

## Practice 6

Thanks for responding to our Welch No. 6 Mine. This is a very large mine with multiple sections. You are currently located at the fresh air base.

Last night we had 5 miners working in the area you will be exploring. When they did not come outside with the other crews we started an immediate search.

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 and number 2 entries and caved in the No. 3 entry. That team was able to set up a safe return and intake on the other side that you can ventilate through. The fan ventilating this area is exhausting and will pull air through the area you will be exploring if you do not maintain an airlock.

The teams exploring this side of the area where the men should be located have made it to the point you are now (FAB) and installed airlocks inby in every entry.

The air is currently going across the fresh air base and there is a safe return and intake outby that you can use to ventilate through. The fan is currently blowing but can be reversed. The fan cannot be stopped or stalled.

The mine has a history of bad roof, water, and methane. The mine maps are up to date.

**Problem:**

**Explore all accessible areas of the mine**

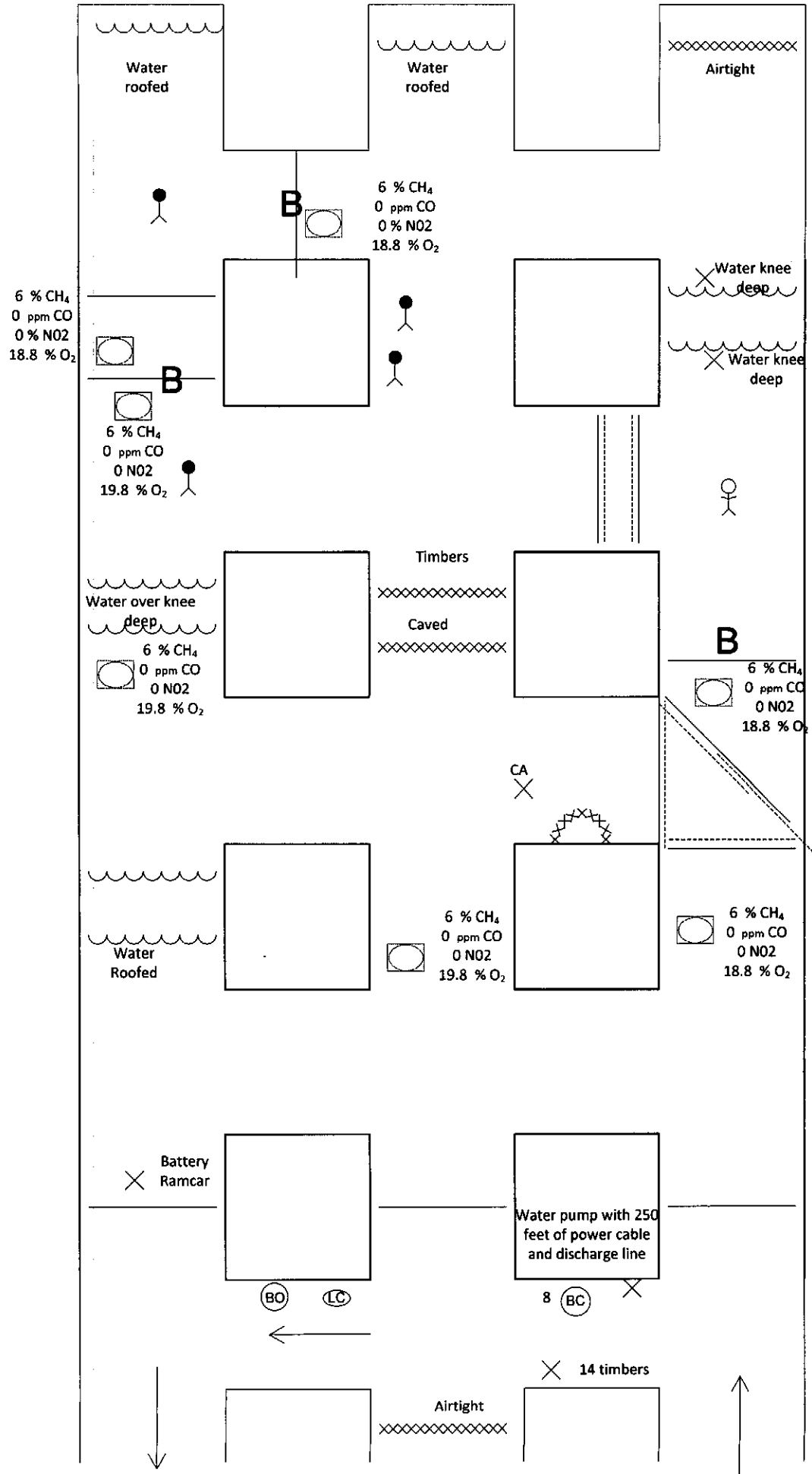
**Locate all missing miners and bring survivors to the surface**

**Leave accessible areas of the mine safe for open face travel by non-mine rescue personnel**

**When the team is traveling they can only carry one timber per working member and they must carry their own timber in their hand. Brattice cloth and line curtain can be carried by team members or carried on the stretcher.**

**HELP GET ME OUT OF  
HERE**

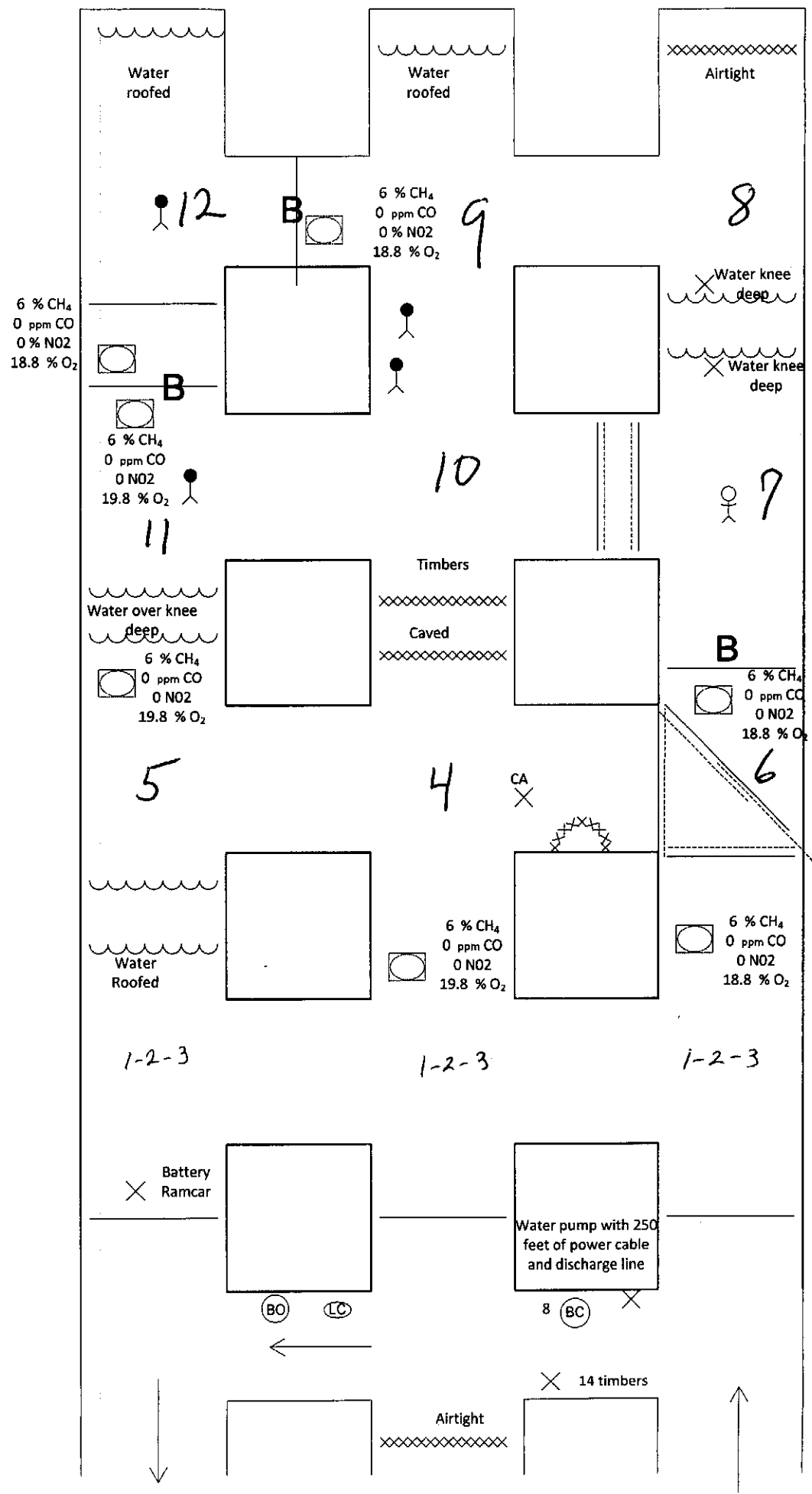
Field Set map

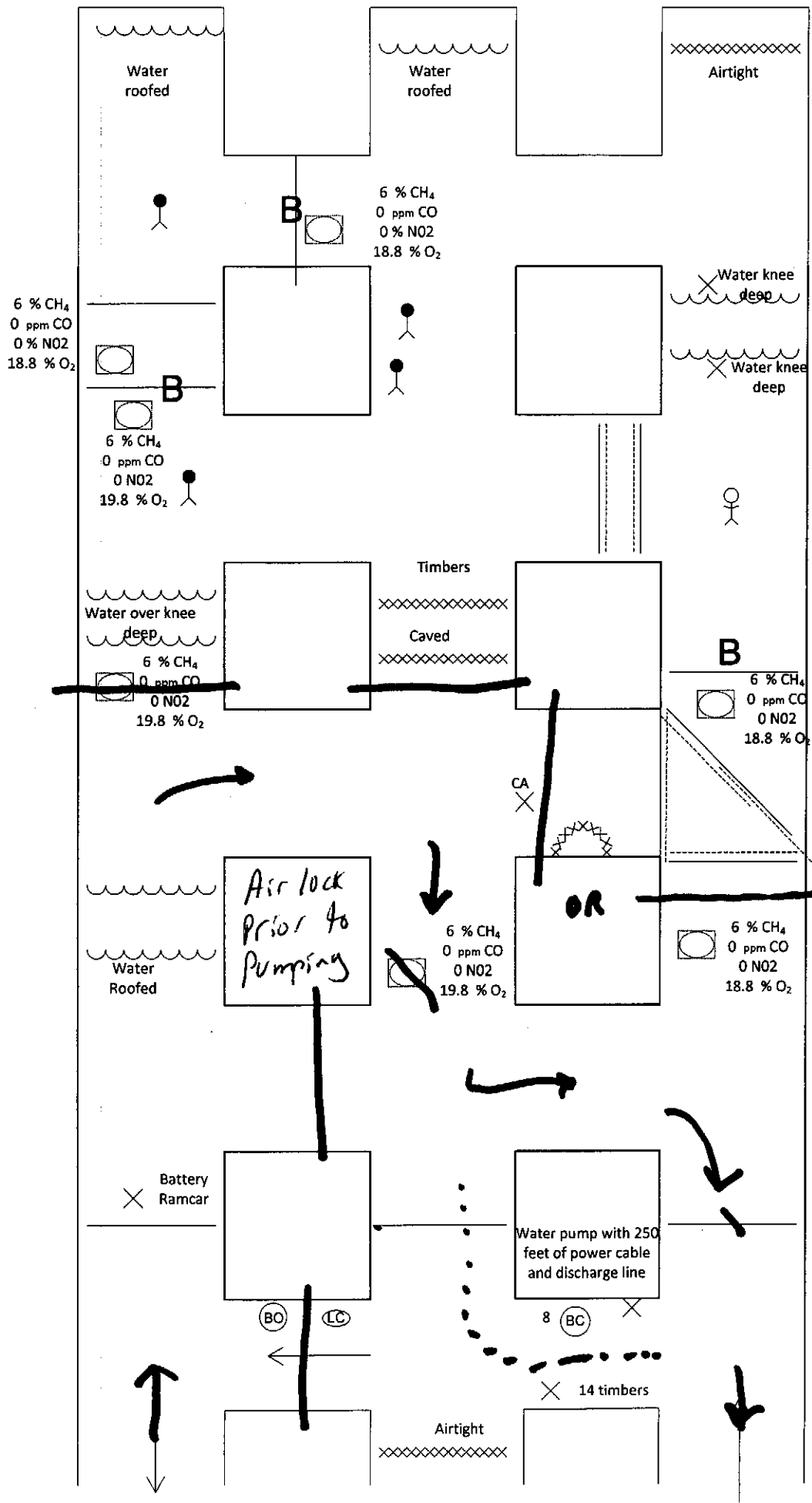


**Team Stops - Learning objectives**

- TS-1.2.3.      **Either of these is OK**
- TS-4            **Gas extends up No. 2 to the caved**
- TS-5            **After team stop 5, Team can go to TS 6 by timbering through unsafe roof**
- TS-6            **Person can be heard from behind Barricade  
Team can ventilate now. Team can timber to unsafe corner to hang line  
curtain - Q&A 91  
Pump Water so air can be ventilated over this area.  
                  **(Nothing to stop pumping)**  
Airlock must be constructed prior to pumping (Airlock ANY Airtight Separation)  
                  **“Make sure power is taken off pump after water is down”**  
Vent -1 and Vent 2  
Have to keep inby areas airlocked  
Cannot take Methane past Ramcar - Cannot take irrespirable past BO**
- TS-7            **Team will have to make this TS before getting to person**
- TS-11           **Air outby Barricade is Explosive only. Team can built airlock and go inby  
                  **(Not irrespirable at Barricade)**  
When team gets behind Baricade they find irrespirable. They do not have to  
ventilate this prior to tearing down temporary stopping “No verbal response  
behind the airtight structure.”**
- TS 12           **Team will need to ventilate boxes in front of each Barricade to leave for open face  
Requires 2 vents (Cannot take explosive in No. 2 through caved, Cannot take irrespirable  
Over BO**

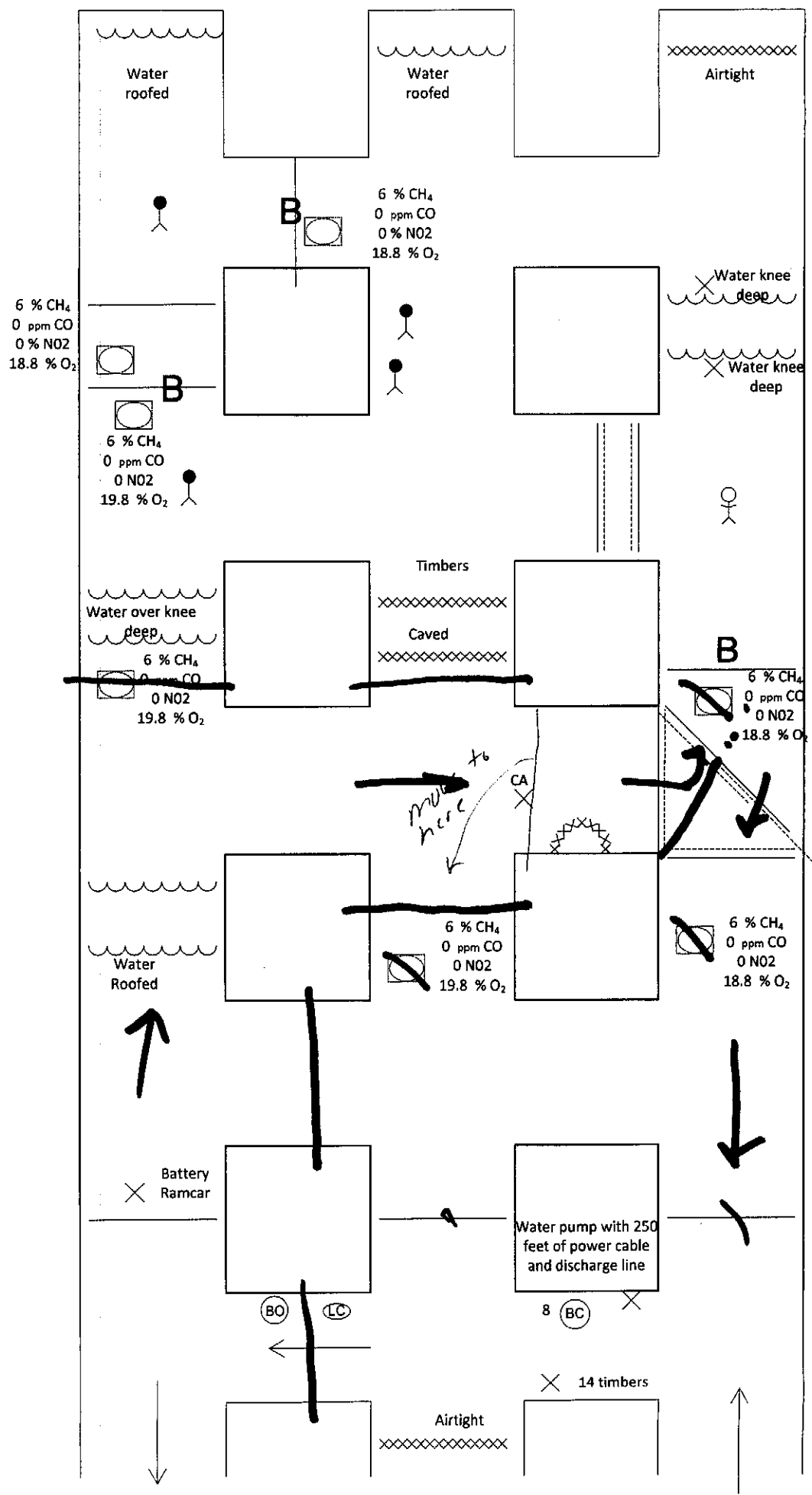
Team Stops





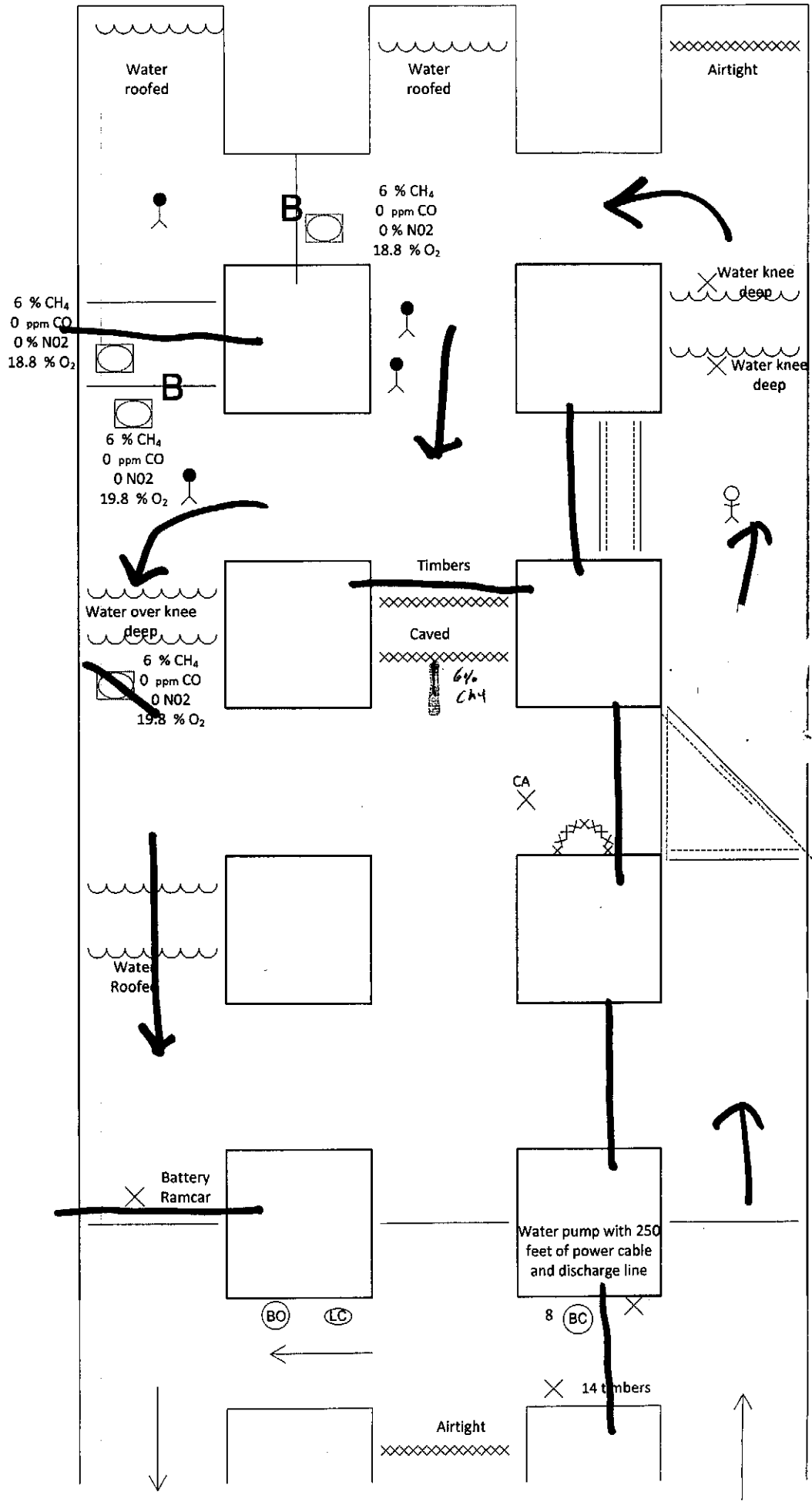
Vent-1  
Fan to Exhaust  
Pump Water Prior to Vent

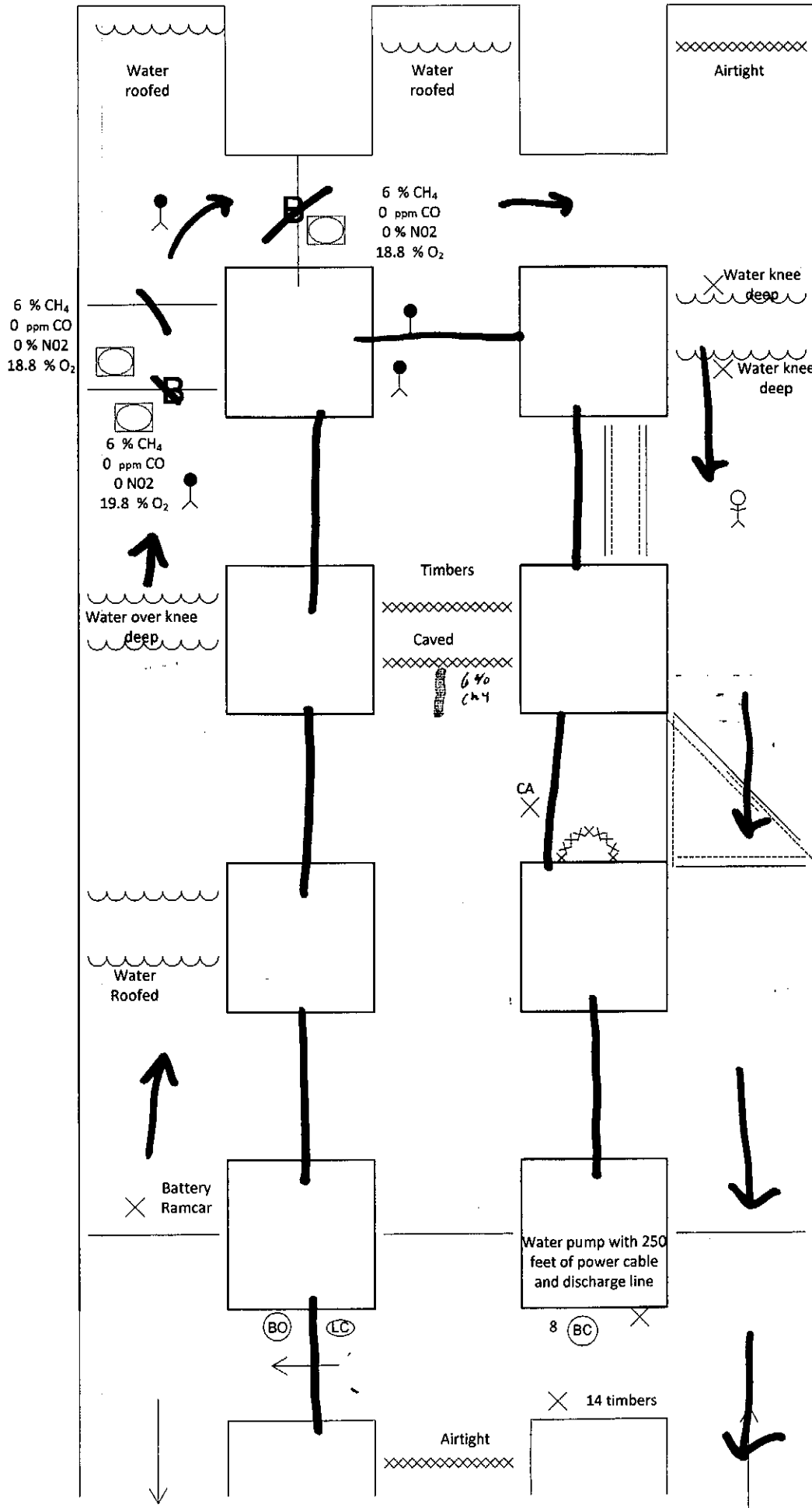
Vent-2





Vent-3





Vent-4  
Clears  
Low O<sub>2</sub>  
at Barricades

\* Cannot take  
over BO

6% CH<sub>4</sub> in  
Front of cave  
in No. 2 is  
NOT irrespirable