

Price Utah 2022 Day 2 Judges Instructions

1. Initial opening checks entries at FAB. (caves found in 2 E and 3 E, exp mix in 2 E).
2. Teams must enter 1 entry - (apparatus check required at stop).
3. Team stop 1 - in 1E at XC 1 – ignition source found to right in XC 1. Must tie across
4. Team stop 2 - in 2E at XC 1 – exp mix in intersection and caved at outby side of intersection. Zig-zag RR required. Must tie across
5. Team stop 3 – in 3E at XC 1 – exp mix, low O2 in intersection and caved at outby side of intersection. Zig-zag RR required. Caved found inby in 3 E. XC 1 is tied in. Can advance in 1 or 2 E's
6. Team stop 4, 5 – in 1 E at XC 2. Diagonal unsafe roof found in intersection. ZZ RR required, missing person can be seen in unsafe roof – no timbers to set to be able to touch and assess person. Must advance in 2 E
7. Team stop 5, 4 – in 2 E at XC 2. Exp mix and low O2 found inby in 2 E. Must tie across
8. Team stop 6 – in 3 E at XC 2. caved at outby side of intersection. Zig-zag RR required. Low O2 found inby in 3 E. XC 2 is tied in. Can advance in 2 or 3 E's
9. Team stop 7, 8 – in 3 E at XC 3. Caved at left side of intersection. Zig-zag RR required. Low O2 and caved inby in 3 E. Must advance in 2 E.
10. Team Stop 8, 7 – in 2 E at XC 3. Caved found in XC towards 3 E. Must Tie across
11. Team Stop 9 – in 1 E at XC 3. Explosive mixture and low O2 found in intersection. Caved found outby in 1 E. Ignition source found inby in 1 E. Can advance in 1 or 2 E's

PROBLEM DESIGN: If teams advance into 1 E, from Stop 9, they will find a barricade inby XC 4 with response and they will be tied to this miner.

If team advances into 2 entry from Stop 9 they, by rule have to tie across to 3 entry where they will find a barricade inby XC 4 with response and will be tied to this miner first in 3 E.

In either case, the team will have enough information and materials to ventilate either of these separate barricades when acknowledged without further exploration once they have explored XC 4 between 1 and 2 entries OR XC 4 between 2 and 3 entries in XC 4.

See Vent 1

See Vent 2 L (left barricade)

See Vent 2 R (right barricade)

Both VENT 2 L and R ARE REQUIRED!

12. Team Stop 10, 11 – in 1E at XC 4. Barricade and low O2 found inby in 1 E with “help” response, 6 BC found in XC to ward 2 E. Not enough information or materials to vent low O2 from barricade. Must tie across

13. Team stop 11, 10 – in 2E at XC 4. Face of 2 E with exp mix and low O2 in 2 E. LC and 2 BC found in XC towards 3 E. Exp mix and low O2 found in XC 4 towards 3 E.

Teams have enough information and material to vent 1 E barricade. Airlock required to breach.

See VENT 2 L. After getting Pt from barricade in # 1 E Must tie across to 3 E

- 13A. Team stop 11, 10 – in 2E at XC 4. (FROM Team Stop 9) Face of 2 E with exp mix and low O2 in 2 E. LC and 2 BC found in XC towards 3 E. Exp mix and low O2 found in XC 4 towards 3 E. Must tie across to 3 E. (gas in XC between 2 and 3E's)

14. Team Stop 12 – in 3 E at XC4 – caved found outby in 3 E, Epx mix and low O2 and barricade with “conditions known” response inby in 3 E.

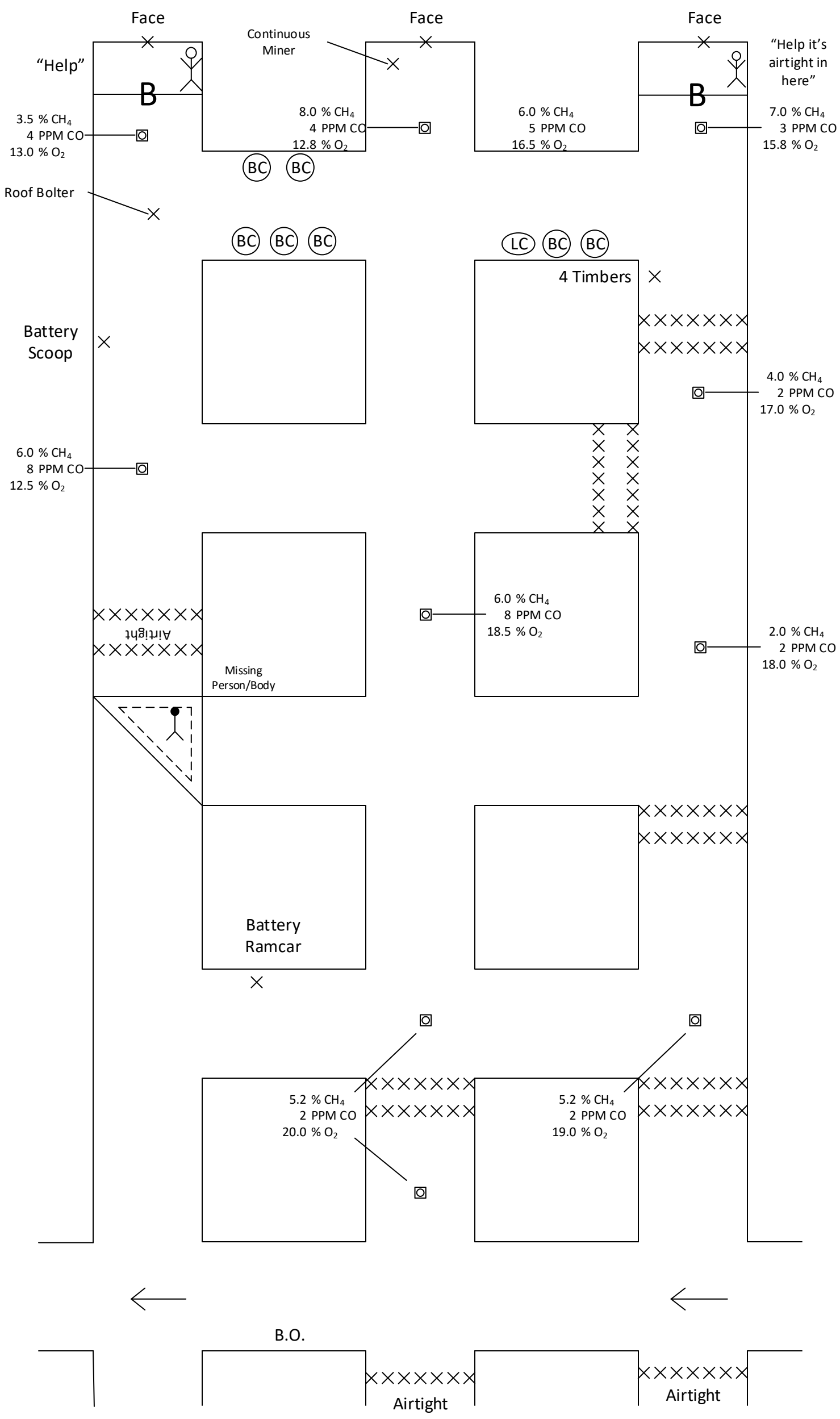
Teams have enough information and materials to vent barricade in 3 E. NO airlock required to breach.

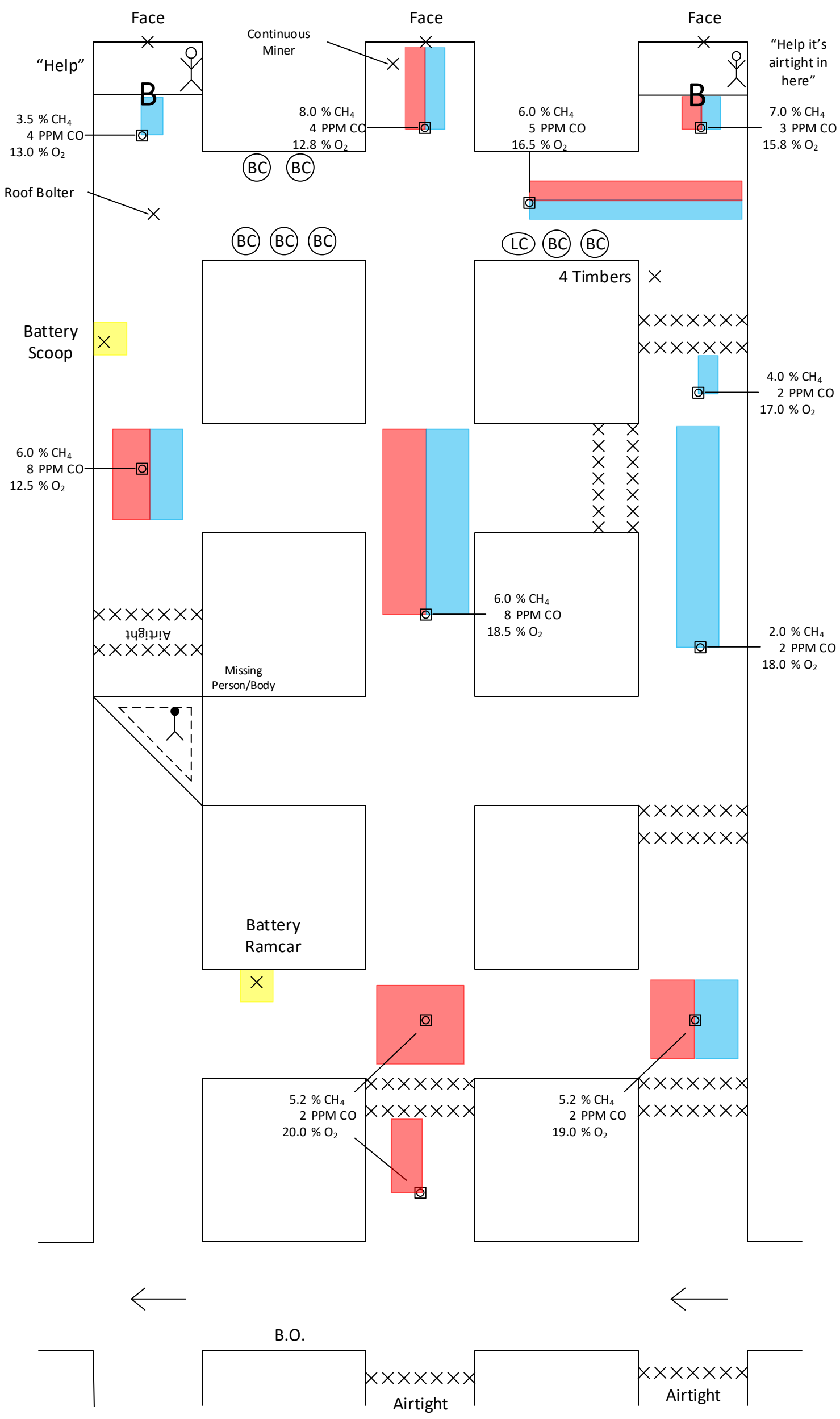
See VENT 2 R. After removing Pt. from barricade in 3E, must explore to 1 E in XC 4.

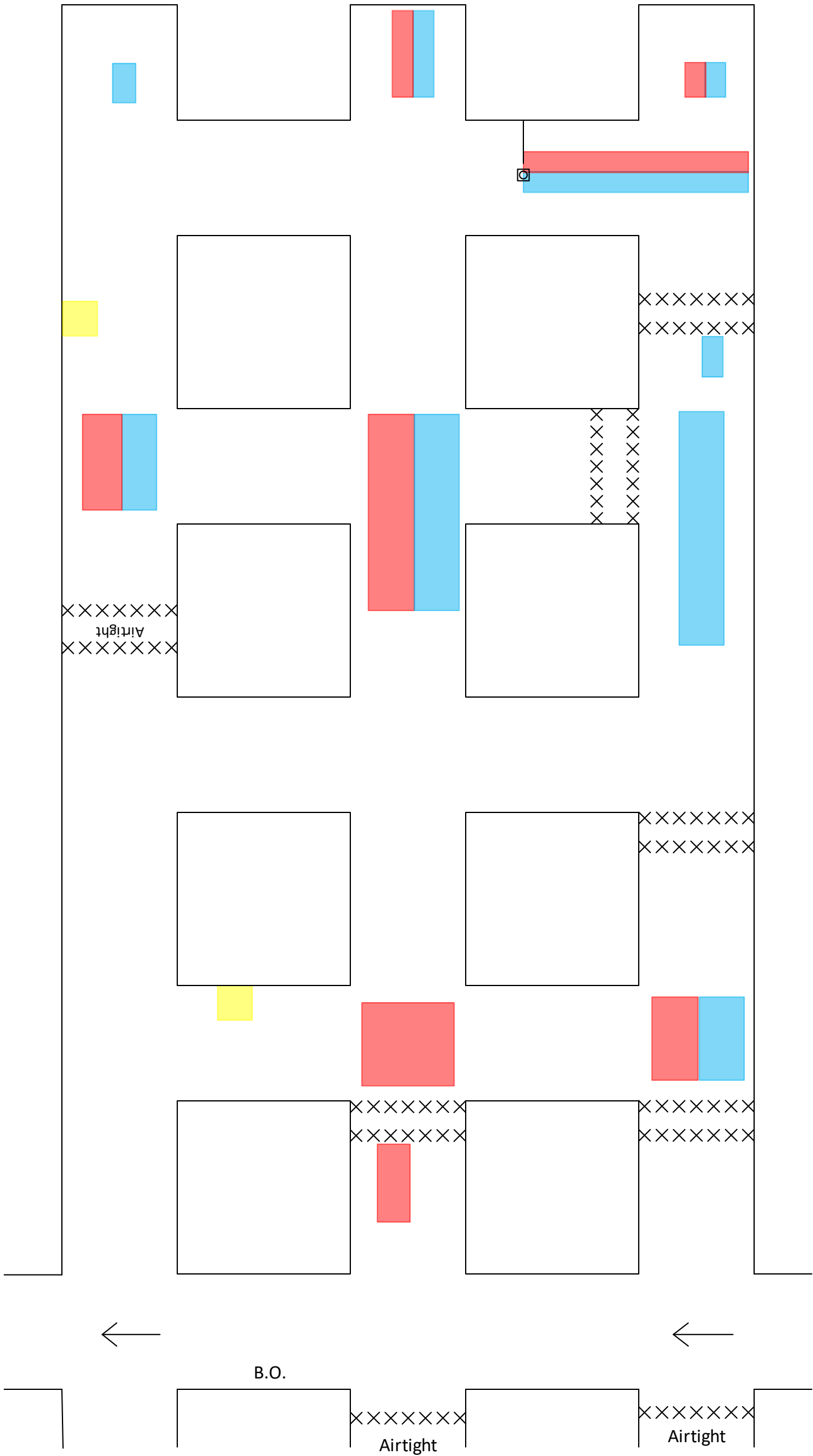
Teams can breach both respective barricades and remove both miners, walking to FAB after following VENT 2 R or L respectively.

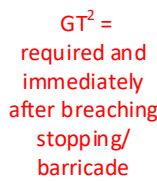
The area inby XC 2 in 1 E does not require exploration as all miners have been accounted for.

End of Problem



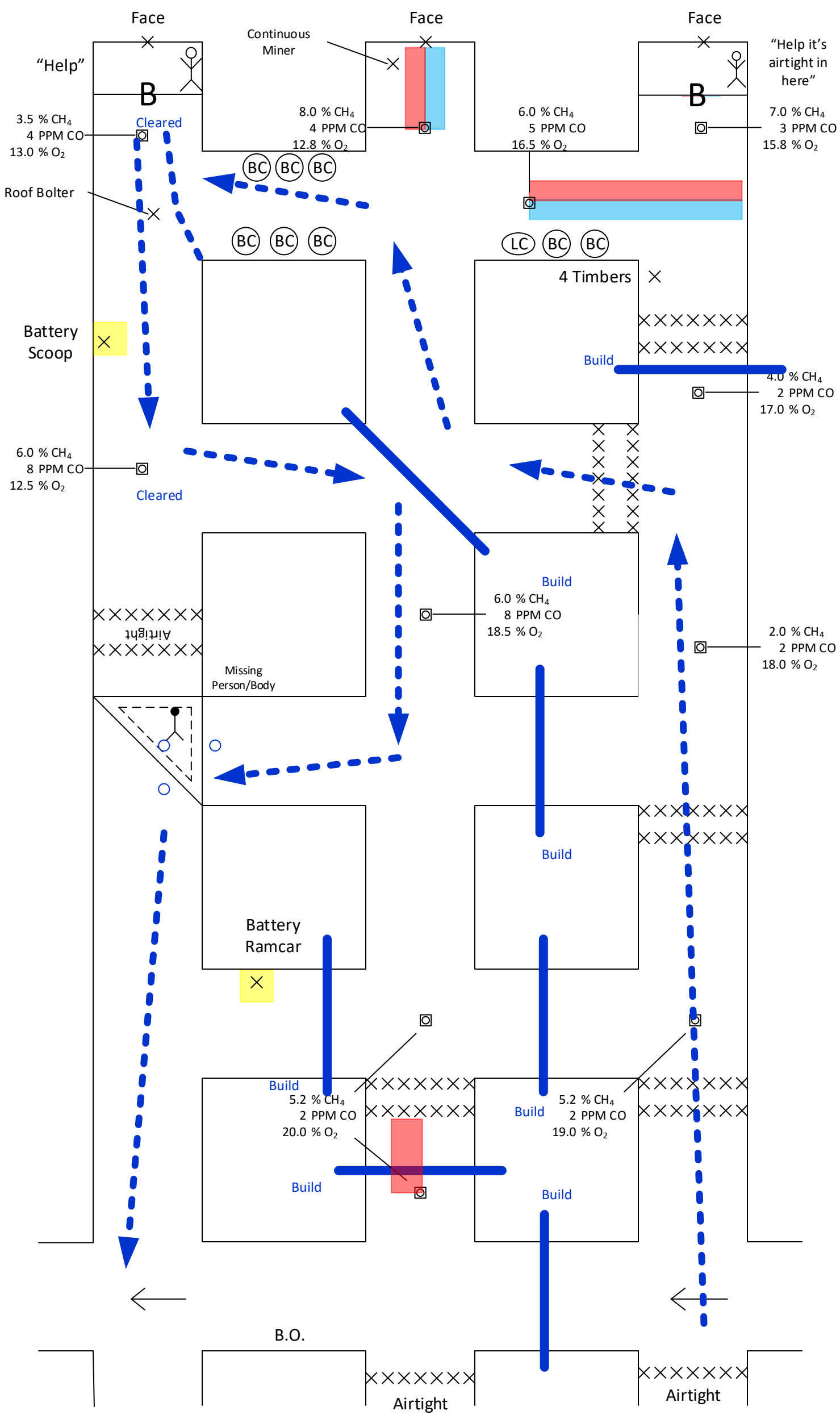








VENT
2 L



VENT 2
R

