

Rolla Day 1 Judges Instructions

General

- Meet team and introduce yourselves at working area and show them where to set up and lay out equipment and communication line.
- Team captain will make statement that team is there to offer help. Reply thank you, their services are required.
- Do not hand out problem and maps until captain has started clock.
- Observe donning of apparatus and condition of equipment.
- Team will count off and travel into mine. A 50' apparatus check will be made. After this check, all future checks cannot exceed 20 minutes.
- Team will likely pick up BC and Frames
- Roof and rib checks, gas tests made at all openings – so no instructions at team stops.

Team Stop 1 and 2

- Nothing

Team Stop 3

- Gas placard – Means nothing.
- Unsafe roof - Captain must D&I.

Team Stop 4

- Water over knee deep. Captain must D&I. No way to remove water without discharge line.
- Gas placard – Irrespirable.
- Ventilation shaft checked. It is safe to explore and travel.

Team Stop 5

- Gas placard – Explosive.
- Clear air separation between gas and battery mine phone.
- Unsafe roof - Captain must D&I.

Team Stop 6

- Smoke. Apparatus check must be made prior to entering. Must tie off if using wireless communications. Must count off entering.
- Barricade. Make sure team hears missing miner yell "Help!"

Team Stop 7

- Extinguishable fire. Team must use their own equipment. Simulate and verbalize firefighting procedures. Fire out after proper demonstration.
- Unsafe roof. Captain must D&I.

Team Stop 8

- Barricade. No response. Missing miner is unconscious.
- Water discharge line found. Team may retreat to hook up line and remove water. Not required and discount for delay of rescuing missing miner in 1st barricade.

Team Stop 9

- 4 timbers. Team will need these to ventilate and rescue missing miner in 1st barricade.
- Impassible caved area. Captain must D&I.
- Inoperable Jumbo Drill – means nothing. If team asks, it is not an ignition source as power is de-energized.

Team Stop 10

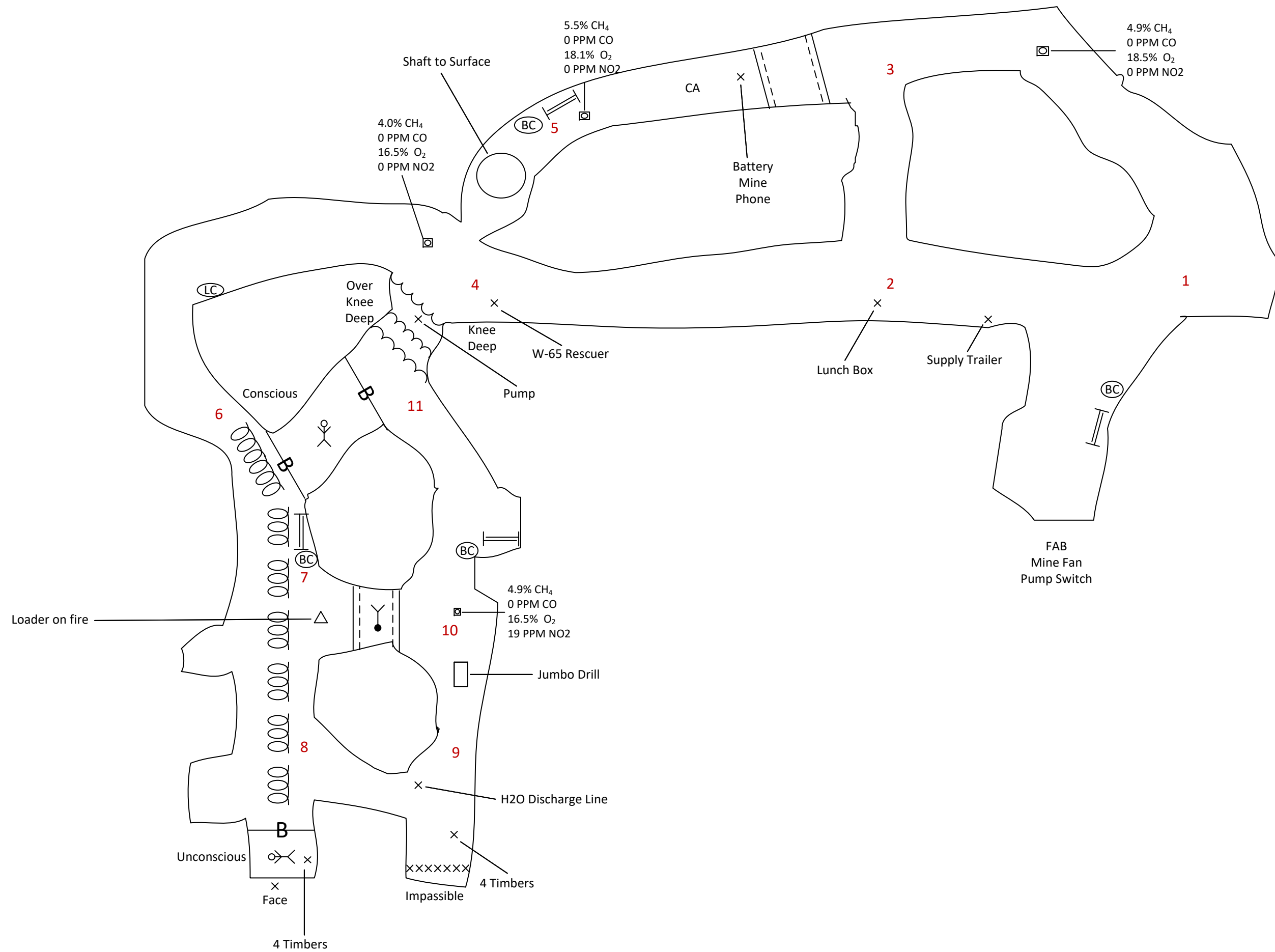
- Gas placard – Irrespirable.
- Unsafe roof. Captain must D&I.
- BC and Frames found. Team now has all materials to support roof and ventilate 1st barricade to rescue missing miner. Water does not need to be pumped yet.

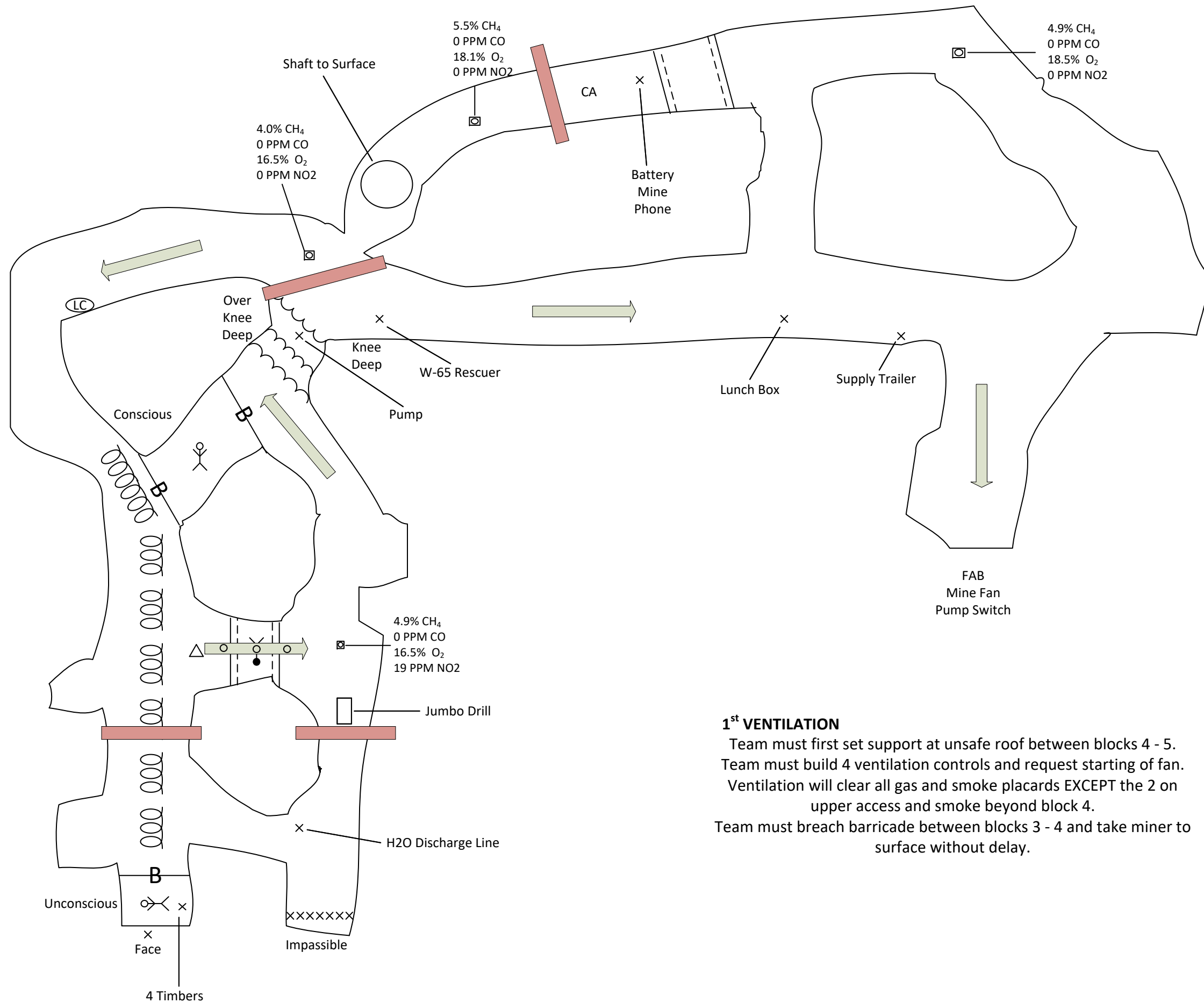
Team Stop 11

- Gas placard – Irrespirable.
- Barricade. Have miner yell “Help!” again.
- Water over knee deep. Captain must D&I
- Team must immediately rescue missing miner. Water still does not need to be pumped yet. Discount for delay of patient.
- **SEE VENTILATION 1 STEPS**

Systematic Requirements

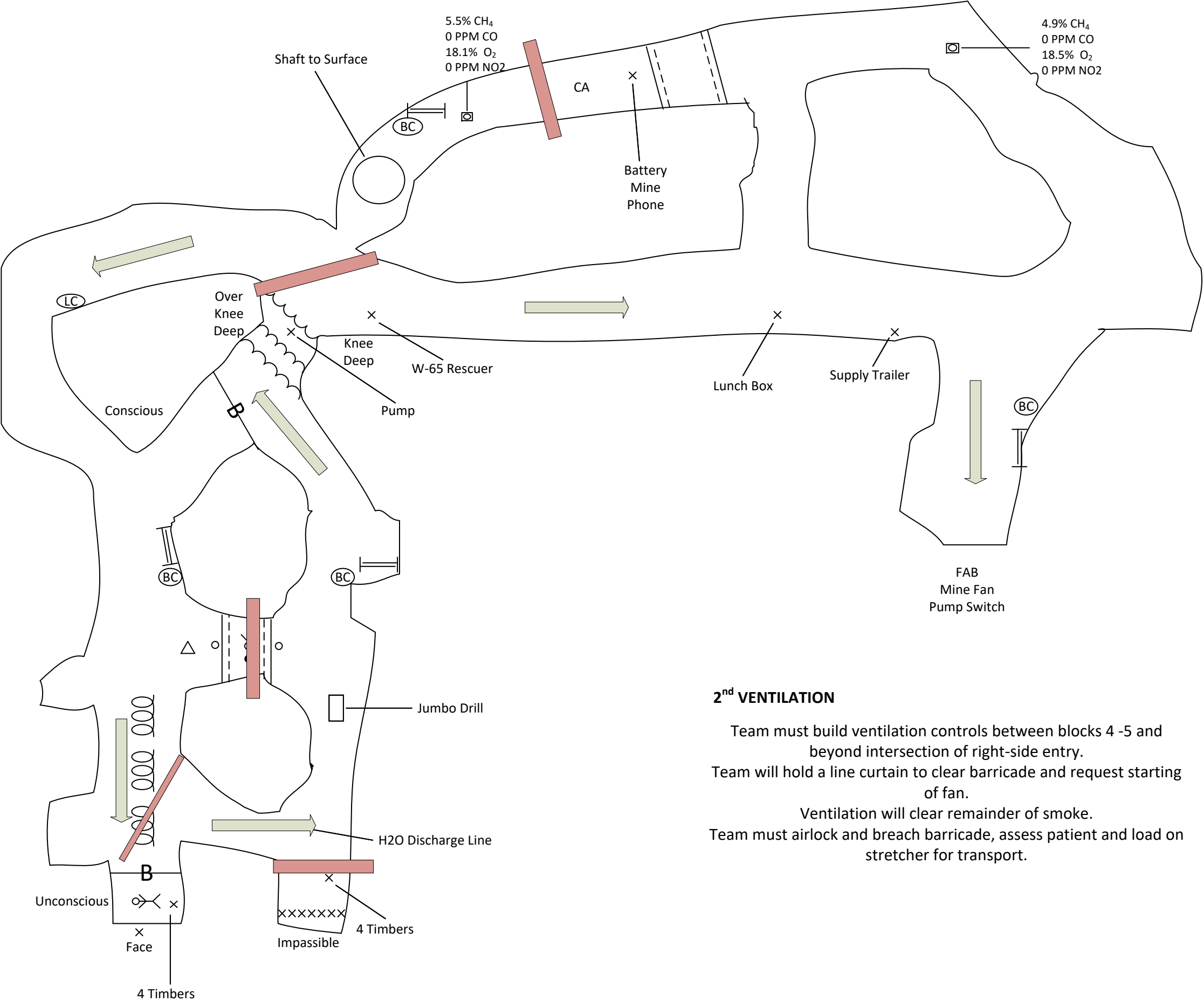
- Captain must D&I missing miner (Body) after roof support is set.
- Team has materials and knowledge to rescue missing miner in 2nd barricade.
- Must airlock into 2nd barricade.
- **SEE VENTILATION 2 STEPS**
- Patient cannot assist due to being unconscious.
- Make sure team reads note in 2nd barricade indicating 3 miners have traveled further into mine beyond impassible caved area.
- Miners are accounted for in this day’s problem.
- Per instructions, team must finish exploring and ventilating mine. There is no order they must use to complete problem.
- Attach discharge hose to pump from the knee deep water area, (not the over knee deep side) and request power to remove water accumulation.
- Make sure battery mine phone is moved before 3rd ventilation. If it is not relocated, team will be discounted for moving explosive atmosphere over an ignition source.
- **SEE VENTILATION 3 STEPS**





1st VENTILATION

Team must first set support at unsafe roof between blocks 4 - 5.
Team must build 4 ventilation controls and request starting of fan.
Ventilation will clear all gas and smoke placards EXCEPT the 2 on upper access and smoke beyond block 4.
Team must breach barricade between blocks 3 - 4 and take miner to surface without delay.

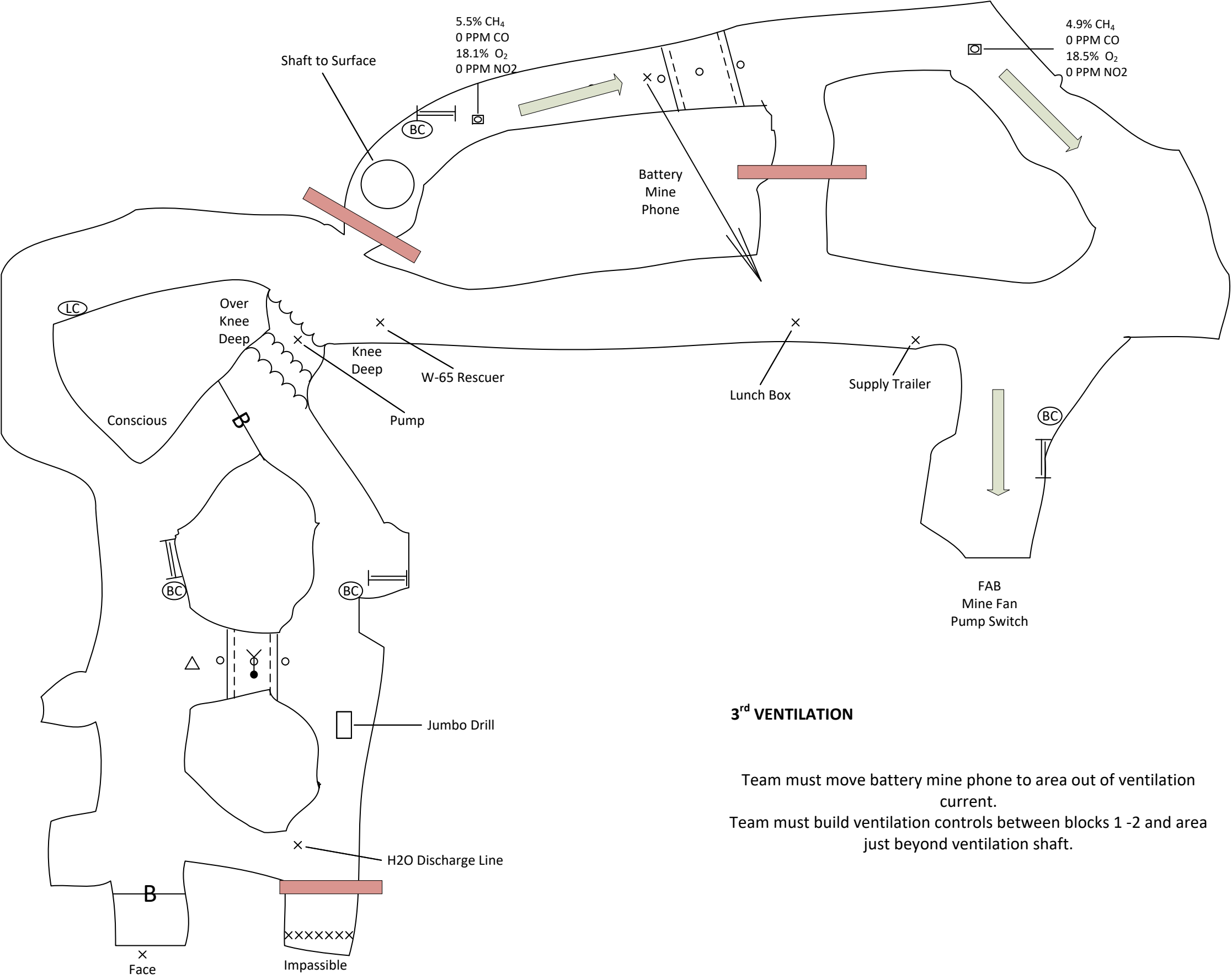


2nd VENTILATION

Team must build ventilation controls between blocks 4 -5 and beyond intersection of right-side entry.

Team will hold a line curtain to clear barricade and request starting of fan.

Ventilation will clear remainder of smoke.
Team must airlock and breach barricade, assess patient and load on stretcher for transport.



3rd VENTILATION

Team must move battery mine phone to area out of ventilation current.

Team must build ventilation controls between blocks 1 -2 and area just beyond ventilation shaft.

