

2022 Post 5

Day 1 Statement

Early this morning at the Mountaineer #1 mine, a six man crew was sent to the three entry section to pump water and prepare the unit for day shift production. About an hour ago, one of the crew members called out to dispatch and said he heard what sounded like an explosion coming from inby his location on the section. We then lost phone communication with the crew member and have had no further contact with the miners.

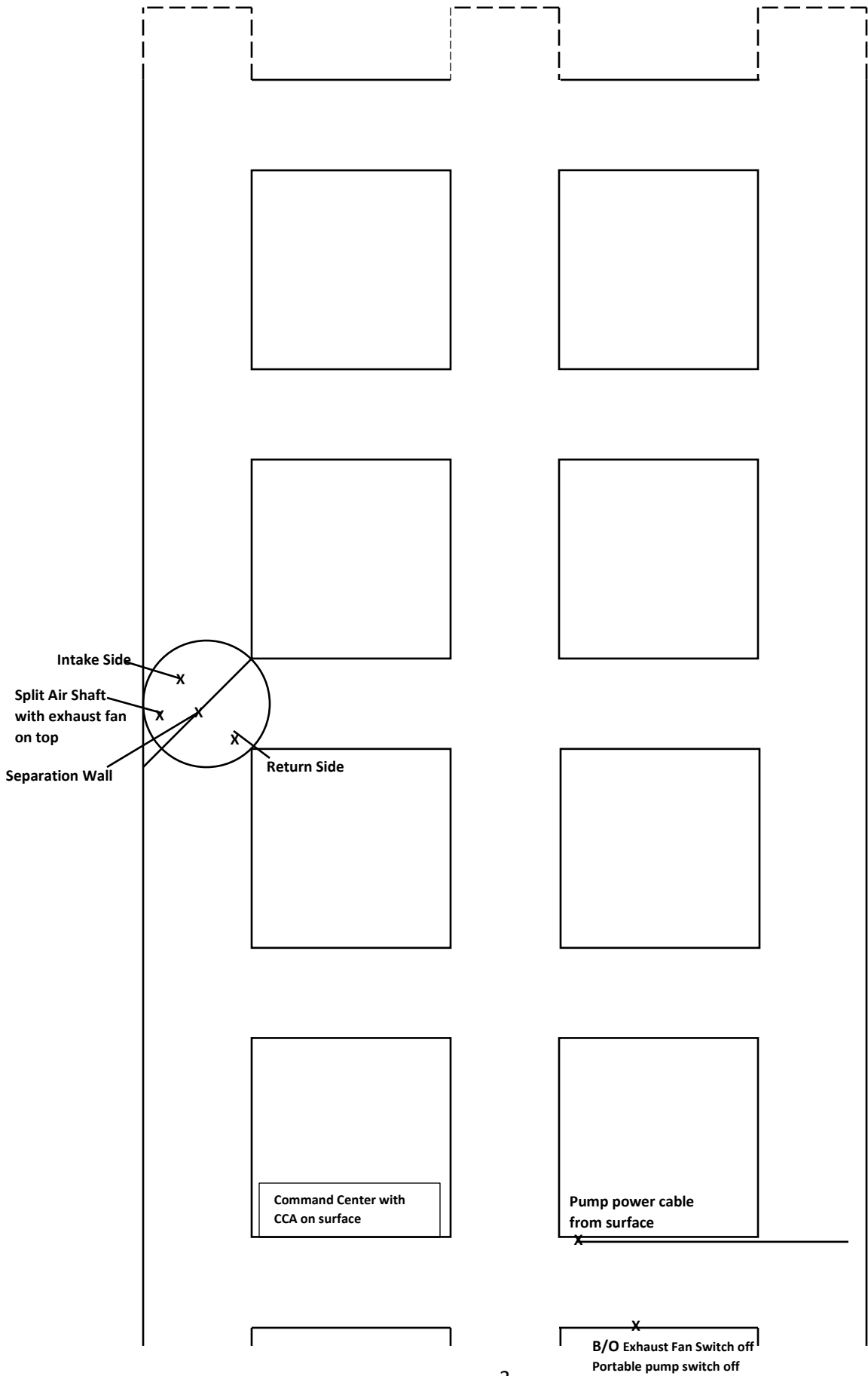
You will be located underground at the fresh air base established by another rescue team. It is safe to use areas outby the fresh air base for ventilation purposes.

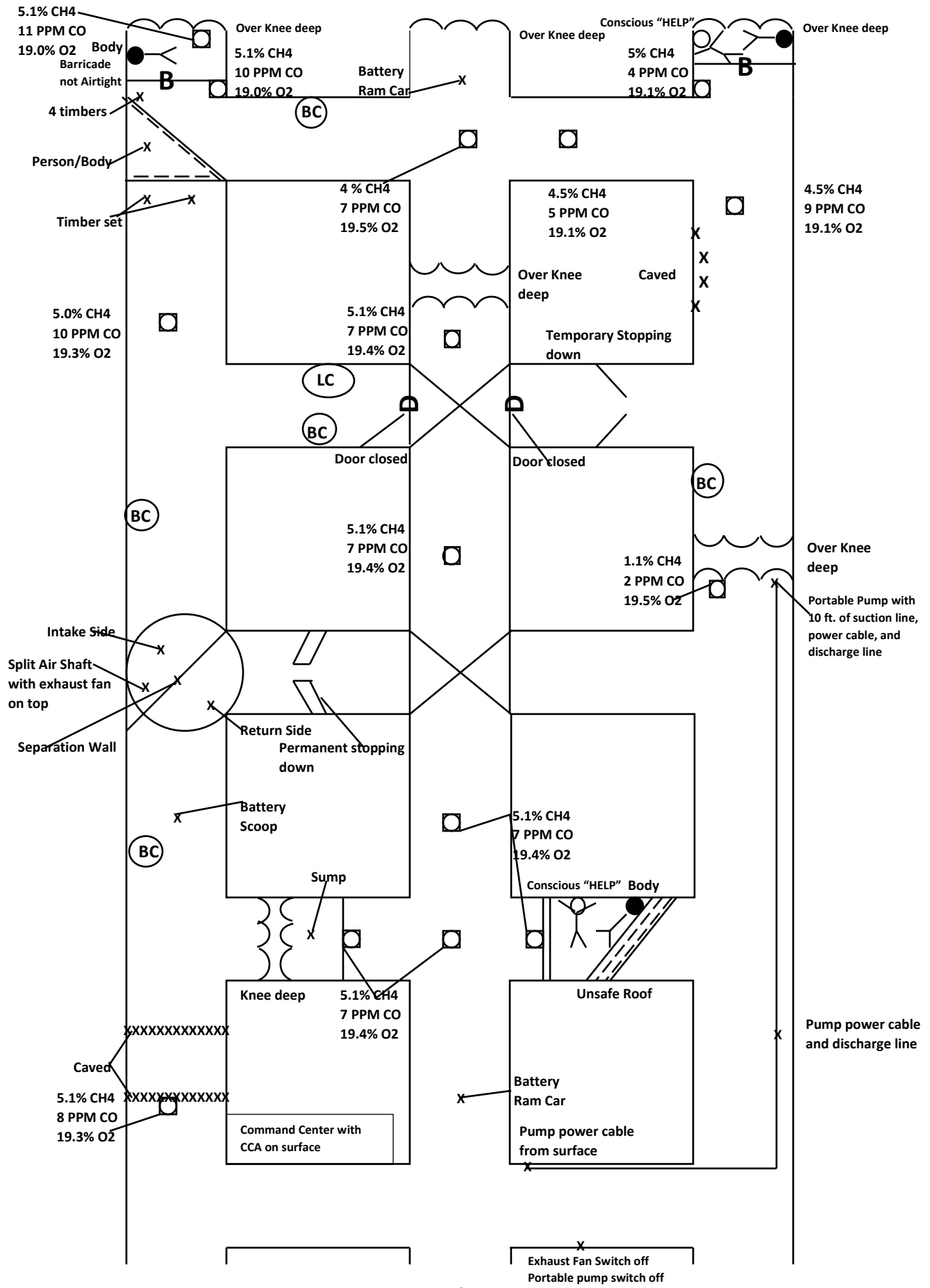
Outby areas and the section are ventilated by an exhaust fan on the return side of a split ventilation shaft located in the no. 1 entry on the section. All entries outby the fresh air base are intake entries. The fan is off but can be started by the command center if needed. A portable pump is being used on the section to help control the ongoing problem of water coming from the mine floor constantly. The pump is off at this time.

All authorities have been notified and a backup team is here. The mine maps are not up to date. So, please be careful during your exploration and thank you for your help....

Team Instructions

- **The exhaust fan cannot be reversed**
- **The exhaust fan can be turned on and off by the Command Center**
- **The portable pump can be turned on and off by the Command Center and water may return to its original depth when pump is off**
- **The Command Center Attendant is on the surface and the briefing officer is underground at the fresh air base**





Team Stop No. 1

(See team stop map)

Team must travel to A line in no. 2 entry. Contaminant is found in no. 1 entry. Patient will yell "Help, get me out" when captain date & initials permanent stopping. Must ventilate before breaching stopping.

Team Stop No. 2, 3

Team can advance to B line in no. 2 entry or A line in no.3 entry

Team Stop No. 3, 4

Team can travel to B line in no. 3 entry or B line in no.2 entry. Team must pump water over knee deep in no.3 entry to find brattice cloth before the number 5 man goes in by B line. (Rule 44 F)

Team Stop No. 5, 6

Team must not proceed to C line until the area in no. 1 entry A line has been explored. Team may also travel on to B line in no. 1 entry to make the return side of shaft and over to the wall of overcast.

Team Stop No. 7, 8

Team can travel to either no. 2 entry C line or no. 3 entry C line. After exploring both no.2 and no. 3 entry in C line, team must now ventilate to rescue patient behind Perm Stopping in A line. If team goes to team stop 9 before vent to rescue patient. Discount for delay (Rule 41 A)

SEE VENT MAP 1

Team Stop No. 9, 10

After rescue, team **must** explore no. 1 entry C line and then out by to no. 1 entry B line before going to D line (intake side of the shaft) Discount under (Rule 44E) does not explore in in this manner

Team Stop No. 11, 12

Team can explore no. 2 or no. 3 entry to D line. If travel is in no. 3 entry to D line, patient will yell "Help, Get me out" when captain D&I's barricade. When team ties across to no.2 entry D line, team must vent barricade before going to team stop 13. Discount for delay is (Rule 41 A)

Team must pump water over knee deep between C and D line in no.2 entry before Vent no. 2

SEE PUMPING MAP

THEN SEE VENT 2 MAP FOR BARRICADE IN NO. 3 ENTRY D LINE

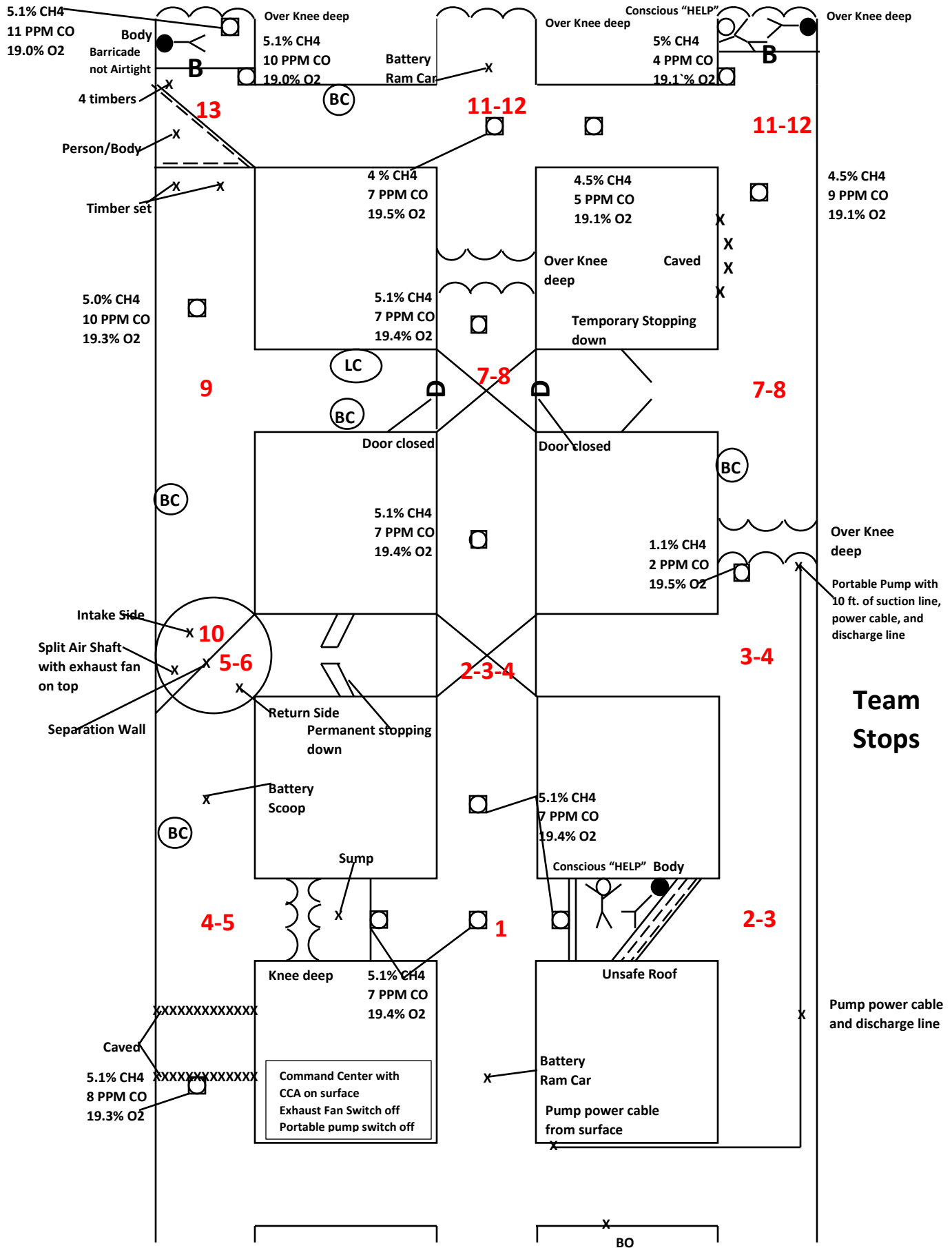
Team Stop No. 13

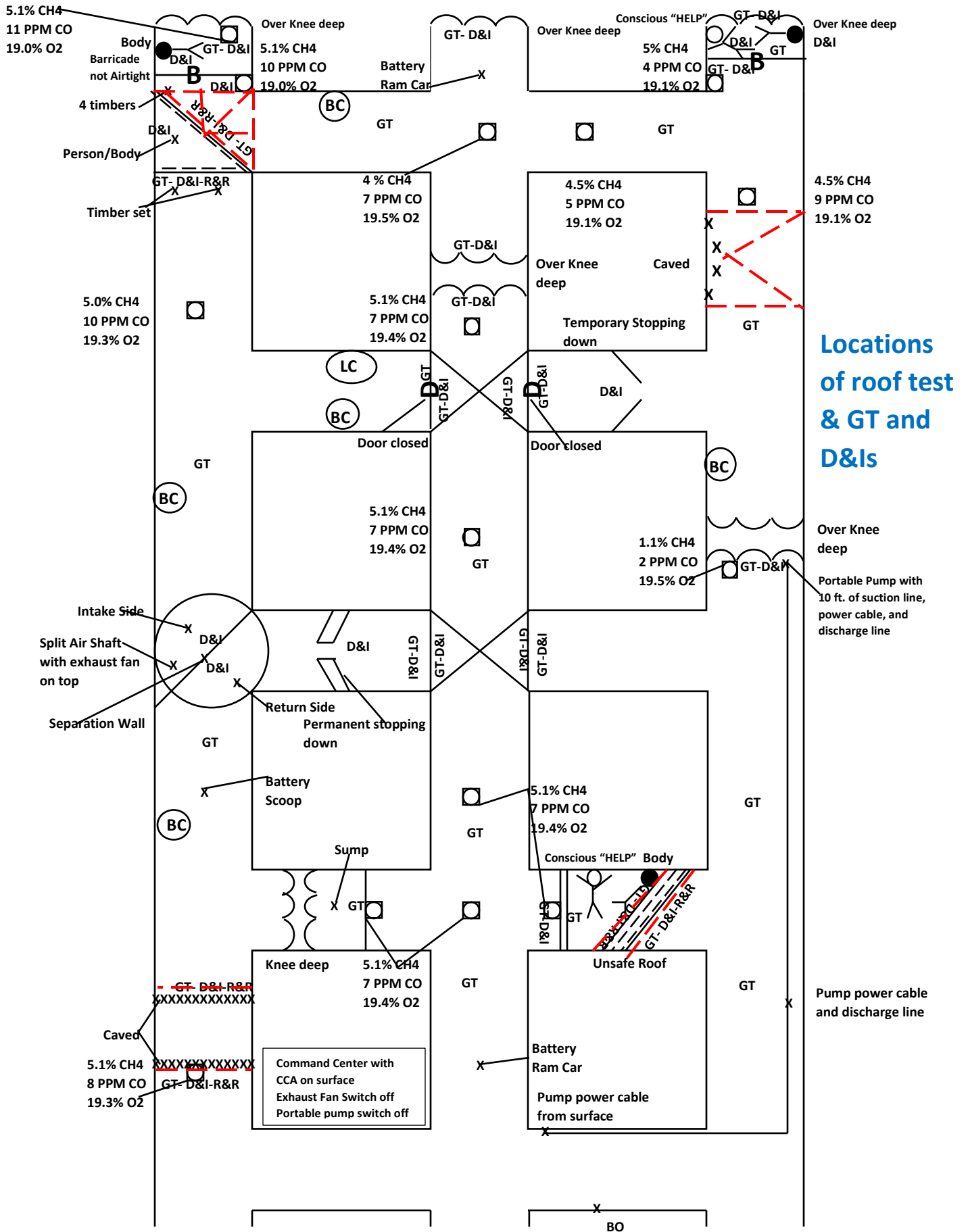
Team **must not** explore past the explosive mixture placard just outby barricade in no. 1 entry. Evidence of fire found behind barricade in no. 1 entry and maps are not up to date. Discount for going past placard is (**Rule 31 B**)

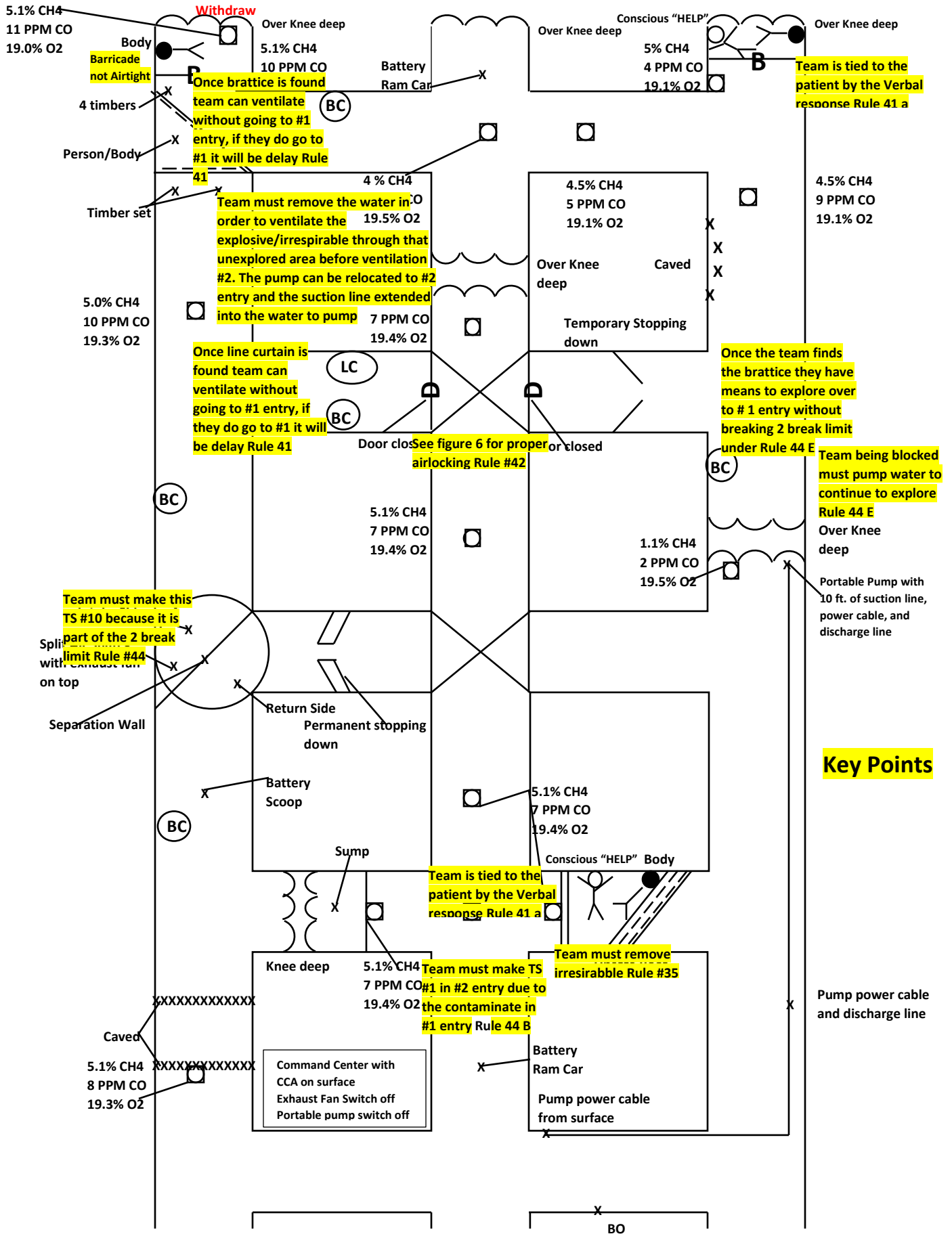
End of problem

**Patient Statement behind
Permanent Stopping in no. 2 & no.
3 entries.**

Help!







Key Points

Team must make this TS #10 because it is part of the 2 break limit Rule #44

Once brattice is found team can ventilate without going to #1 entry, if they do go to #1 it will be delay Rule 41

Team must remove the water in order to ventilate the explosive/irrespirable through that unexplored area before ventilation #2. The pump can be relocated to #2 entry and the suction line extended into the water to pump

Once line curtain is found team can ventilate without going to #1 entry, if they do go to #1 it will be delay Rule 41

See figure 6 for proper airlocking Rule #42

Once the team finds the brattice they have means to explore over to # 1 entry without breaking 2 break limit under Rule 44 E

Team being blocked must pump water to continue to explore Rule 44 E

Team is tied to the patient by the Verbal response Rule 41 a

Team must make TS #1 in #2 entry due to the contaminate in #1 entry Rule 44 B

Team must remove irrespirable Rule #35

Pump power cable and discharge line

