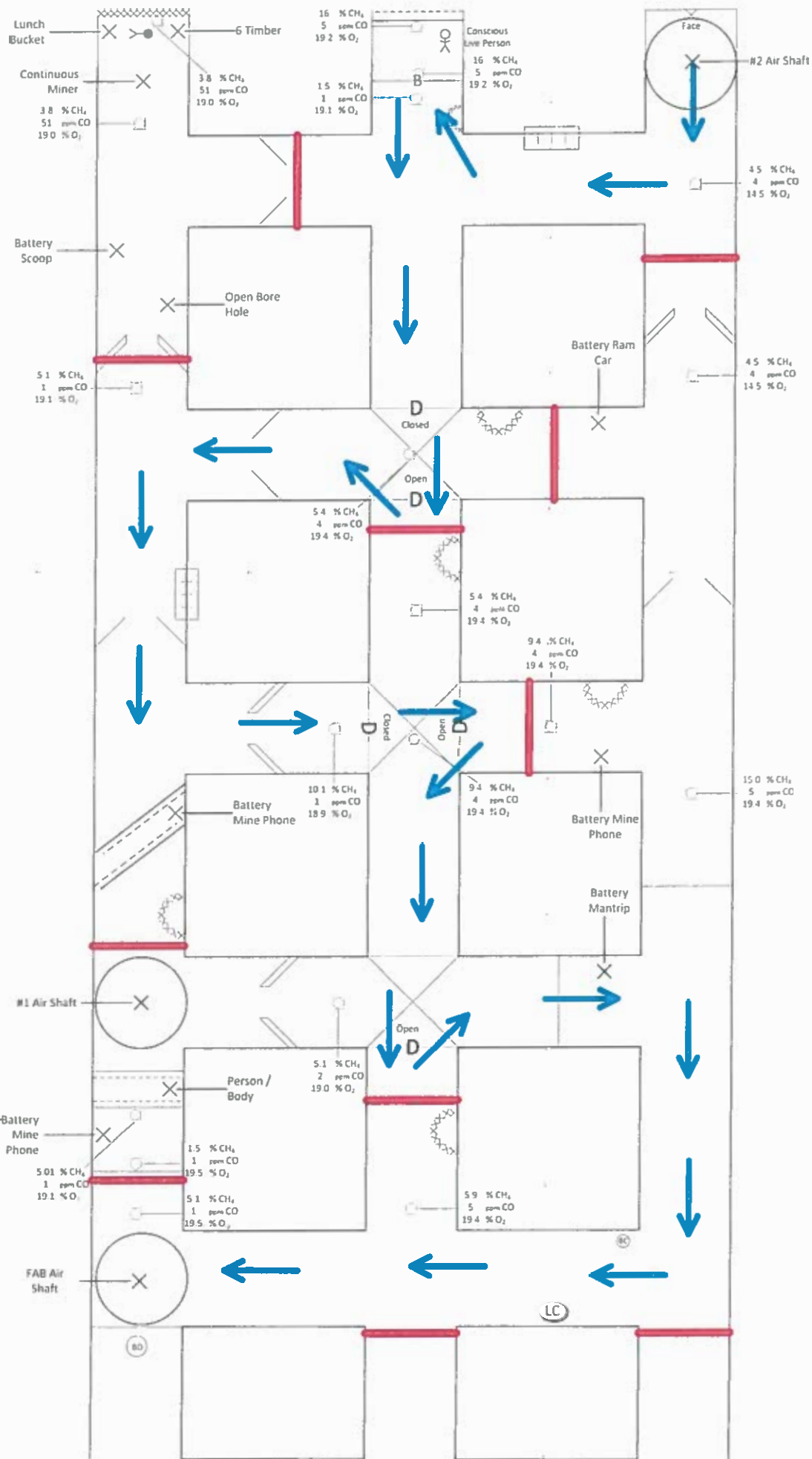
SECOND VENTILATION

For the second vent, (Starting At The Air Shaft In The Face Of #3) The team should bring down the air shaft in the #3 entry, Build in the #3 entry between the 3rd & 4th crosscut, Take the air over to the #2 entry, Build between the #1 & #2 entries in the last open cross cut, Take the air down the #2 entry over the overcast thru the open door, Build between the #2 & #3 entries at the 3rd cross cut, Build between the 2nd & 3rd cross cut in the #2 entry, Take the air over to the #3 entry, Build inby in the #1 entry between the 3rd & 4th cross cut, Take the air down the #1 entry to the 2nd crosscut, Build between the 1st & 2nd crosscut in the #1 entry, Take the air across the overcast thru the door, Build between the #2 & #3 entries in the 2nd crosscut, Take the air down the #2 entry over the overcast thru the door, Build between the FAB and the 1st cross cut in the #2 entry, The stopping inby the fan between the F.A.B. and the first cross cut should already be built, Take the air over to the #3 entry out to the FAB, Build the outby entry off, Take the air over to the #2 entry, Build the outby entry off and take the air out the fan, The team should air lock themselves back to the barricade and then wing the barricade.

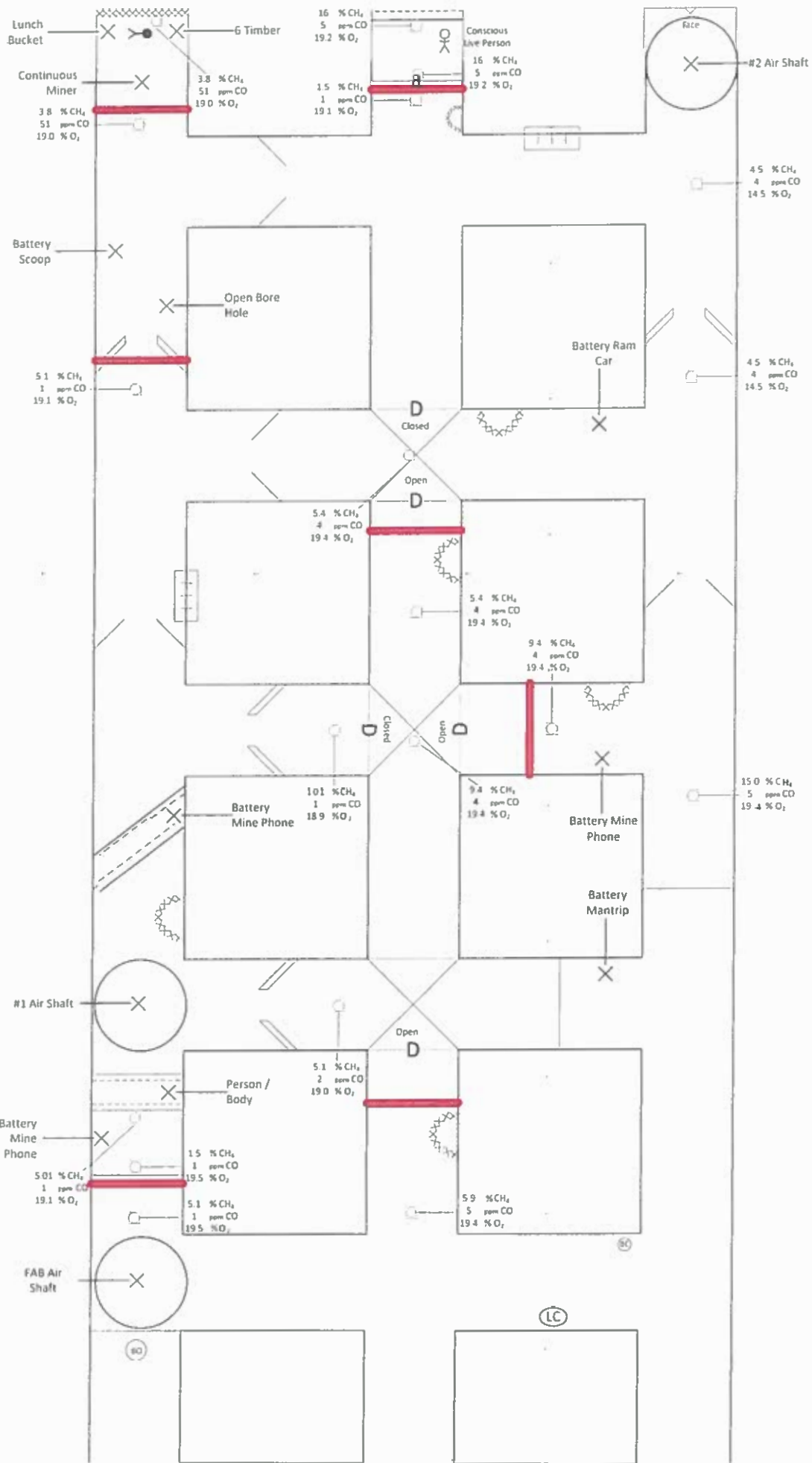
(THE BUILD IN THE #2 ENTRY IN THE FAB ON THE OUTBY SIDE SHOULD BE THE LAST ONE PUT UP)

AFTER THE SECOND VENT

The team should remove the outby stopping in the #2 entry in the FAB when they bring the survivor to the FAB.

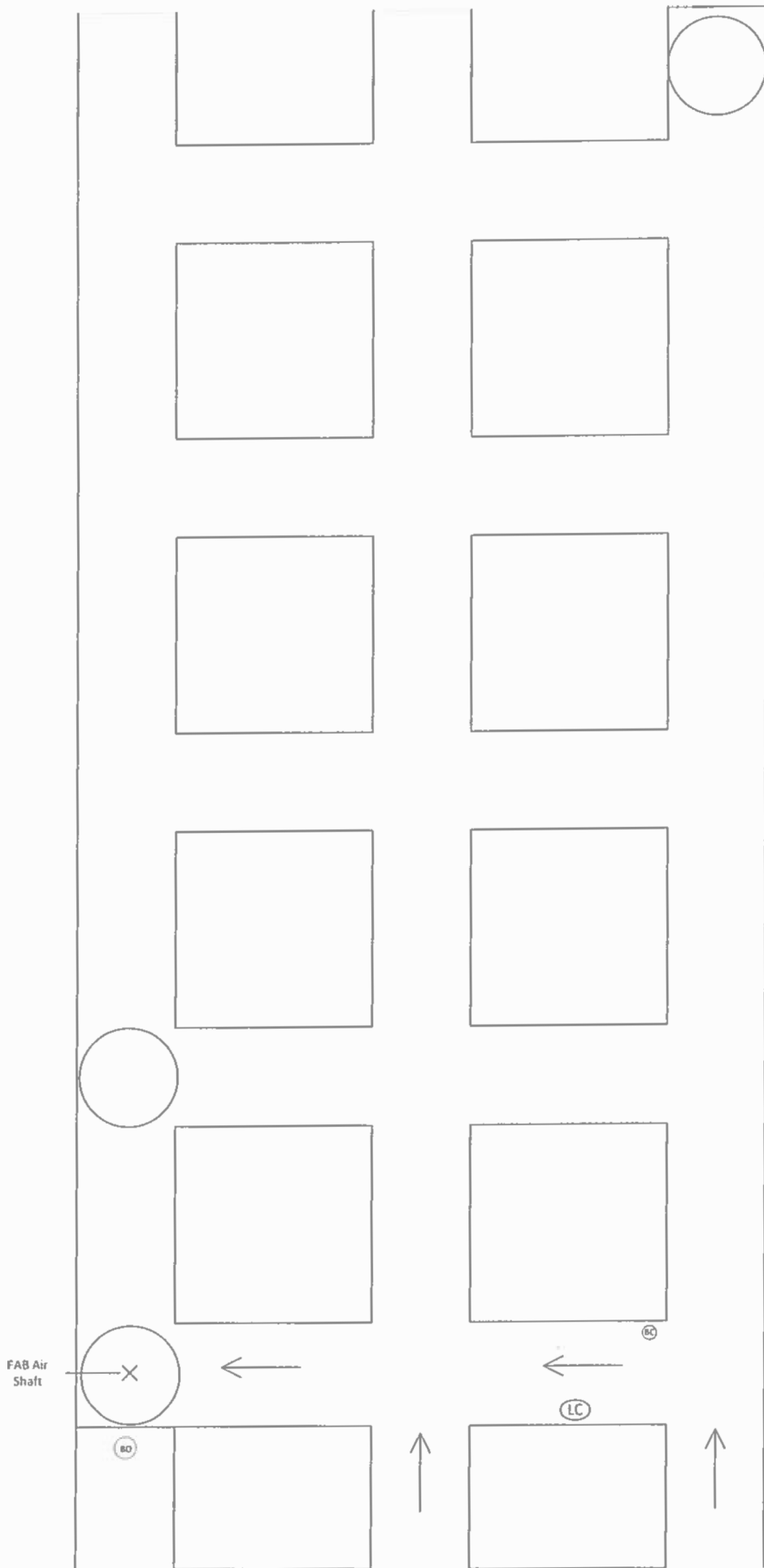


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Second Vent Map

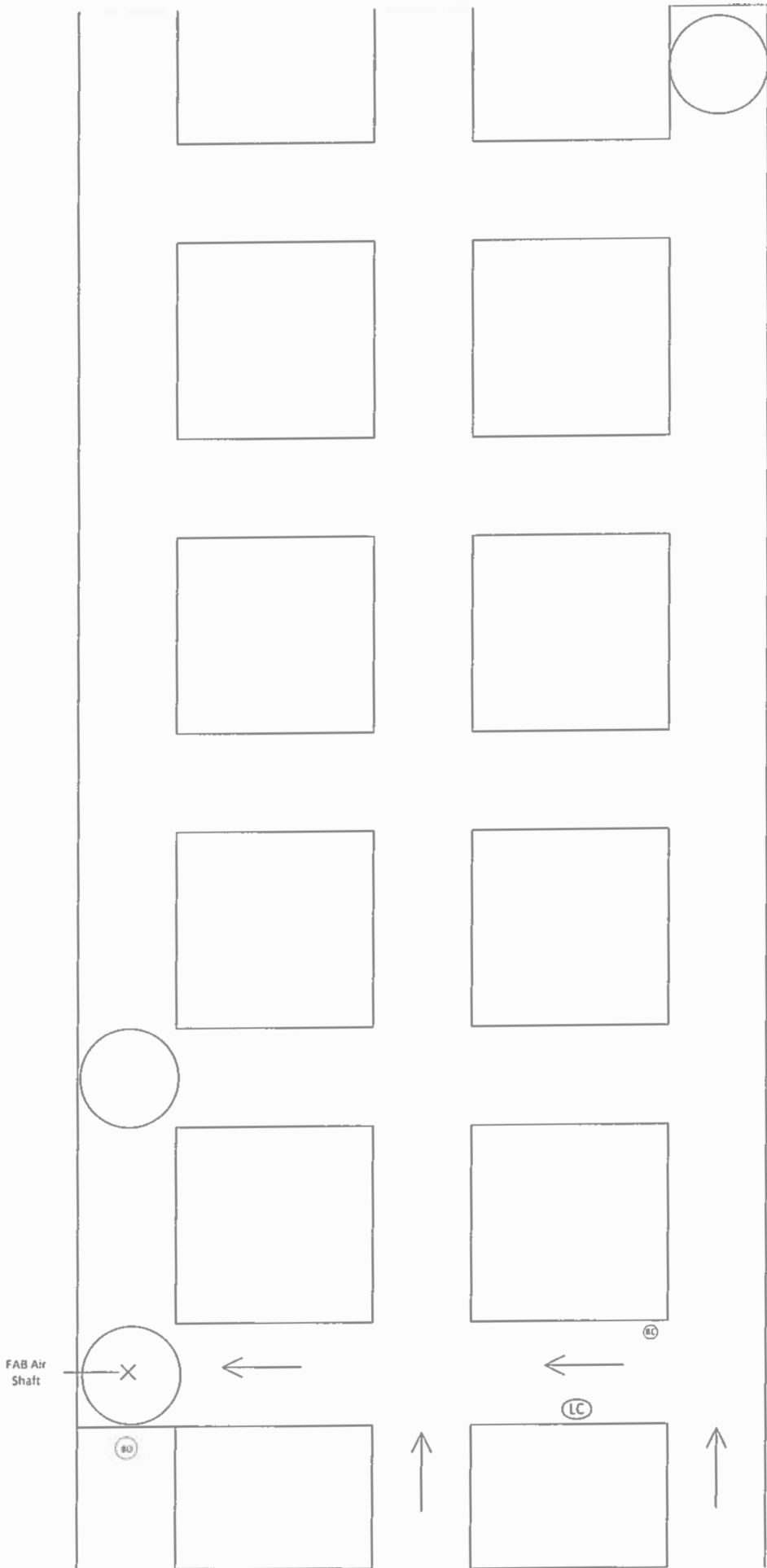


2019 Post 11
 Stoppings That Must Remain In Place Map

2019 Post 11
B.O. Map



2019 Post 11
C.C. Map



2019 Post 11
Team Map

