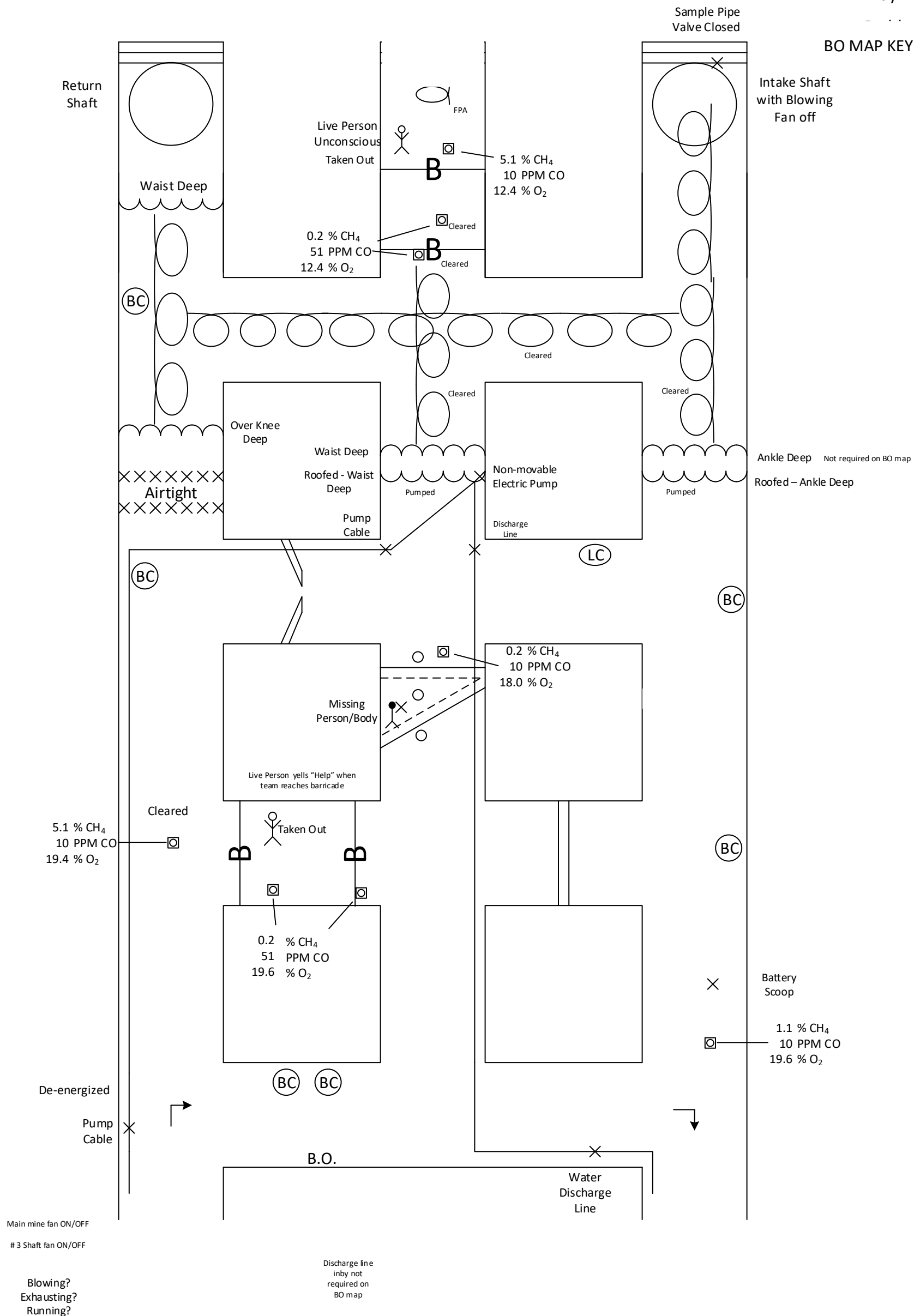


BO MAP KEY



The following objects/conditions as found in the mine must be located on the map(s): locations of persons/bodies; smoke; gases; caved areas; unsafe roof; water in depths that prevents travel; ignition sources; fans; fires; faces; ventilation structures (whether intact or not intact, correct symbol is sufficient); brattice cloth; line curtain; seals; barricades; air direction and refuge alternatives.

The following changes need to be noted on the map(s) to indicate the conditions left in the mine and the fresh-air base: fan(s), on or off, exhausting or blowing; intact ventilation structures, changes to ventilation structures (i.e. permanent or temporary stoppings, barricades, doors open or closed, etc.); victims removed from the mine; electrical circuits energized or de-energized; fires extinguished; ignition sources relocated; water pumped; roof supports installed; and in the areas reentered by team, smoke cleared, gases removed, and permanent changes in direction of ventilation. Any terminology which describes these changes is acceptable. If the team fails to explore the entire mine, the team's farthest point of advance (FPA) must be noted, as per rule 5F.