

Loveland 2023 Day 2 Judges Instructions

1. Initial opening checks of each entry. Water OKD found in 2 E. Unsafe roof found in 3 E and ignition source. Team must advance in 1 E.
2. Team **stop 1** - (50' apparatus check required) In 1 entry at XC 1. Airtight cave found inby intersection, ZZ required in intersection. Can tie across XC 1 to 2 E.
3. Team **stop 2** – in 2 entry at XC 1. inby side of water found, stopping found inby in 2 E, exp. Mix found in XC to right. Team must tie across XC 1 to 3 E.
Team **stop 3** – in 3 entry at XC 1. inby side of unsafe roof on outby intersection plane, ZZ roof test required in intersection. Exp mix found inby intersection in 3 E. Team must advance in 3 E.
- Team **Stop 4** - in 3 entry at XC 2. Caved found toward 2 E in XC 2.
Team must advance in 3 E to XC 3.
5. Team **stop 5** – in 3 entry at XC 3. Face of 3 E made. Body found outby face. Team must tie across XC 3 to 2 E.
6. Team **stop 6** – in 2 entry at XC 3. Face of 2 E made, Barricade with low O2 and response “help” in XC 3 towards 1 E. No materials to vent and breach barricade yet. Team must advance outby in 2 E.
7. Team **stop 7** – in 2 entry at XC 2. caved found in XC 2 towards 3 E, stopping found in 2 E outby intersection. Team must tie across XC 2 to 1 E.
8. Team **Stop 8** – in 1 entry at XC 2. Barricade with low O2 and response of “help” outby intersection. Several BC found inby. Not enough materials to vent and breach barricade off 2 E. BUT materials to pump and do Vent 1 (team must build in XC 2 between 1 & 2 E’s if Stop 9 not made) Team must advance in 1 E.
9. Team **Stop 9** – in 1 entry at XC 3. Barricade with no response found in XC towards 2 E. Exp. And Irr. mix found inby intersection. Face in 1 E made. Team can breach barricade in XC 3 from 1 E without venting (no contaminant present) but airlock required to enter (conditions not known). LUM found and can be removed to FAB with respiratory protection and on stretcher.
10. Pump. Water in 2 E must be pumped but no airlock required to be built.
See Vent 1- vent 1 removes the exp. mixtures from 3 E and XC 1.
Teams have enough materials to vent and breach barricade off 2 E.
See Vent 2 – vent 2 removes Low O2 in front of barricade off 2 E.
Airlock required prior to breaching barricade.
See Vent 3 – vent 3 removes low O2 in 1 E inby barricade. Airlock required to breach barricade.
Remaining Patients in each barricade don’t require respiratory protection and can both be walked to FAB.
End of Problem