

Price Utah 2022 Day 1
Written Problem

Explore the entire section to account for the 4 missing miners if it can be done safely and bring any live miners to the FAB.

Your team has 100 minutes to complete this problem.

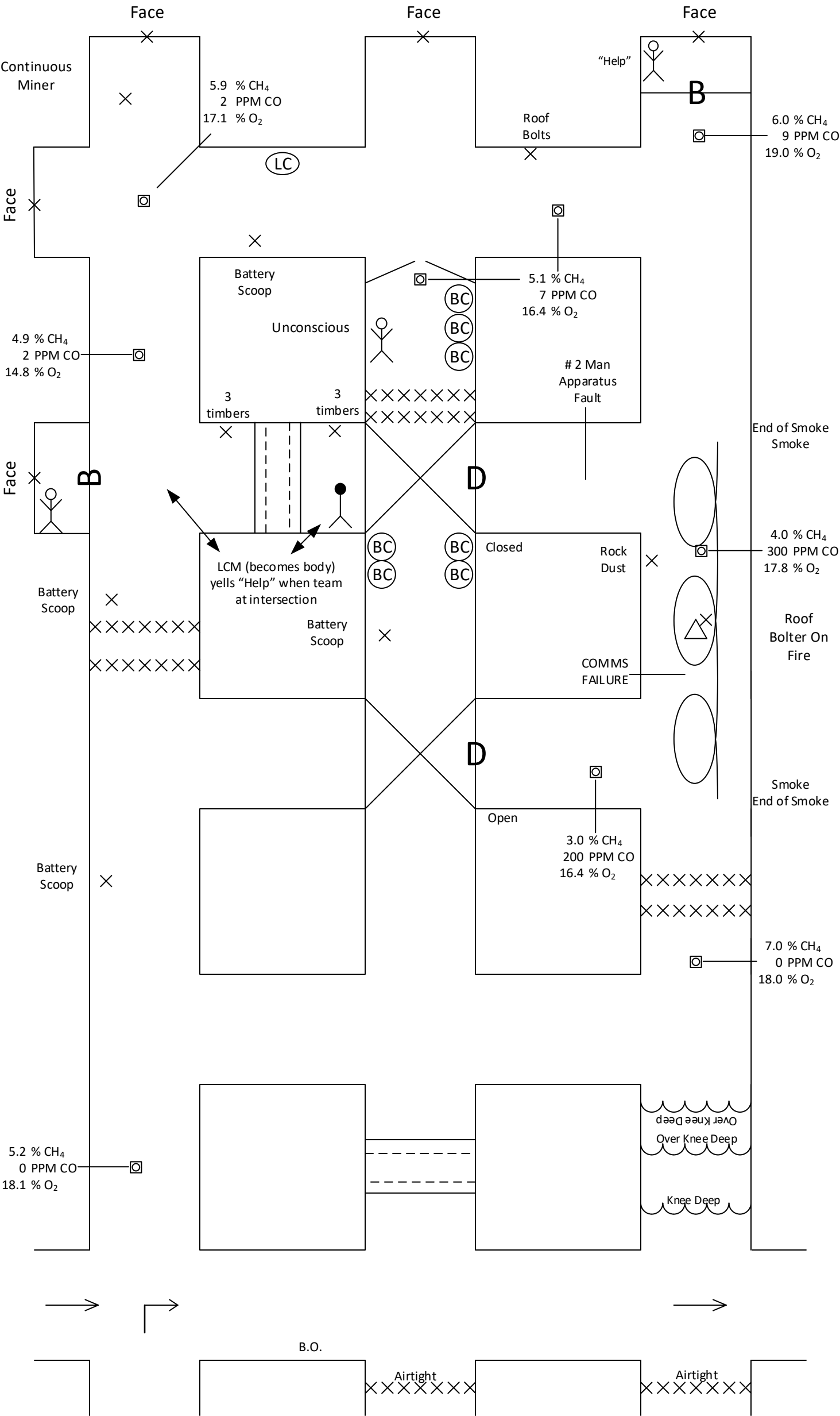
1. Initial opening checks entries at FAB. (irrespirable and explosive found in 1 E, unsafe roof found in 2 E, water OKD found in 3 E.
2. Teams can enter 1 entry - (apparatus check required at stop).
3. Team stop 1 - in 1E at XC 1 – explosive and irr. mixture in intersection. Ignition source found inby (clear air between gas and scoop). Can tie across to 2 E.
4. Team stop 2 - in 2E at XC 1 – inby side of unsafe found outby in 2 E. Can tie across to 3 E.
5. Team stop 3 – in 3E at XC 1 – inby side of WOKD found outby in 3 E, explosive and irr. mixture and caved found inby in 3 E. XC 1 tied in. Teams must advance in 2 E.
6. Team stop 4 – in 2 entry at XC 2. Overcast door open. Ignition source found inby. Can tie across to 3 E.
7. Team Stop 5 – in 3 E at XC 2. In SMOKE. WHEN TEAM ADVANCES INBY INTERSECTION, A COMMUNICATION FAILURE OCCURS – JUDGES TO COORDINATE WITH SUPERINTENDENT AND REMOVE OR TURN OFF HEADSETS/RADIOS FOR BRIEFING OFFICER AND # 5 TEAM MEMBER!! TEAMS MUST IMMEDIATELY RETREAT TO FAB USING STANDARD LIFELINE SIGNALS. ONCE IN FAB, COMMUNICATIONS ARE RESTORED. Extinguishable fire found inby. Teams can advance into XC 3 in 3 E or retreat to advance to team stop 6, 7, 8 in 1 E. RR test required for team to pass fire. XC 2 is NOT tied in yet.
8. Team Stop 7, 8, 6 in 3 E at XC 3. SMOKE in intersection. WHEN CAPTAIN AND # 2 MAN TRAVEL INTO XC TOWARDS 2 E, THE # 2 MAN APPARATUS FAULTS. TEAMS MUST IMMEDIATELY RETREAT TO FAB, REMOVE THE APPARATUS, PLACE ON GROUND, AND GO THROUGH ALL REQUIRED STEPS TO RESTART APPARATUS. NEW APPARATUS CHECK REQUIRED FOR THIS TEAM MEMBER WITHIN 50 FOOT OF MINE REENTRY. Overcast wall at 2 E. Teams must retreat to advance in 1 E.
9. Team Stop 6, 7, 8 in 1 E at XC 2. caved found inby intersection. XC 2 is tied in. Teams can advance in 2 E to XC 3.
10. Team Stop 8, 7, 6 in 2 E at XC 3. zig-zag RR test required in intersection. Caved found inby OC. 4 BC found (teams can only carry 2 at any time). Teams can advance in 3 E inby XC 3.
11. Team Stop 9 in 3 E at XC 4. barricade with response “help” found inby intersection. Not enough information or materials to vent exp. and irr. From in front of barricade yet. Exp mixture found in XC between 3E and 2E. Teams can tie across XC 4 to 2 E.
12. Team Stop 10 in 2 E at XC 4. Face of 2 E found inby, Ignition source found in XC with clear air between it and gas in XC. Exp mixture, 2 BC, LUM, and inby side of caved found outby intersection. Pt. requires respiratory protection and placed on stretcher to be taken out to FAB. Teams can continue tying across XC 4.
13. Team Stop 11 in 1 E at XC 4. Explosive mixture and irrespirable in intersection (clear air between exp mix and ignition source) in XC 4 between 2E and 1E. Face of 1 E and Face in XC notch off 1E found. Teams can advance outby in 1 E.
14. Team Stop 12 in 1 E at XC 3. Barricade found with NO response off 1 E with irr mix in intersection. VERBAL contact made “Help” with missing miner in XC 2 between 1E and 2E when team is in 1 E and XC 3 intersection. Unsafe roof found in XC 3 towards 2 E. Team must set 3 timber in unsafe roof in XC 3 to reach miner. RR required on 2 E side of unsafe roof after timber set. When team reaches miner they find a body. Teams now have enough materials and information to vent and breach both barricades. Pt. in barricade off 1E requires respiratory protection, Pt in Barricade in 3 E does not require respiratory protection, and both can be walked out to FAB.

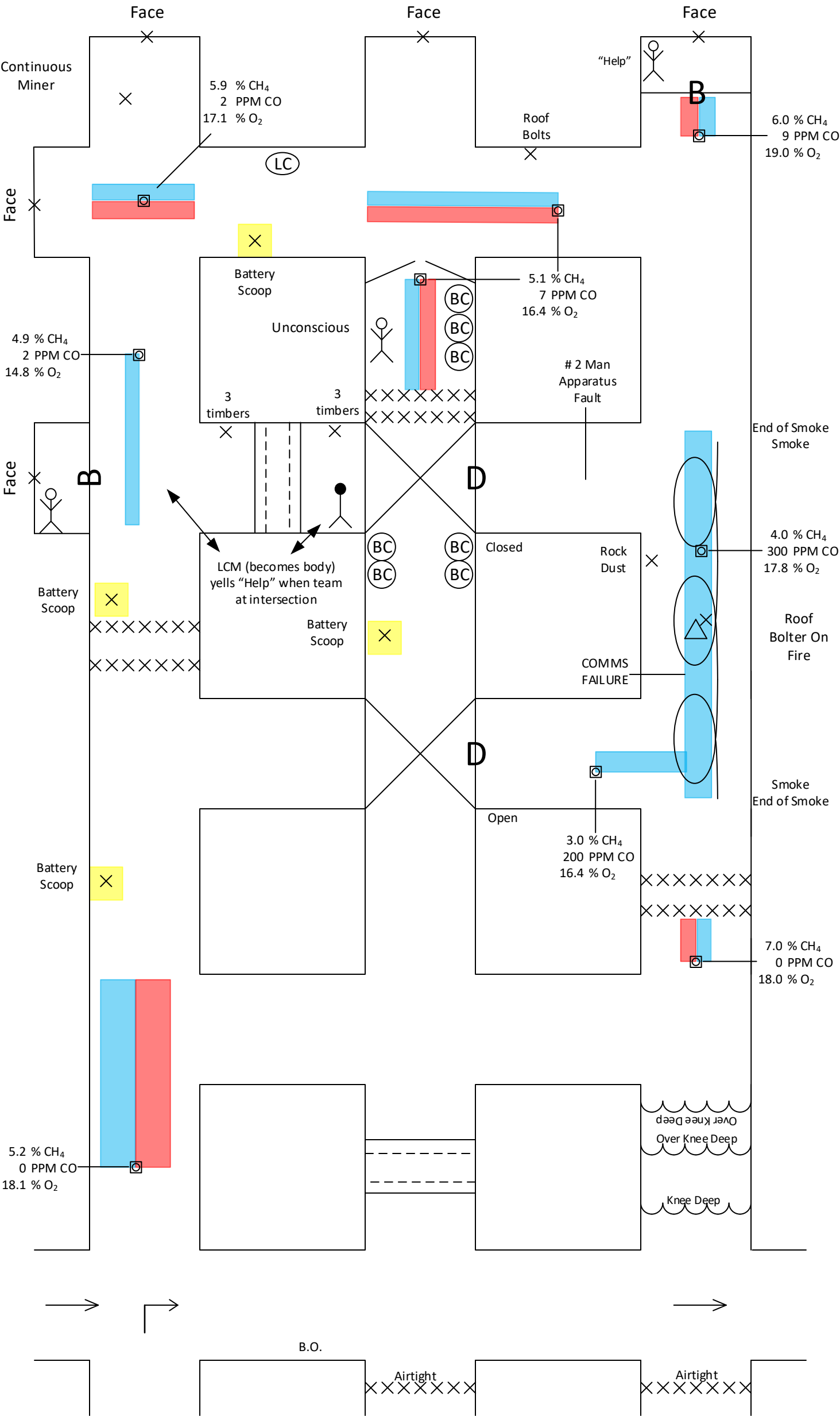
See Vent 1.

See Vent 2.

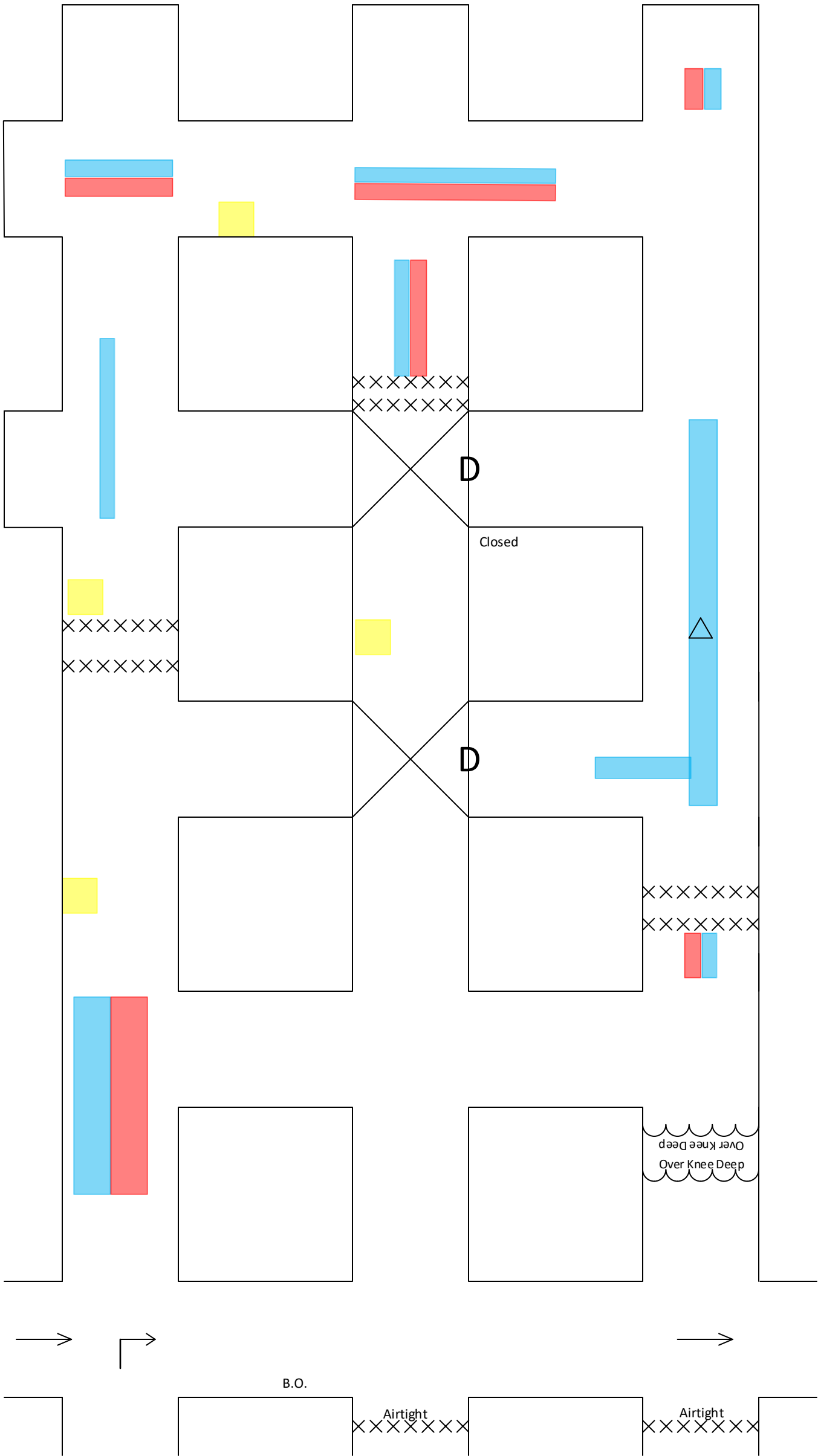
BOTH Barricades require airlocks to enter. Caution required to remove team built stoppings in order to airlock either barricade to prevent air moving explosive mixture over ignition source. Pt. in barricade in 3 entry required to be taken out first. Rule 41

End of Problem





Judges vent map



VENT 1

