

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.

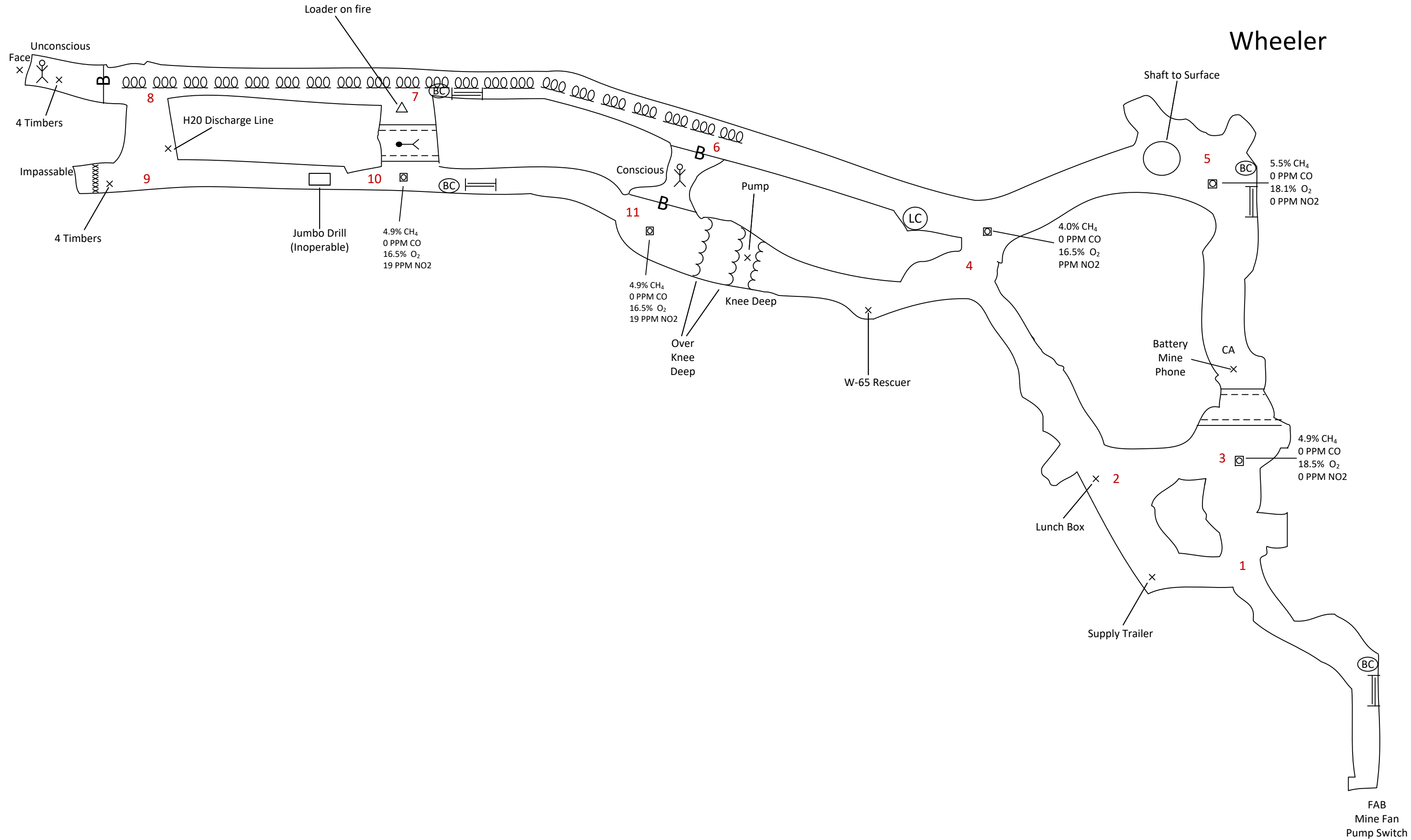
Team Stop 11

- 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**

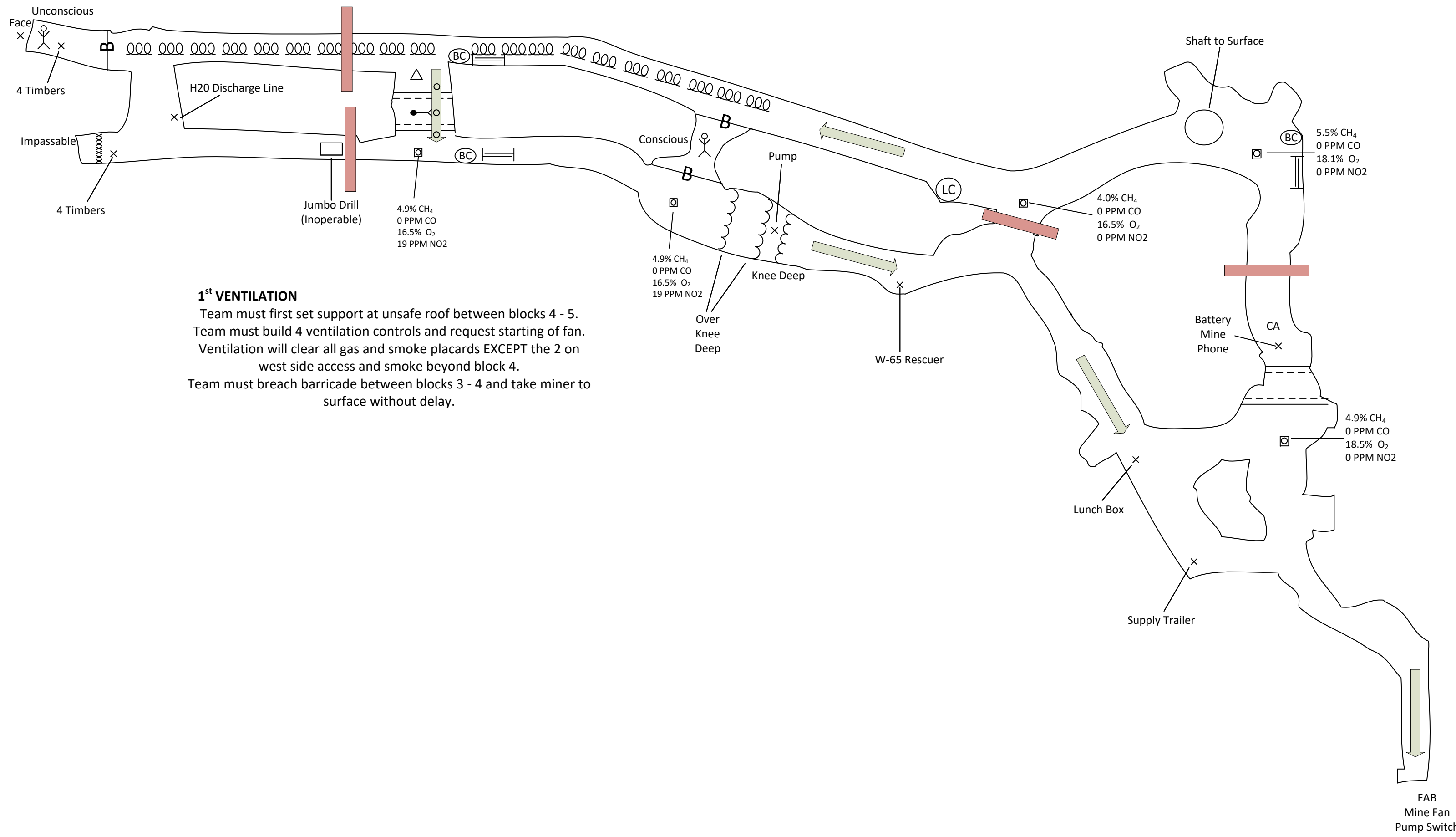
Systematic Requirements

- 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**

Wheeler



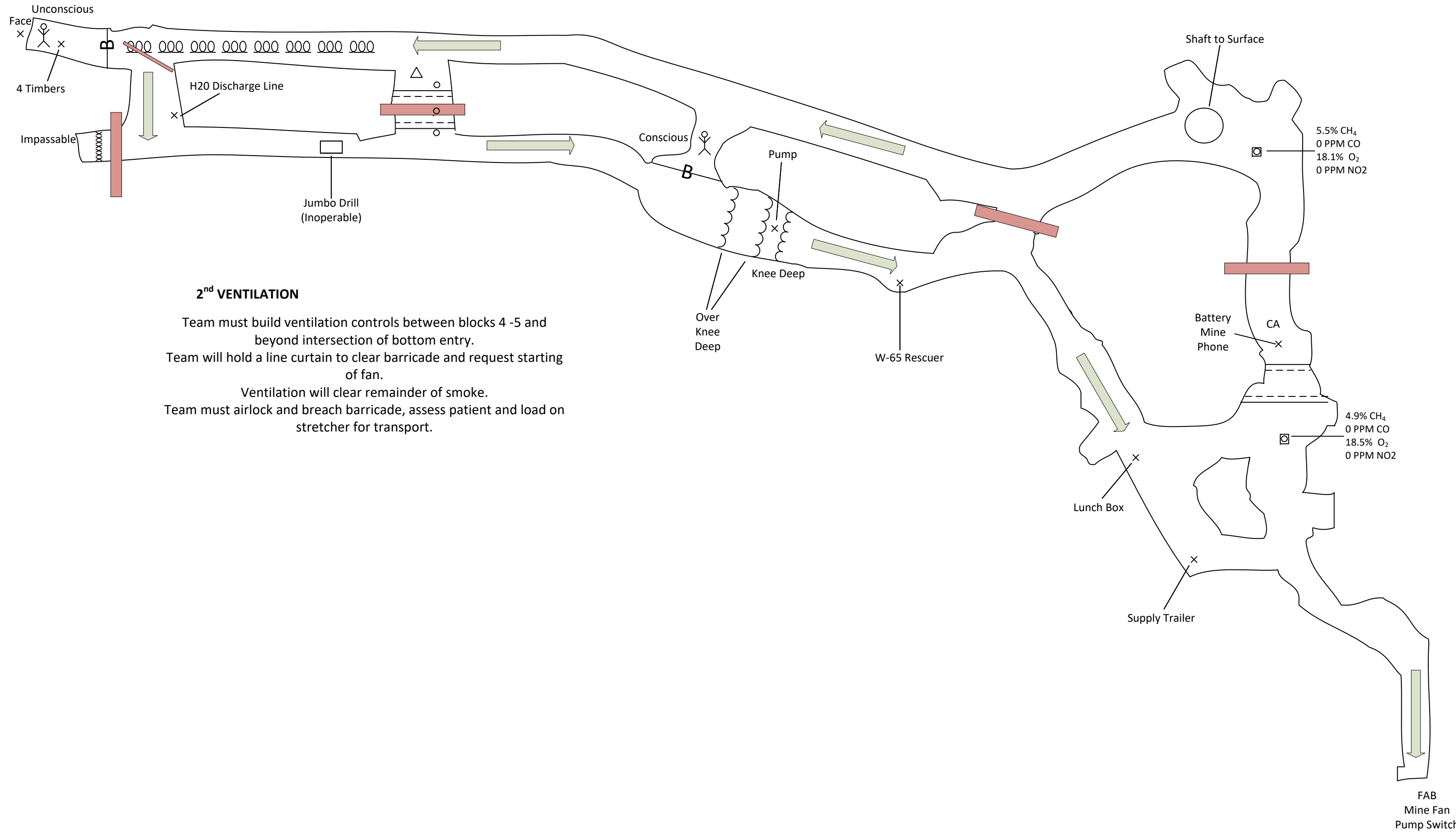
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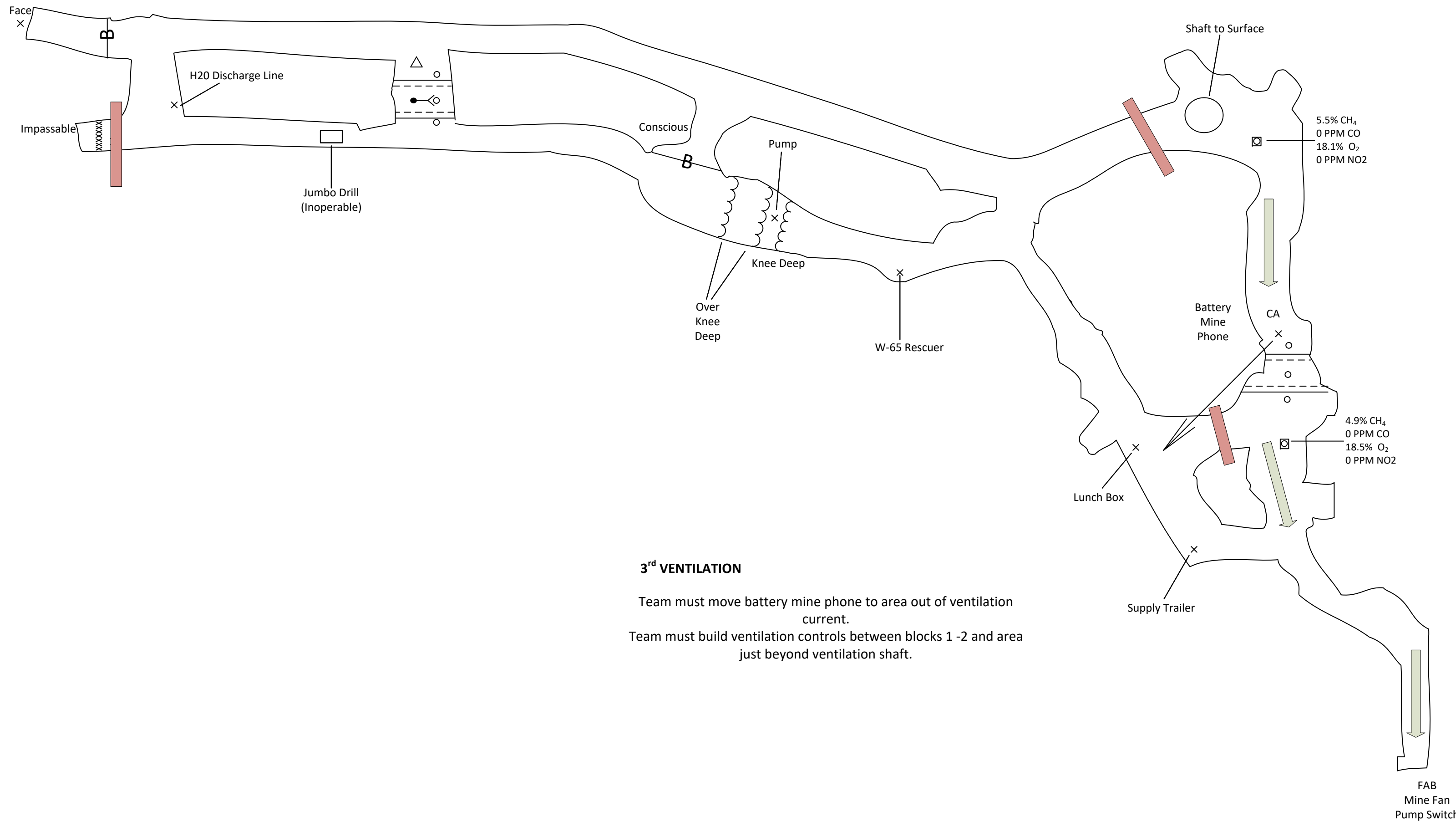
1st VENTILATION

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 west side access and smoke beyond block 4.
Team must breach barricade between blocks 3 - 4 and take miner to surface without delay.

Wheeler



Wheeler



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.

