

2022 Craig, CO Day 2

Written Problem

Explore all of 1 Left necessary to account for the 4 missing miners.

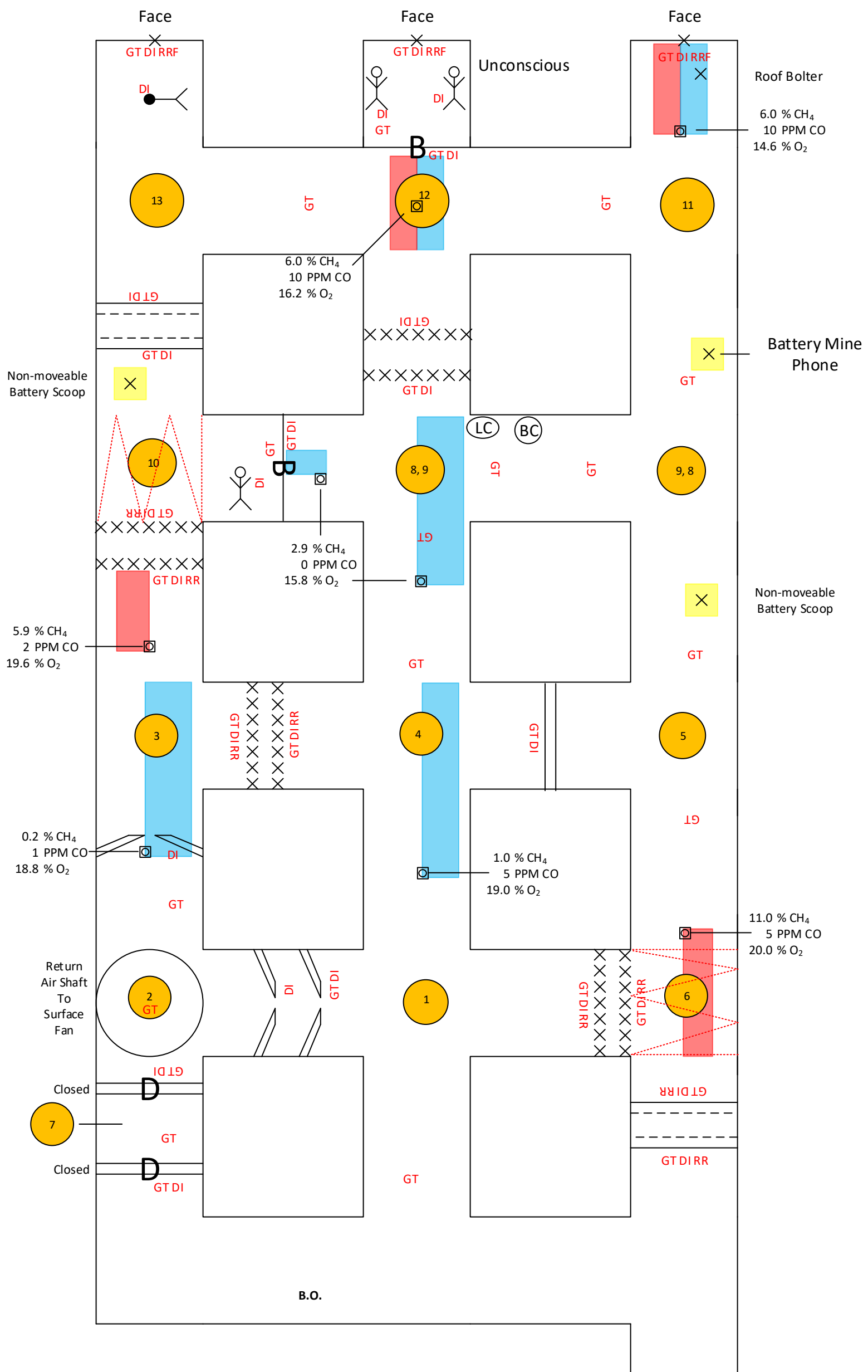
Bring any live miners to the FAB.

This mine fan at the top of the return air shaft on the surface is off and can be started exhausting and reversed to a blowing fan if needed, but only one time and if your team reverses the fan it cannot be changed back to exhausting. Once started, this fan cannot be turned off.

Craig CO 2022 Day 2 Judges Instructions

1. Initial opening checks all 3 entries at FAB. (stopping with door closed in 1 E, unsafe roof in 3 E).
2. Teams can advance in 2 entry. (apparatus check required when entire team inby FAB).
3. Team stop 1 in 2E at XC 1 – Caved in XC 1 between 2E and 3E, Team can tie across to 1 E.
4. Team stop 2 in 1E at XC 1 – GT required at bottom of shaft, stopping with door closed found outby intersection, non-intact stopping inby intersection in 1 E. Team can advance inby.
5. Team stop 3 – in 1E at XC 2 – Caved found in XC 2 between 1 E and 2 E. Caved found inby XC 2 in 1 E. Team can advance in 2 E.
6. Team stop 4 – in 2 entry at XC 2. – Caved found in XC 2 between 2 E and 1 E. Intact stopping found in XC 2 between 2 E and 3 E. Team must tie across to 3 E using airlock.
7. Team stop 5 – in 3 E at XC 2 – ignition source found inby intersection. Team must tie outby.
8. Team stop 6 – in 3E at XC 1 – zig-zag required in intersection. Caved and inby side of unsafe roof outby intersection found. XC1 is not tied in (area between stoppings with doors closed) Team must airlock into this area (team stop 7).
9. Team Stop 7 – in 1E between FAB and XC 1. Capt. Required to make GT upon breach. XC's 1 and 2 now tied in. Team can advance in 2 E or 3 E. (This area must be made before the team advances inby XC 2 BUT CAN be done anytime after Team Stop 2)
10. Team Stop 8, 9 – in 2 E at XC 3 – Barricade with response “Help” in XC 3 between 1 E and 2 E. Caved found inby XC 3, 2 E intersection. Not enough information or materials yet to vent and breach barricade. Team can advance across XC 3 to 3 E.
11. Team Stop 9,8 – in 3 E at XC 3. ignition source found inby intersection. Team now has enough material and information to vent Barricade in XC 3.
See VENT 1 – and VENT 2 - Fan must remain exhausting. Vent 1 clears the explosive in 3 entry. Vent 2 clears barricade. Team must airlock into Barricade, Capt. Must take GT on breach, live miner found and can be removed to FAB walking. Teams can advance to XC 3 in 1 E.
12. Team stop 10 – in 1E at XC 3 – zig-zag required in intersection, unsafe roof and ignition source found inby intersection. XC 3 is tied in. Team can advance in 3 E to XC 4.
13. Team stop 11 – in 3 E at XC 4 – Face found inby with explosive mixture.
14. Team stop 12 – in 2 E at XC 4 – explosive mixture found in intersection, Barricade inby with response “Help”. Not enough information to vent yet. Back side of caved found outby intersection. Team can advance to 1 E.
15. Team stop 13 – in 1 E XC 4 – Body found inby in the face. Inby side of unsafe roof found outby intersection. Team has enough information and material to vent and breach barricade in 2 E.
See VENT 3 and 4. Vent 3 Fan must remain exhausting. Vent , Fan must be changed to Blowing.
Teams must airlock into Barricade after venting. Capt. Must take GT on breach. LUM and LCM found. LUM must be placed on stretcher and both removed to FAB.
Section explored, 4 miners accounted for.
End of Problem

Judges Map



DI = only 1 DI
required on either
side of ANY
stopping AND
points where
objects/conditions
prohibit further
travel in that
direction RULE 27

GT =
required at
intact
stoppings
RULE 24 A

VENT 2

