

Craig, CO 2023 Day 2 Judges Instructions

1. Initial opening checks entries at FAB. Two Timbers in FAB and 2 BC (caved found in 1 E, open shaft and seal with water pipe/valve found in 2 E, ignition source found in 3 E)
 2. Teams can enter 3 entry - (apparatus check required at stop).
 3. Team stop 1 - in 3E at XC 1 – irr. mixture inby intersection and unsafe roof. Can tie across to 2 E.
 4. Team stop 2 - in 2E at XC 1 – Return shaft and seal w/sample pipe found outby in 2 E. Can tie across to 1 E.
 5. Team stop 3 – in 1E at XC 1 – inby side of unsafe roof found outby in 1 E, explosive and irr. mixture in intersection. WOKD found inby in 1 E. XC 1 tied in. Teams must advance in 2 E.
 6. Team stop 4 – in 2 entry at XC 2. Caved on inby and right sides of intersection requires zig-zag RR test. Can only tie across to 1 E.
 7. Team Stop 5 – in 1 E at XC 2. irr. mixture in intersection. Inby side of WOKD found outby in 1 E. Team can advance in 1 E.
 8. Team Stop 6 in 1 E at XC 3. Caved on right side of intersection, requires zig-zag RR test. Ignition source found inby intersection in 3 E. Team must advance inby in 1 E. (2 XC limit N?A because team is blocked from 3 E.)
 9. Team Stop 7 in 1 E at XC 4. face inby in 1 E, exp. Mixture found in XC toward 2 E. Team must advance in XC 4 to 2 E.
 10. Team Stop 8 in 2 E at XC 4. Cave and LC found outby intersection in 2 E, barricade with response “help” and low O2 found inby in 2 E. TEAMS DO NOT HAVE INFORMATION AND MATERIALS TO VENT BARRICADE IN 2 E. Must continue to advance toward 3 E in XC 4
 11. Team Stop 9 in 3 E at XC 4. Face inby intersection, low O2 found outby intersection. Team must advance outby in 3 E.
 12. Team Stop 10 in 3 E at XC 3. Low O2 outby intersection. Team must tie across XC 3.
 13. Team Stop 11 in 2 E in XC 3. Cave’s found in each opening, 6 BC found. TEAMS DO NOT HAVE MATERIALS/INFORMATION TO VENT EITHER BARRICADE YET. Must explore outby in 3 E.
 14. Team Stop 12 in 2 E at XC 3. Barricade with response “help, get the two of us out, it is not airtight inside” found on plane in intersection. Low O2 in intersection. 3 missing miners accounted for. TEAM HAS MATERIALS TO VENT THIS BARRICADE/INTERSECTION BUT NOT BARRICADE IN 2 E. (not enough timbers)
- See Vent 1.
- Barricade requires airlock to enter. Body and 2 Timbers found inside barricade. Pt. can walk out but needs respiratory protection if travel is inby through XC 4.
- See vent 2.
- TEAM HAS MATERIAL TO VENT BARRICADE IN 2 E.
- Timbers must be set through unsafe roof in 3 E.
- See Vent 2
- Barricade requires airlock. Pt must be put on respiratory protection and can walk out.
- End of Problem