WKMI MINE RESCUE CONTEST



MAY 25, 2022

Division of Mine Safety

	FIELD:
JUDGE:	
TIME KEEPER:	
SUPERINTENDE	'NT:

WKMI 2022 MINE RESCUE STATEMNT

Thanks for responding to our call for help. You are located on the surface of the Knott #1 Mine.

We had 5 miners working underground last night on the 3rd shift, doing routine maintenance work. Around 4:00 a.m. a thunderstorm moved thru the area and the guard outside heard a loud bang and saw a transformer smoking near the outside substation. All power and communications have been lost to the underground. All attempts to make contact with the 5 miners have been unsuccessful. Our mine is a small mines with 3 entry's the #1 entry has an exhaust fan and #2 and #3 are the intake entries. The mine map up is up to date. Our mines has a history of large amounts of methane and bad roof conditions along with some occasional water issues. The exhaust fan has been checked and is currently off. The Fan can be started and stopped by asking permission from the command center, but cannot be stalled or reversed. We do have a portable pump in the mines with cable and discharge line to the surface. The pump can be turned on and off by requesting permission from the command center. All State and Federal agencies have been notified and are on site. We have additional mine rescue teams available as back up as needed.

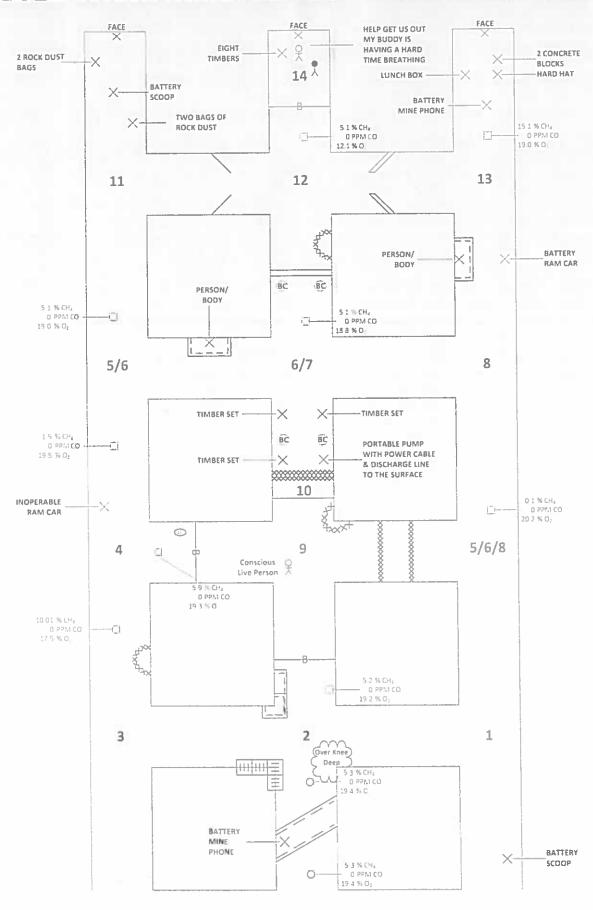
This is all the information I have as this time.

Thanks and good luck.

2022 WKMI WRITTEN INSTRUCTIONS

MAKE ALL AREAS OF THE MINES THAT CAN BE DONE SAFLEY.

BRING ALL SURVIVORS TO THE FRESH AIR BASE.



F.A.B.

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

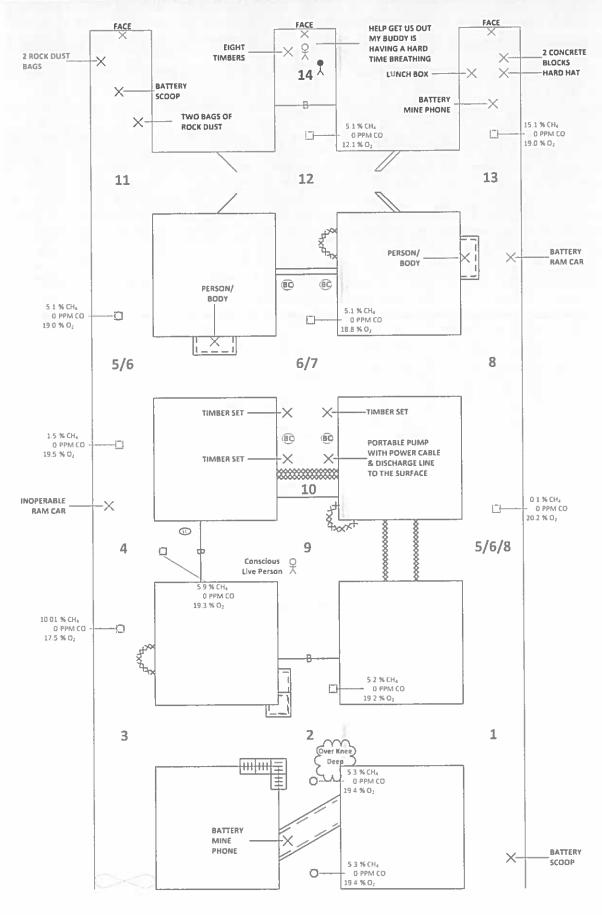
Once the clock is started the team will properly don their apparatus. Starting in the #1 entry the team will find an exhaust fan that is off, the captain's date and initials (D&I), and a gas test (GT) are required at this location.

In the #2 entry, the team will find an explosive and irrespirable gas extending to a diagonal unsafe roof, a (R&R), the captain's (D&I), and a (GT) is required at this location. The team will find a battery mine phone in the unsafe roof.

In the #3 entry, the team will find a battery scoop. A GT is required in this area.

TEAM STOP #1

To enter the mine the team will enter the #3 entry. At this team stop the team will do a 50-foot apparatus check. Inby the team will not find anything, a GT is required in this area, to the left on the outby corner of the #2 entry the team will find an area of water over knee-deep extending around the corner outby. The captain's D&I is required at this location. A GT is required in this area.



TEAM STOP #2

The team will travel to the #2 entry. Inby on the right rib the team will find an explosive and irrespirable gas extending to a barricade. The team will get a response from behind the barricade. The team will find on the left rib an area of unsafe roof that extends around the corner toward the #1 entry and inby toward the barricade, a zig-zag R&R and the captain's D&I are required at this location. Outby on the right rib the team will find an unsafe rib, in the center of the entry the team will find an explosive and irrespirable gas extending to a diagonal unsafe roof, a R&R, the captain's D&I and a GT are required at this location.

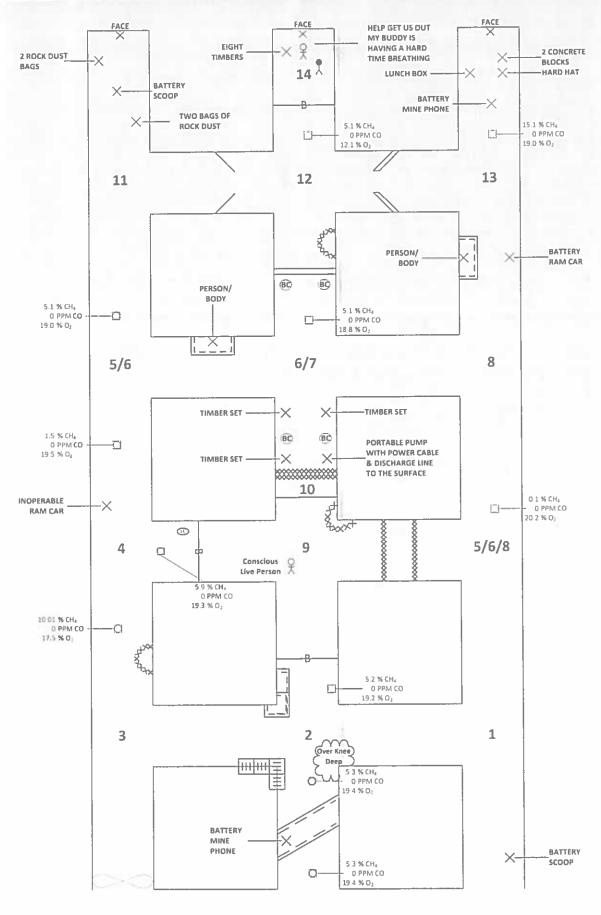
TEAM STOP #3

The team will travel to the #1 entry. Outby the team will find the backside of the exhaust fan, a GT and the captain's D&I is required at this location. Inby on the right rib the team will find an area of caved roof, A zig-zag R&R and the captain's D&I are required at this location, just inby that the team will find an explosive and irrespirable gas extending into the next intersection, a GT is required in this area.

TEAM STOP #4

At team stop #4, inby the team will find an inoperable ram car, just inby that the team will find 1.5 % ch4, a GT is required in this area. To the right, the team will find an explosive and irrespirable gas extending to a barricade, the captain's D&I and a GT are required at this location. The team will receive a response from behind the barricade. On the inby rib, the team will find a line curtain.

(Team Stops #5 & #6 are interchangeable)



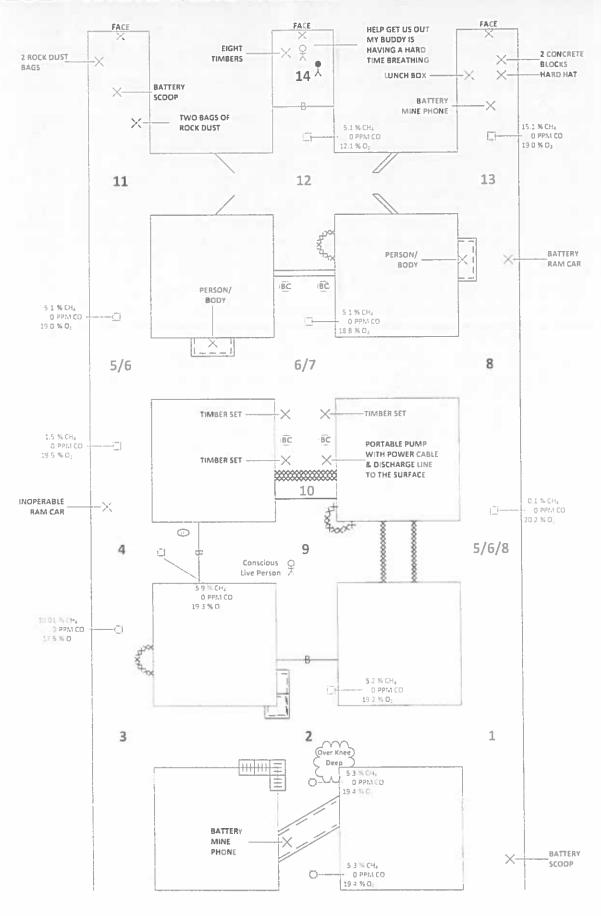
TEAM STOP #5

For team stop #5 we will continue up the #1 entry, inby the team will find an explosive and irrespirable gas extending inby, a GT is required in this area. To the right on the inby rib, the team will find an area of elongated unsafe roof with a person located in it, a zig-zag R&R and the captain's D&I are required at this location, and a GT is required in this area.

TEAM STOP #6

At team stop #6, inby the team will find an explosive and irrespirable gas extending to a permanent stopping, a R&R, the captain's D&I, and a GT is required at this location. At the permanent stopping, the team will find a brattice cloth on each side of the entry. Out by the team will find a timber set on each side of the entry, outby that they will find a brattice cloth on each side of the entry, then the team will find another timber set on the right side of the entry, on the left side of the entry they will find a portable pump with power cable & discharge line to the surface. Then the team will find a caved area across the entry, a R&R, the captain's D&I, and a GT are required at this location. To the right the team will find an open crosscut, a GT is required in this area.

(Once the team finds the portable pump they will have the means to get the patient behind the barricade in the #2 entry. They will have to take the pump over to the #3 entry and travel outby and over to the area of water over knee-deep in the #2 entry and pump that water down and ventilate the barricade.)



TEAM STOP #7

At team stop #7, inby the team will find an area of elongated unsafe roof on the left rib with a person in it, a zig-zag R&R, and the captain's D&I are required at this location. On the right rib, the team will find a battery ram car. A GT is required in this area. Outby the team will find an open entry, a GT is required in this area.

TEAM STOP #8

At team stop #8, toward the #2 entry the team will find a caved area across the entry, a R&R, the captaiin's D&I, and, a GT are required at this location.

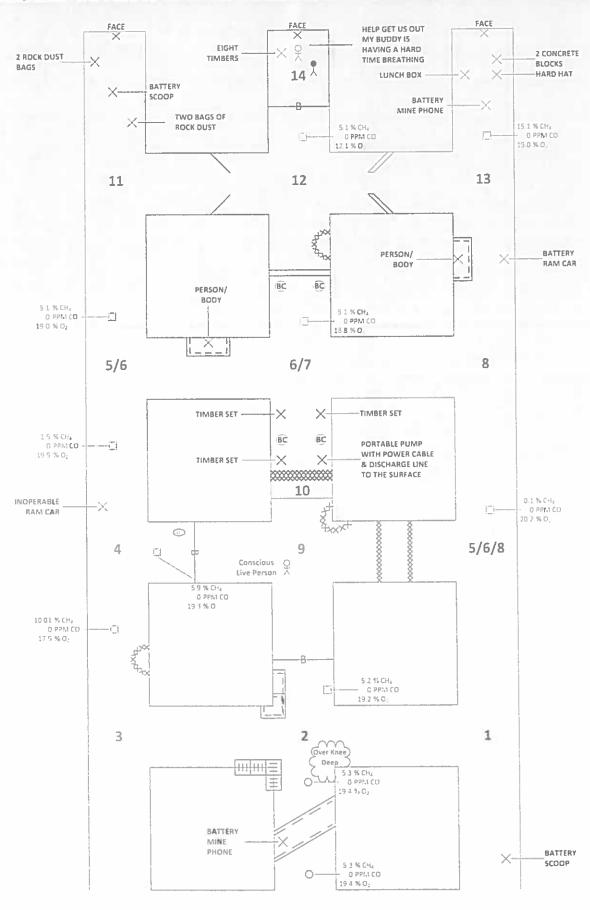
(See First Vent)

TEAM STOP #9

(Behind The Barricade)

Team stop #9 as the team enters the barricade a GT is required, inby they will find a conscious live person in the intersection, to the left the team will find the backside of a barricade, the captain's D&I, and a GT are required at this location. Inby the team will find a temporary stopping, the captain's D&I and, a GT are required at this location. On the right the team will find a caved area around the corner, a zig-zag R&R and the captain's D&I are required at this location. To the right, the team will find the backside of a caved area across the entry, a R&R, the captain's D&I, and, a GT are required at this location.

(Once the patient is removed the team should return and make the area inby the temporary stopping before advancing into the last open crosscut.)



TEAM STOP #10

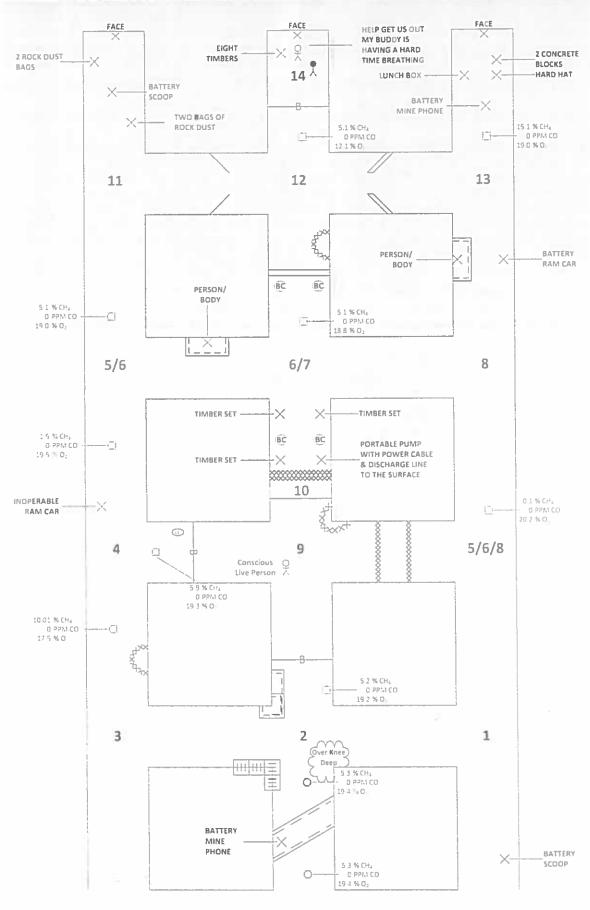
At team stop #10, the team will find a caved area across the entry, a R&R, the captain's D&I, and a GT are required at this location.

TEAM STOP #11

At team stop #11, inby on the right rib the team will find two bags of rock dust, inby that in the center of the entry they will find a battery scoop, inby the scoop on the left rib they will find 2 rock dust bags, then they will find the face, an R&R, the captain's D&I and a GT are required at this location. To the right the team will find an open crosscut with a temporary stopping not intact, a GT is required in this area.

TEAM STOP #12

At team stop #12, inby the team will find an explosive and irrespirable gas extending to a barricade, a R&R, the captain's D&I, and, a GT are required at this location. The team will get a response from behind the barricade. To the right the team will find an open crosscut with a permanent stopping not intact, a GT is required in this area. Outby on the left side, the team will find a caved area, a zig-zag R&R, and the captain'S D&I is required at this location. Outby that the team will find the backside of a permanent stopping, an R&R, the captain's D&I, and, a GT is required at this location.



TEAM STOP #13

At team stop #13, inby the team will find an irrespirable gas extending to the face, inby the gas the team will find a battery mine phone, on the left rib they will find a lunch box, on the right rib a hard hat and then 2 concrete blocks, inby the 2 concrete blocks they will find the face, an R&R, the captain's D&I, and, a GT is required at this location.

(See Second Vent)

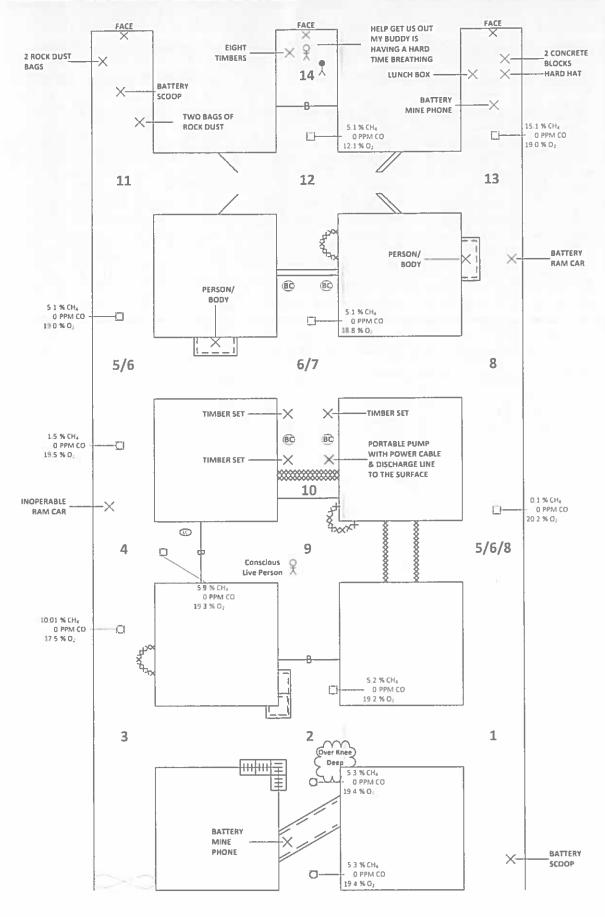
(If the team enters the barricade in the #3 entry before removing the patient behind the barricade in the face of #2 they delayed.)

TEAM STOP #14

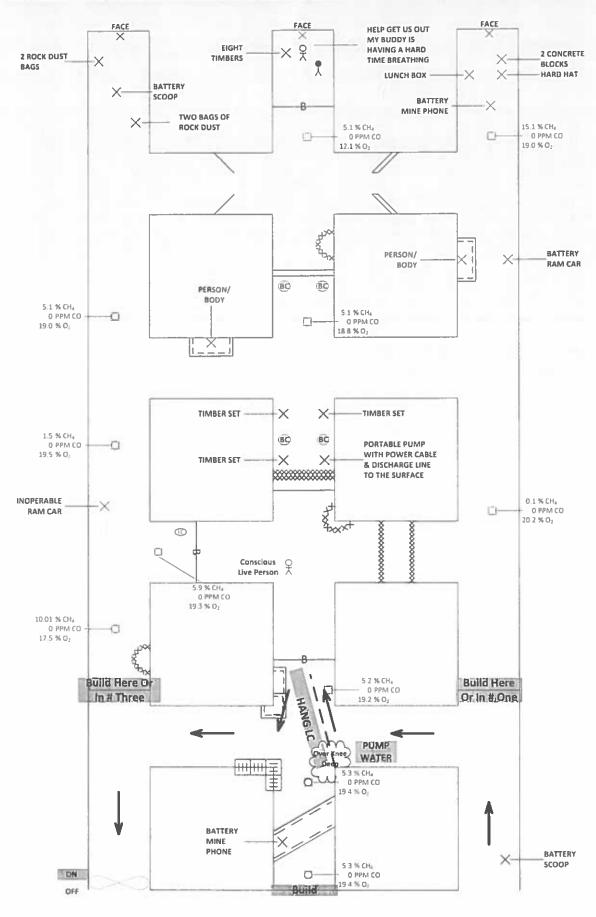
THE BARRICADE FACE OF #2

As the team enters the barricade a GT is required, then they will find a body on the right side, in the center of the entry, they will find a Live Conscious Person Talking, on the left side of the entry they will find eight timbers, inby the timbers they will find a face, an R&R, the captain's D&I and a GT is required at this location.

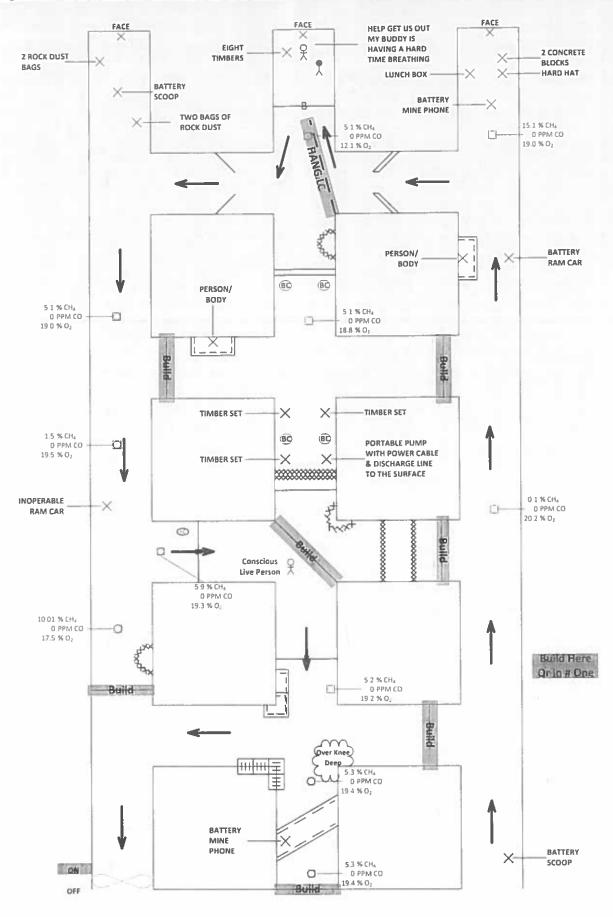
(Once the conscious live person has been removed to the F.A.B. the team MUST return to the persons in the areas of the unsafe roof and timber into the body, the captain's D&I is required at the location of the body.)



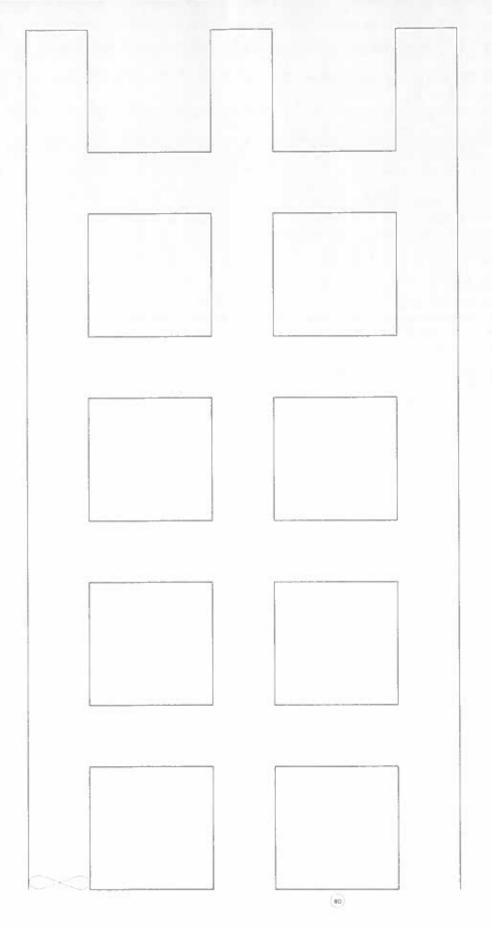
2022 WKMI Mine Rescue - FIRST VENT MAP



2022 WKMI Mine Rescue - SECOND VENT MAP



2022 WKMI Mine Rescue - BLANK MAP



Mine Rescue

J W N A F T S U A H X E R D A P Y A I N R P B Q U F N A I U T T \mathbf{C} E R E I R E N 0 E 0 E N E S S S E E M E A A E D E H M S T T E N M D R A A J D A A F C C L F A U T E R R E E R A H E I 0 E E I 0 R U N Y S E R T \mathbf{C} L R I R N S 0 I \mathbf{C} I R \mathbf{C} \mathbf{R} E D 0 B R \mathbf{C} F 0 I 0 K M B M E O G \mathbf{K} S \mathbf{C} T 0 B M A A R 0 E M \mathbf{F} Y В R S C S N T P N K E K D T S \mathbf{C} E \mathbf{v} T A R 0 O D E A \mathbf{F} E L U N \mathbf{C} H B 0 X Ι \mathbf{C} U Α B A G P R D S \mathbf{X} W C \mathbf{X} I N В 0 A D S C A V E D I R T I \mathbf{G} T E $\mathbf{0}$ A H

BARRICADE

CABLE

CONSCIOUS

DIESEL SCOOP

FEEDER

ЈЕЕР

MINE PHONE

PIN BOARDS

SMOKE

WATER KNEE DEEP

BATTERY RAMCAR

CAVED

CRIB

EXHAUST FAN

FIRE

LUNCH BOX

OVERCAST

ROCKDUST

UNSAFE RIB

WATER ROOFED

BRATTICE

CAVED AIRTIGHT

CURTAIN

FACE

HAMMER

METHANE

OXGEN

SCSR

UNSAFE ROOF