

Craig, CO 2023 Day 1 Judges Instructions

1. Initial opening checks entries at FAB. (irrespirable and explosive found in 1 E, water OKD found in 2 E, unsafe roof 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. Caved found inby ignition source found in XC 1 towards 2 E. (clear air between gas and scoop). Can tie across to 2 E.
4. Team stop 2 - in 2E at XC 1 – water OKD found outby in 2 E, water OKD found inby in 2 E. Explosive mix found in XC 1 toward 3 E. Can tie across to 3 E.
5. Team stop 3 – in 3E at XC 1 – inby side of unsafe roof found outby in 3 E, explosive and irr. mixture in intersection. Unsafe roof on inby plane requires zig-zag roof and rib. XC 1 tied in. Teams must advance in 3 E.
6. Team stop 4 – in 3 entry at XC 2. Team passed missing person in unsafe roof just inby XC 1 intersection. No timbers to touch/assess. Explosive mix found in XC 2 toward 2 E. Can tie across to 2 E.
7. Team Stop 5 – in 2 E at XC 2. Inby side on WOKD outby intersection. Low O2 found inby in 2 E. Barricade with response “help” found inby in 2 E. NOT ENOUGH MATERIALS OR INFORMATION TO VENT BARRICADE YET. Teams can advance to 1 E.
8. Team Stop 6 in 1 E at XC 2. Wrap around unsafe roof on inby side of intersection, zig-zag RR test required in intersection. Inby side of caved outby in 1 E. Teams can advance in 1 E or 3 E. XC 2 is tied in.
9. Team Stop 7, 8, 9 in 1 E at XC 3. brattice in xc, explosive and irr, mix inby in 1 E. Teams can tie across in XC 3.
10. Team Stop 8 in 2 E at XC 3. Airtight Cave found on outby plane of intersection, requires zig-zag RR test through intersection. Brattice, LC and caved airtight and 6 timbers found inby in 2 E. (By rule, 41 C), missing person in 3 E has to be touched because timbers available but must be before irrespirable air is vented across them). (teams can only carry 2 Timber at any time by problem). TEAMS HAVE INFORMATION AND MATERIALS TO VENT BARRICADE IN 2 E. THIS APPLYS IF TEAM ADVANCED IN 3 E OR 1 E THEN TIED ACROSS TO 2 E THEN FOUND THE TIMBERS AND BRATTICE. Unsafe roof must be timbered in 3 E, and missing person/body must be timbered to and assessed. See Vent 1
- ** Note Teams should also build in 1 between XC 2 and 3 (shaft shown on all maps and team has not explored in XC 4, but no docks if they don’t – air won’t move)
- Airlock required to enter Barricade. Conscious live miner found in barricade but retreat to FAB requires respiratory protection as low O2 remains in XC 1 between 2 and 3 E’s if vented as shown.
11. Team Stop 9, 8, 7 in 3 E at XC 3. Low O2 in intersection. Unsafe roof inby in 3 E.
12. Team Stop 10 in 1 E at XC 4. Explosive mix and irrespirable found outby and into intersection. Caved on right side of intersection requires zig-zag in intersection. Barricade with no response found on plane inby intersection. 2 miners have been accounted for. Teams are blocked from exploring inby but have timbers to timber through unsafe roof in 3 E. can advance in 3 E.
13. Team Stop 11 in 3 E at XC 4. Low O2 in intersection, body, low O2 and seal found inby. Can tie across XC 4.
14. Team Stop 12 in 2 E at XC 4. Airtight Cave found on outby plane of intersection, requires zig-zag RR test through intersection. Stopping with door closed inby intersection. Right side of caved found in XC 4 towards 1 E. Team must airlock into stopping in XC 4 at 2 E. (2 temps needed). Bottom of open air shaft and seal found. TEAM HAS MATERIAL TO VENT BARRICADE IN 1 E. See Vent 2. Barricade requires airlock to enter. Pt. requires apparatus and stretcher. End of Problem