2022KMI Mine Rescue Contest

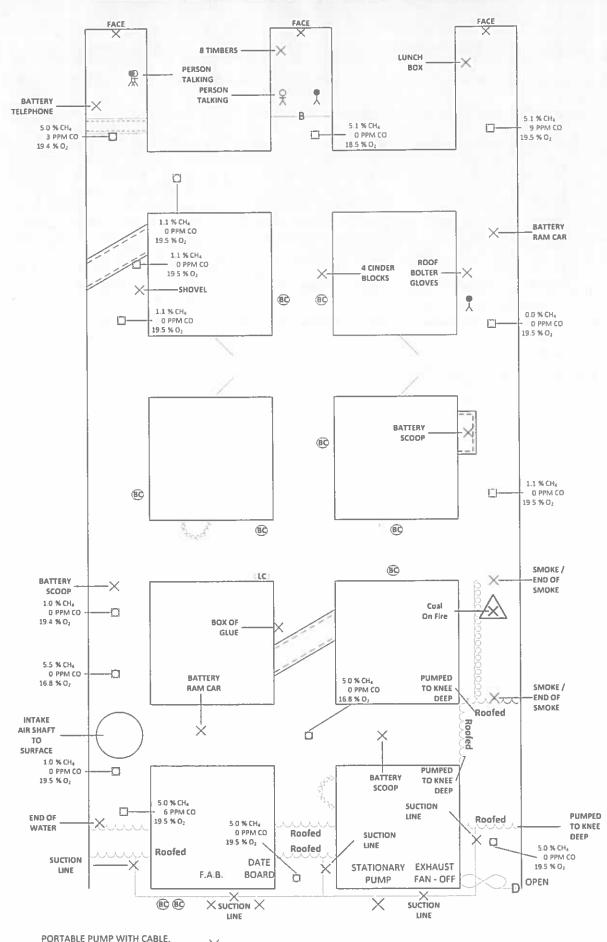


2022
Central Bank Center
Lexington, Kentucky

COAL Field Problem

DAY2

May 4, 2022



DAY #2 – MAP JUDGE

F.A.B.

When the team arrives at the Fresh Air Base (FAB), they will have four (4) minutes to position their equipment, lay-out their lifeline across the FAB, distribute radios, and have their SD card loaded on the command center's computer and ready for use.

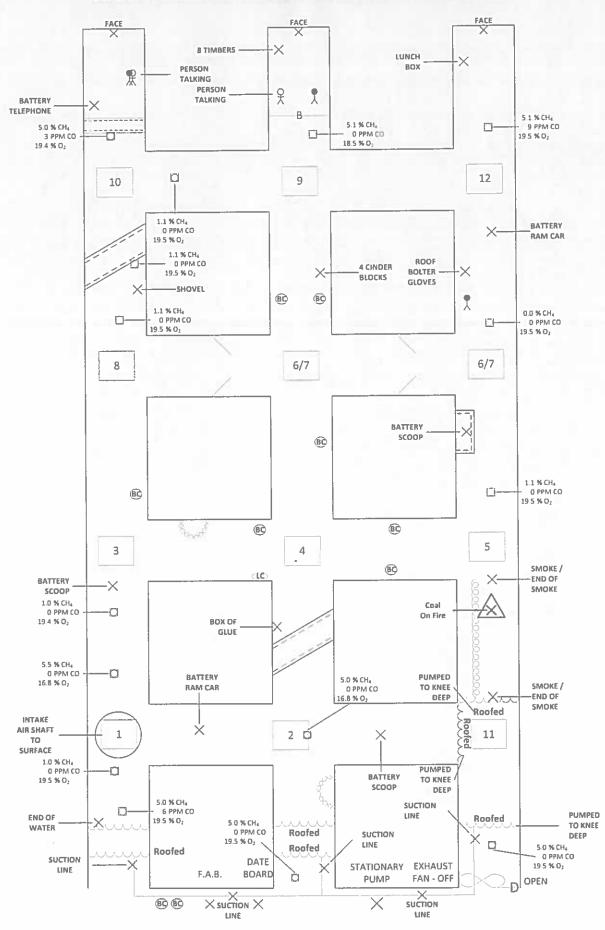
Once the clock is started the team will properly don their apparatus. Starting in the #1 entry the team will find a suction line extending into an area of water roofed. The captain's D&I and a GT are required at this location.

In the #2 entry, the team will find an explosive gas and a suction line extending into an area of water roofed, the captain's D&I and a GT are required at this location.

In the #3 entry, the team will find an exhaust fan that is off, next to the fan the team will find an open door. The team will travel through the door up the #3 entry. On the left, the team will find a suction line extending into an area of water roofed. They will also find an explosive gas extending to the area of water roofed. The captain's D&I and a GT are required at this location.

TEAM STOP #1

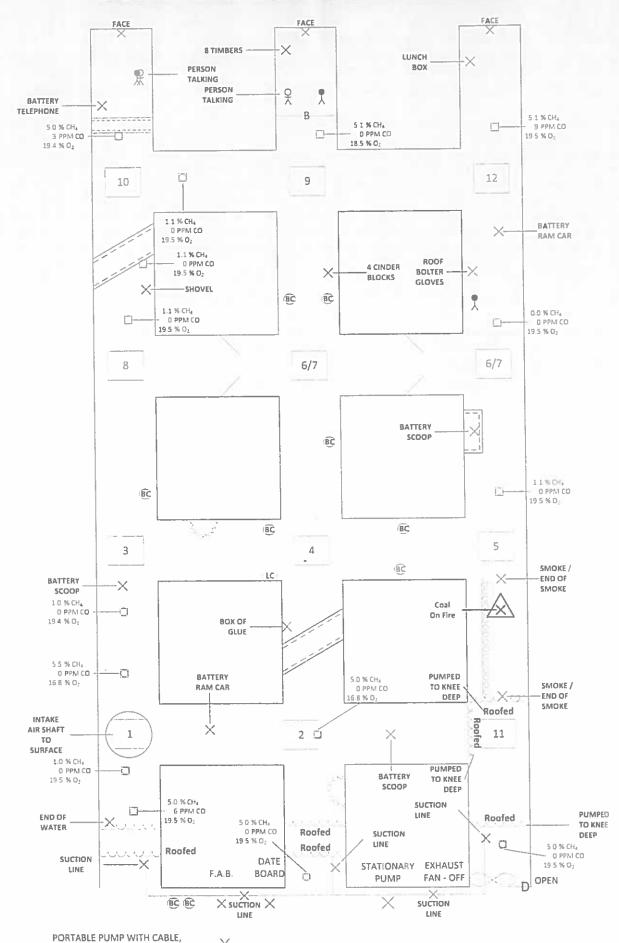
To enter the mine the team will need to take the portable pump in the FAB and pump the water roofed down in the #1 entry. (The water will then become knee deep.) Traveling inby



the team will find the end of water, then the team will find an explosive gas extending to a non-explosive gas. When the team enters the intersection for team stop #1 they will find an intake air shaft to the surface. At this time they will need to conduct a fifty (50) foot apparatus check. Inby the team will find an explosive and irrespirable gas extending to an irrespirable gas. Then they will find a battery scoop. A GT is required in this area. To the right the team will find a battery ram car, a GT is required in this area.

TEAM STOP #2

When the team enters the intersection of the #2 entry they will find an explosive and irrespirable gas. Inby they will find an area of unsafe roof that is a diagonal, a R&R, the captain's D&I, and a GT is required at this location. To the right the team will find a battery scoop, near the intersection of the #3 entry the team will find water roofed, the captain's D&I and a GT are required at this location. Outby on the right rib the team will find a moon-shaped caved area, a zig-sag R&R, the captain's D&I is required at this location. Then the team will finf water roofed, and the captain's D&I and a GT are required at this location.



DAY #2 — TEAM STOP MAP

TEAM STOP #3

The team will travel up the #1 entry. At team stop #3, inby on the right rib, the team will find a brattice cloth, a GT is required in this area. To the right on the inby rib the team will find a moon-shaped caved area, a zig-zag R&R, and the captain's D&I is required at this location, then the team will find a brattice cloth on the inby rib and a line curtain on the outby rib, a GT is required in this area.

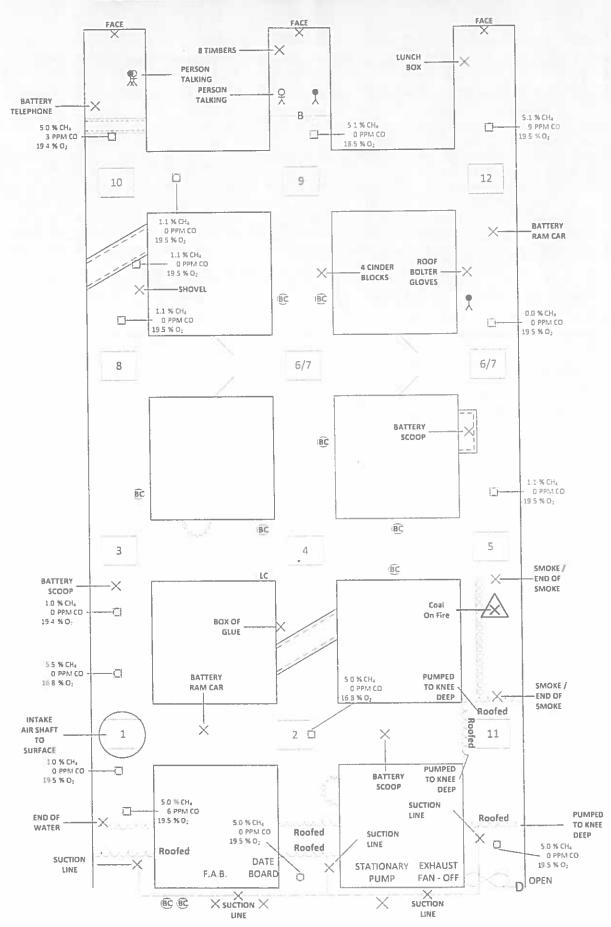
TEAM STOP #4

At team stop #4, inby the team will find a brattice cloth on the right rib, a GT is required in this area. To the right, the team will find a brattice cloth on the inby and outby rib, a GT is required in this area. Outby the team will find an area of unsafe roof that is a diagonal, a R&R, the captain's D&I, and a GT are required at this location.

TEAM STOP #5

Inby the team will find a respirable gas extending over an area of elongated unsafe roof with a battery scoop in it, a GT is required in this area. Outby the team will find smoke extending outby over an area of coal on fire, (the team must extinguish the fire, make a R&R and a GT at this location, the team will find that the smoke extends outby to an area of water roofed, the captain's D&I and a GT are required at this location.

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(Team stops 6/7 are optional) We will travel up the #3 entry to continue our team stops.

TEAM STOP #6

At team stop #6, inby the team will find a respirable gas extending up the entry, on the left rib the team will find a body, the captain's D&I are required at the location of the body, the team will find a pair of roof bolter gloves on the left rib, inby that the team will find a battery ram car, at GT is required in this area. To the left, the team will find a temporary stopping partially destroyed, the captain's D&I is required at the stopping and a GT is required in the area.

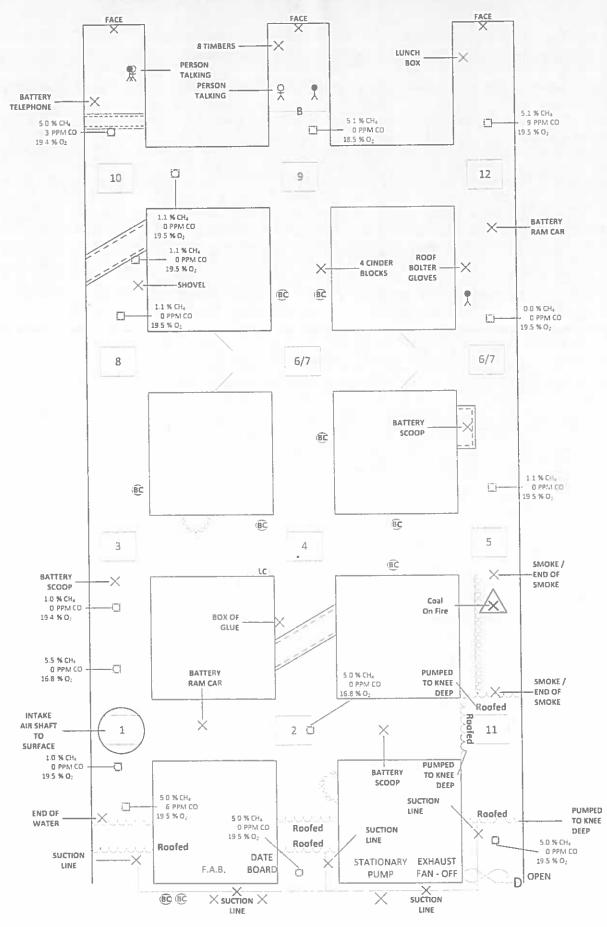
TEAM STOP #7

At team stop #7, inby the team will find a brattice cloth on both the left and right ribs, inby that the team will find 4 cinder blocks, a GT is required in this area. To the left the team will find a temporary stopping partially destroyed, the captain's D&I are required at the stopping and a GT is required in this area.

TEAM STOP #8

At team stop #8, inby the team will find a respirable gas, inby that the team will find a shovel on the left rib, then the team will find another respirable gas extending into an area of

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PORTABLE PUMP WITH CABLE,
DISCHARGE LINE & SWITCH

DAY #2 — TEAM STOP MAP

diagonal unsafe roof, a R&R, the captain's D&I and a GT are required at this location.

TEAM STOP #9

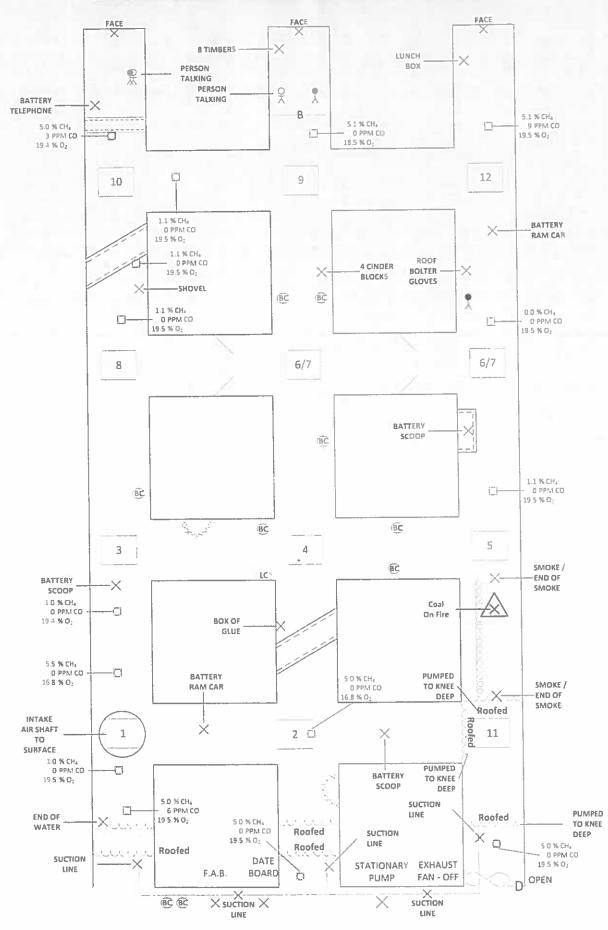
At team stop #9, inby the team will find an explosive and irrespirable gas extending to a barricade with a response, the captain's D&I and a GT are required at this location. To the right there is nothing but a GT is required in that area. To the left the team will find a respirable gas extending into the next intersection, a GT is required in this area.

TEAM STOP #10

At team stop #10, inby the team will find an explosive and irrespirable gas extending into an area of unsafe roof across the entry, a R&R, the captain's D&I, and a GT are required at this location, on the other side of the unsafe is a patient with a response, outby the team, will find an area of a diagonal unsafe roof, an R&R, the captain's D&I and a GT are required at this location.

(At this time the team is notified the stationary pump has been repaired and the team can pump the water in the #3 entry and ventilate the barricade.)

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PORTABLE PUMP WITH CABLE,
DISCHARGE LINE & SWITCH

DAY #2 — TEAM STOP MAP

TEAM STOP #11

Once the team pumps the water in the #3 entry they will find the water pumped down to knee-deep.

(See the first vent)

THE BARRICADE

As the team enters the barricade, a GT is required, the team will find on the left a person talking, the captain's D&I is required at that location, on the right the team will find a body, the captain's D&I is required at that location, inby on the left rib the team will find 8 timbers, at the face area an R&R, the captain's D&I and a GT are required.

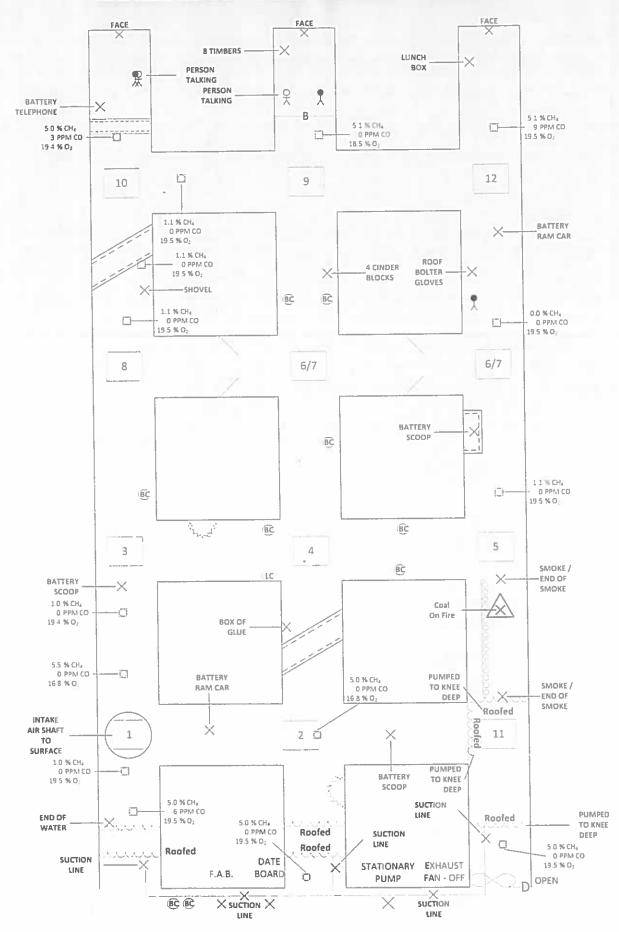
BEHIND THE UNSAFE ROOF

The team will timber through the unsafe roof (carrying the explosive and irrespirable gas with them,) an R&R and the captain's D&I are required on the backside of the unsafe roof, then they will find a battery telephone. (At this point the team should FPA and leave the mine.)

TEAM STOP #12

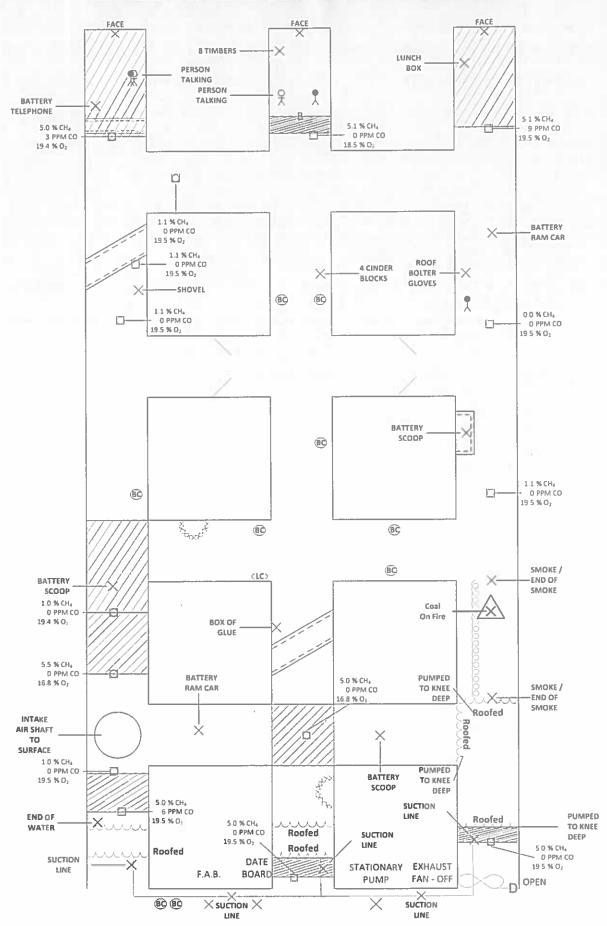
SHOULD NEVER BE MADE!!!!

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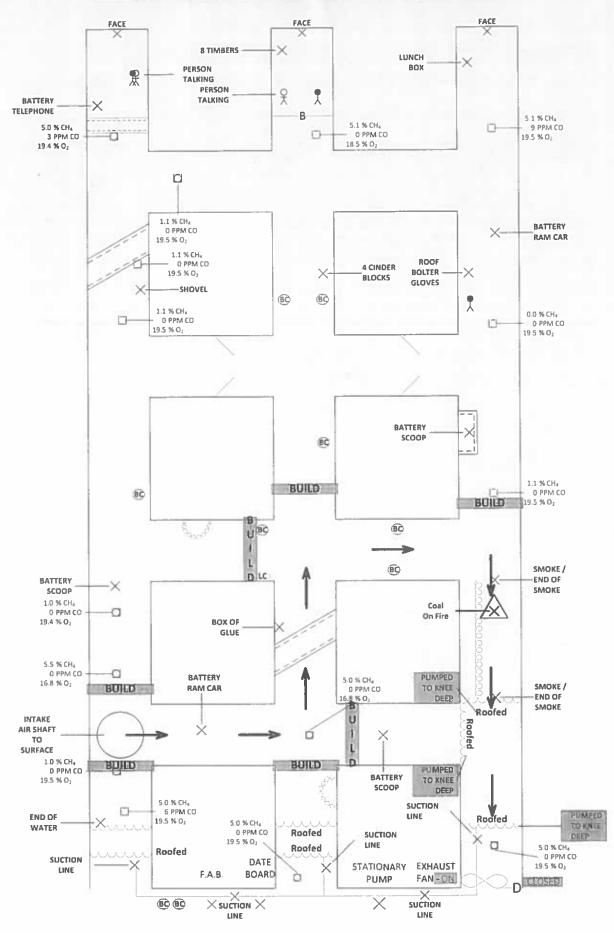
PORTABLE PUMP WITH CABLE,
DISCHARGE LINE & SWITCH

DAY #2 — TEAM STOP MAP



PORTABLE PUMP WITH CABLE,
DISCHARGE LINE & SWITCH

DAY #2 - EXTENT OF GAS MAP



PORTABLE PUMP WITH CABLE,
DISCHARGE LINE & SWITCH

DAY #2 - FIRST VENT MAP

