

## PROBLEM 2

### TEAM STOPS

From the Fresh-air base the team will check the openings to the #1, 2 & 3 entries. No. 1 entry has 6% CH<sub>4</sub>, 0 PPM CO and 19.5% O<sub>2</sub>. No. 2 entry has a battery scoop, No.3 entry has 6% CH<sub>4</sub>, 0 PPM CO and 19.5% O<sub>2</sub>, Midway up the entry there is water over knee deep. The 6% CH<sub>4</sub> extends up to the water over knee deep but does not go into it.

**TS1:** The team can travel up either No.1 or 2 entries. If the team travels up the #1 entry the intersection, crosscut and inby the imaginary line of intersection traveling up 1 are clear. Inby the imaginary line up # 1 the team will find a person/body in elongated unsafe roof.

**TS2:** The team will travel across the A line of crosscuts from #1 to #2 entry. The intersection is clear, Up No. 2 and in 2 Right the team will find 4% CH<sub>4</sub>, 0PPM CO and 19.4% O<sub>2</sub>. In 2 Right the team will also find water over knee deep.

**TS3:** The team can travel up the # 1 or #2 entry. If they travel up #2 entry, the #2 intersection of the B line of crosscuts is clear, the 2 left and 2 right crosscuts are clear. Up # 2 entry the team will find diagonal unsafe roof.

**TS4:** The team can explore to #1 or #3 entry across the B line of crosscuts. If the team travels to #1 entry, the intersection, inby the intersection and outby the intersection are clear.

**TS5:** The team will travel across the B Line of Crosscuts from #1 to #3 entry. The intersection is clear. Outby the #3 intersection the team will find water over knee deep. Inby the intersection the team will find 4% CH<sub>4</sub> 0 PPM CO & 19.4%O<sub>2</sub>. Just inby the gas placard they will find a battery scoop.

**TS6:** The team is tied to the contaminants found in the # 3 entry. Travel up the adjacent entry is blocked by diagonal unsafe roof so the team has to travel up the #3 entry to the #3 intersection of the C line of crosscuts. When they enter the intersection the person behind the barricade will yell, Help, Help, get me out of here. No other information is given. In the intersection and up the #3 entry the team will find 6% CH<sub>4</sub>, 0 PPM CO and 19.4% O<sub>2</sub>.

**TS7:** The team will travel across the C line of crosscuts to the intersection of #2 entry. The intersection, up to the face of #2 entry and outby the intersection to the backside of the diagonal unsafe roof are clear. In the 2 Left crosscut the team will find 4%CH<sub>4</sub>, 0 PPM CO and 19.4% O<sub>2</sub>. When the team makes the backside of the diagonal unsafe roof the #2 entry between the B & C line of crosscuts will be considered explored for ventilation purposes. The team still does not have the means to ventilate and will have to continue to explore.

**TS8:** The team will travel from the #2 entry intersection to the #1 entry intersection. The intersection is clear and the #1 entry to the #1 face is clear. All accessible areas are made and the team will have to explore the inaccessible areas.

Inform the team the breaker for the pump switch has been repaired and can be energized whenever they need it.

**TS9:** The team will have to ventilate to remove the Explosive mix in #3 outby the water over knee deep so they can pump the water. After the water is pumped down the team will then explore up the #3 entry to the #3 intersection in the A line of crosscuts. The intersection, 3 Left and up #3 entry are clear. They will find a line curtain in the crosscut between #2 & 3 entries and 4 timbers straight up # 3 entry.