

West Virginia State Intra Agency Contest
Day Two 10-12-23

Thank you for responding to our call for help here at the Dingess #1 Mine. Last night at 11:00pm we had three miners enter the mine to perform work on our #1 section. At 2:48 am our dispatcher reported a large gust of air exiting the return and the fan made a weird noise. He immediately started trying to reach the guys on the section by radio and phone. He never received a reply from the miners. A previous team has explored towards the section and set up a fresh air base for your team to begin explorations from.

The mine has a history of bad roof, high levels of methane and water. All proper agencies are here on site and back up teams are here to assist you if needed. The mine maps that will be given to your team are up to date.

The mine fan is a blowing fan that can be stopped but can not be reversed or stalled.

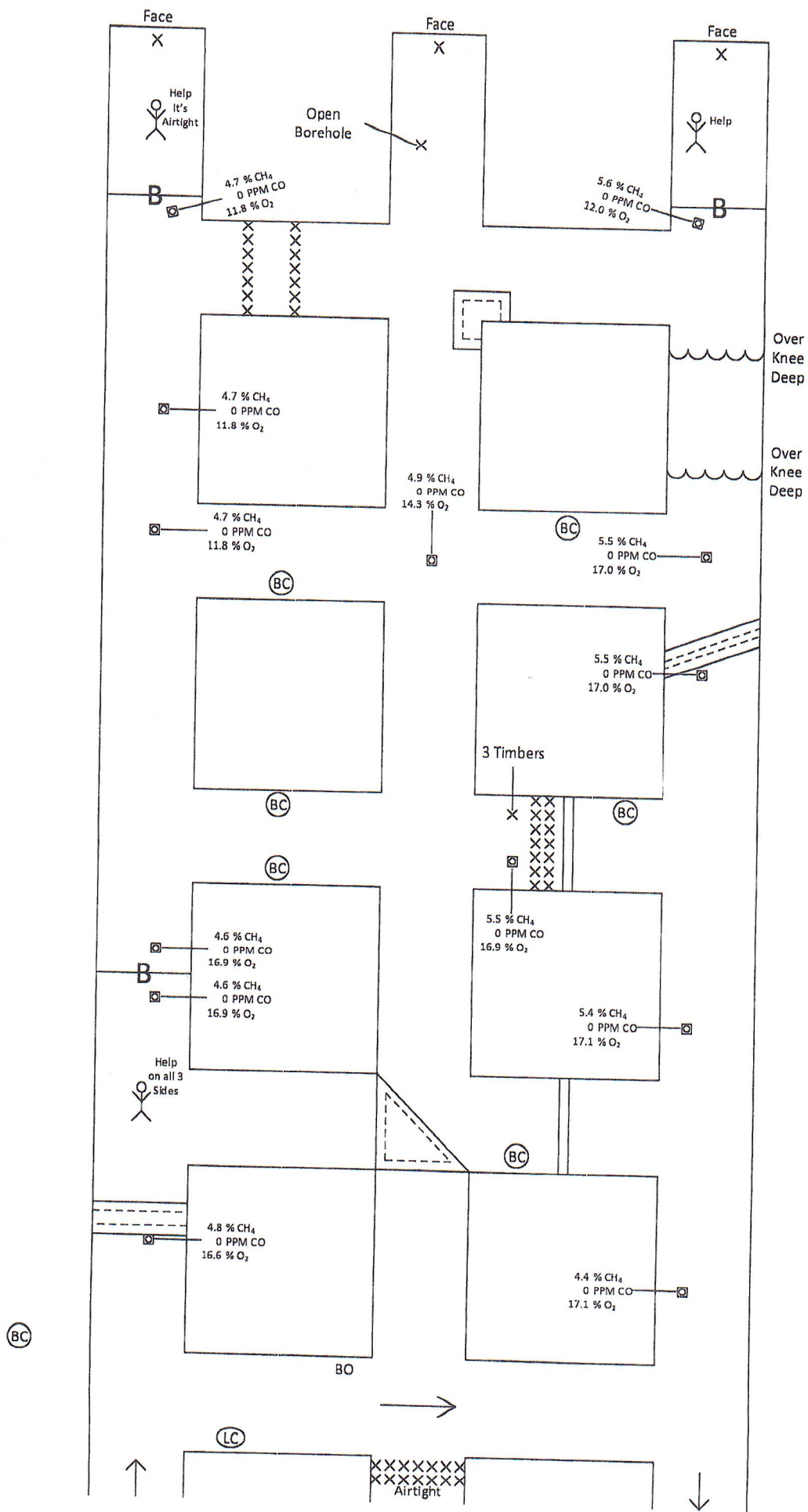
Good Luck

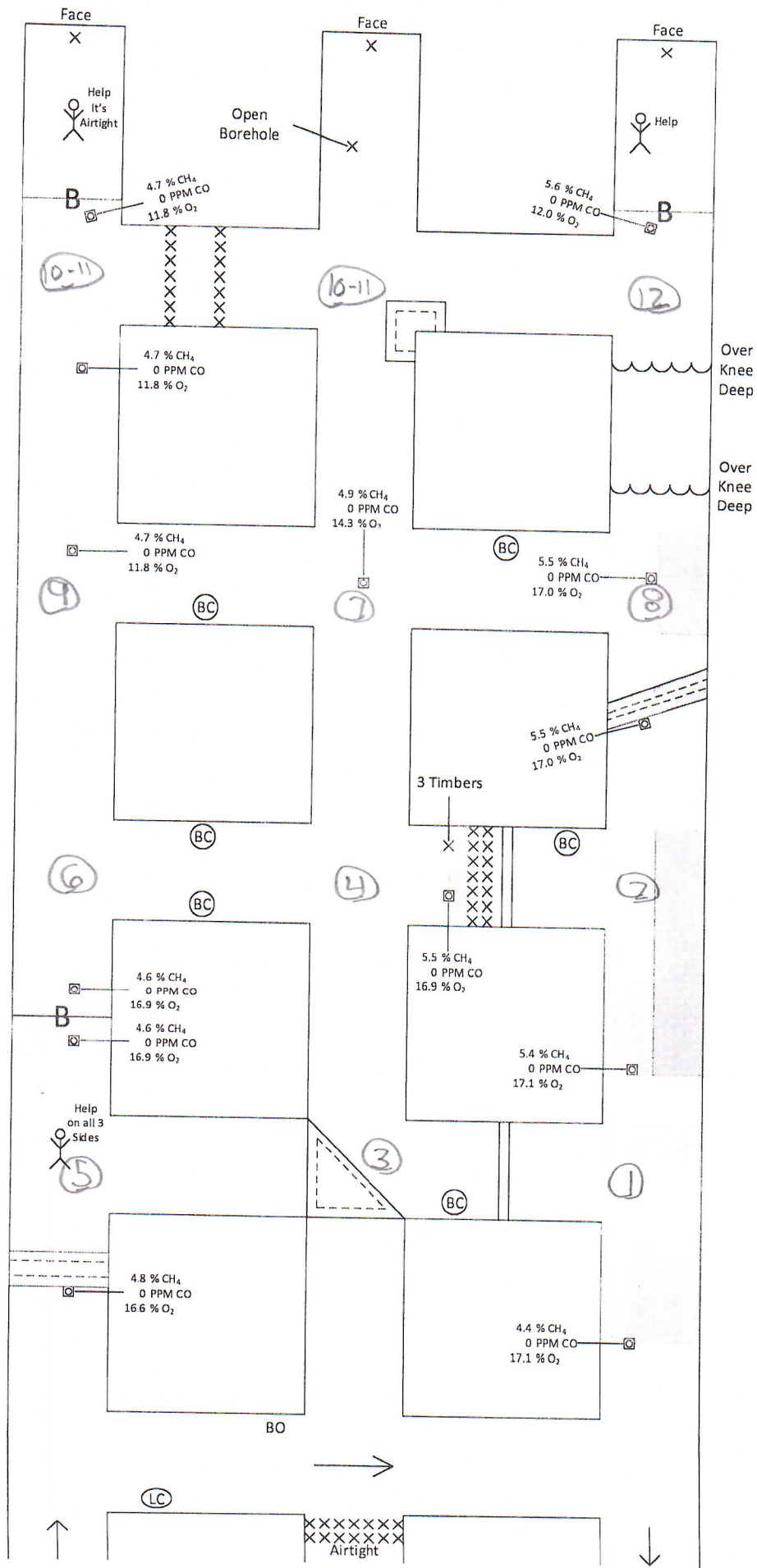
Problem

Bring all survivors to the fresh air base

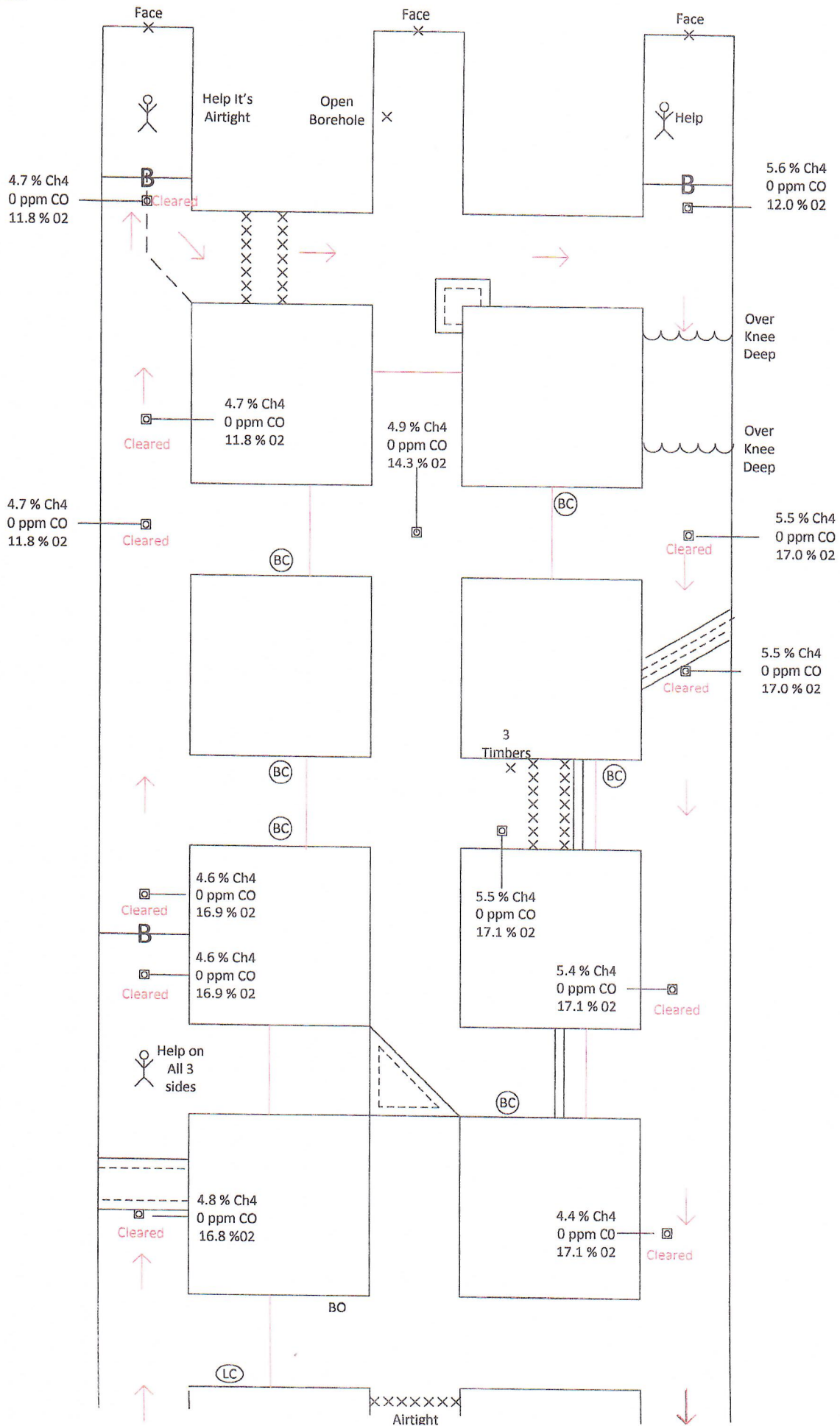
Contact mine foreman to stop or start the fan

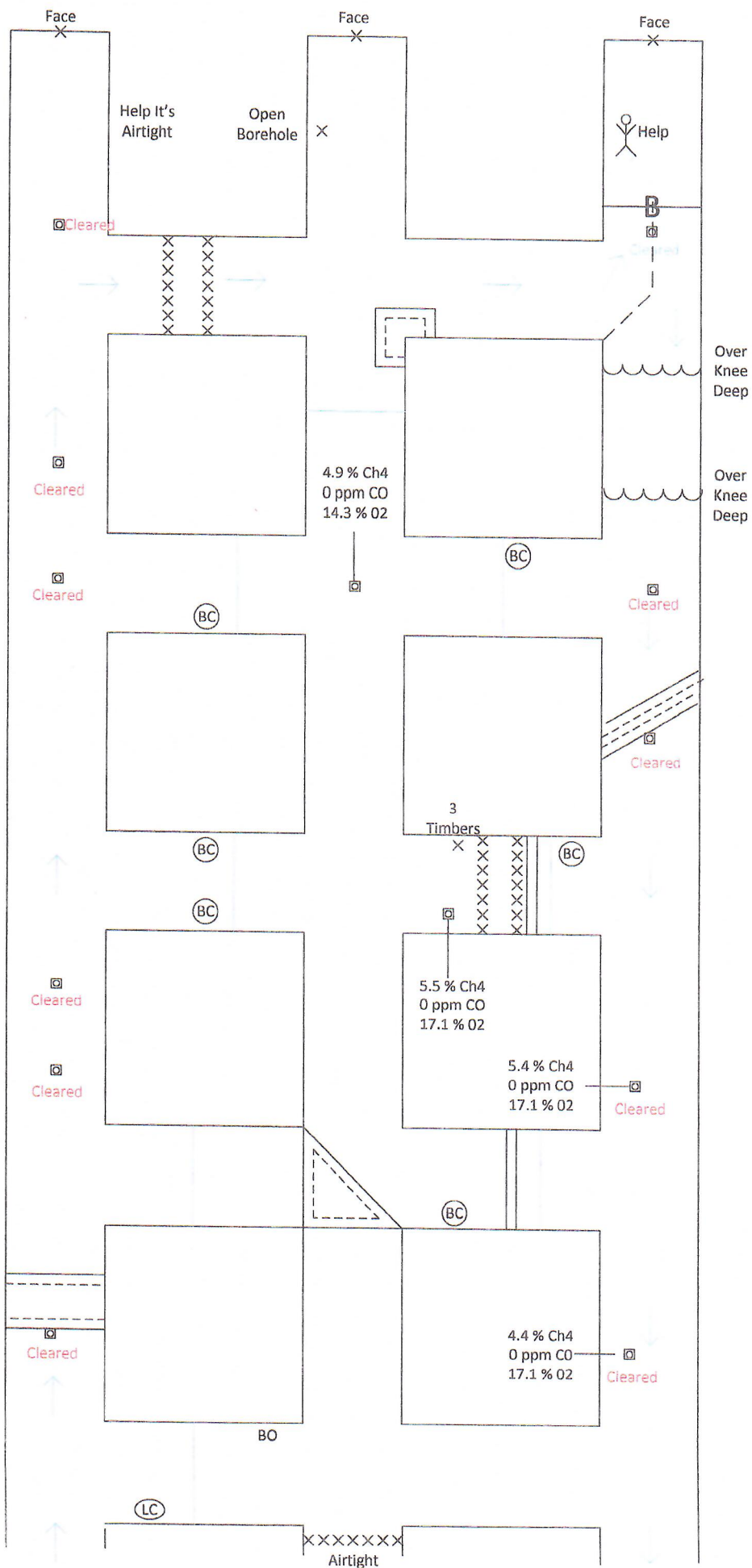
Only carry up to four brattice at a time

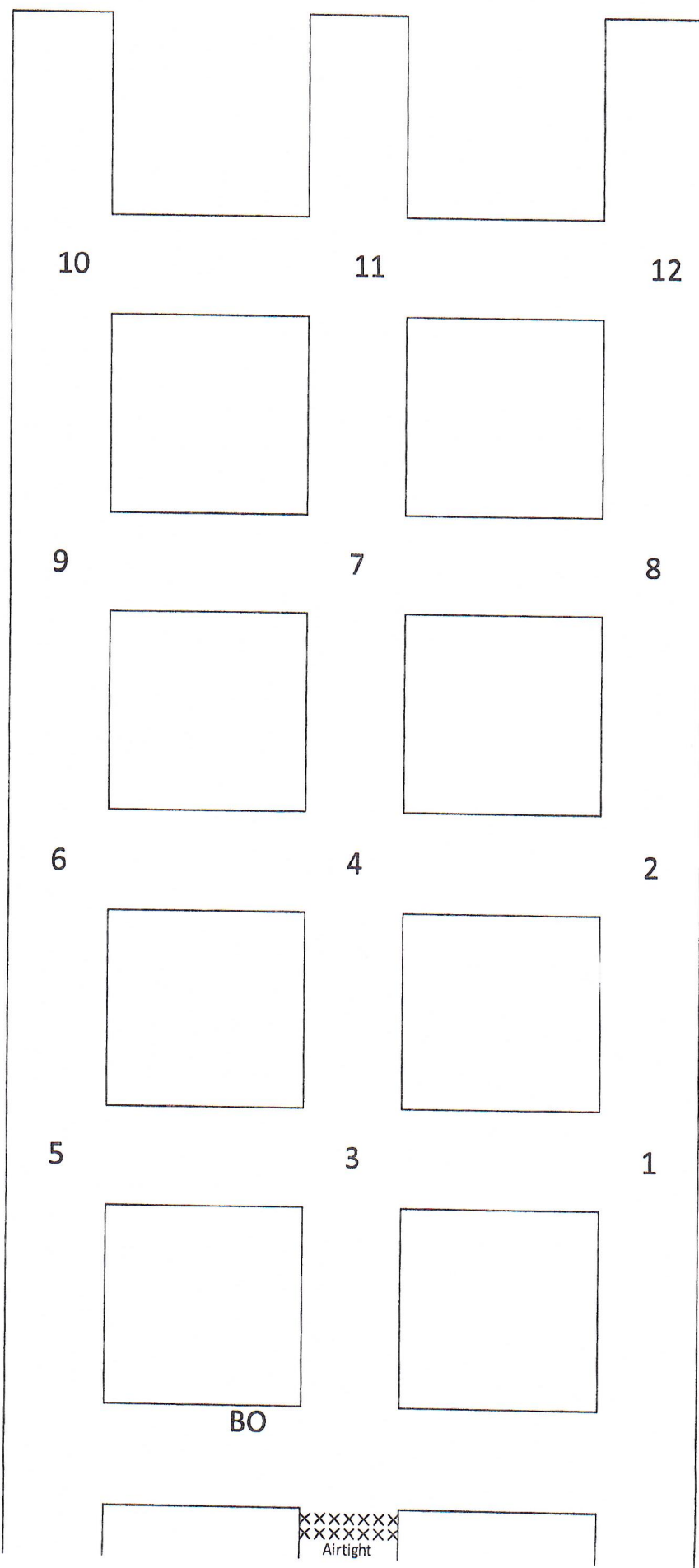




1st Vent







Team Stop #1

Team Travels up to first crosscut in #3 Entry

Make 50' Team Check

Gas Test D&I Stopping 2-3 Entry in 1st Crosscut

Gas Test Imaginary Line up #3 Entry

Team Stop #2

Team Stop 2 in #3 Entry 2nd Crosscut

Team Tie over to permanent stopping, GT D&I Stopping

Team Tie up #3, GT D&I Diagonal Unsafe

Team Finds BC and Should Airlock thru permanent stopping GT and D&I Caved

Team Stop #3

Team will airlock thru stopping in 1st crosscut 2-3 entry

Captain will make Zig-Zag roof check, Team GT and D&I unsafe

Team tip up #2 Entry, GT, Imaginary line in #2 Entry

Team will get "Help" Response behind unsafe roof

Team Stop #4

Team Stop in 2nd crosscut #2 entry

Team will find 3 Timbers

GT and D&I Caved

GT up #2

GT 1-2 Entry

Team should come back and timber thru diagonal to recover patient

The must advance into #1 due to patient being in intersection

Team Stop #5

Team will find patient, he must go under ait to be brought out

Team will find back side of unsafe GT and D&I

Team will find barricade up #1 entry, No Response GT and D&I

Bring Patient to FAB

Team Stop #6

2nd Intersection of #1 Entry

GT and D&I up straight

GT and D&I barricade in #1 Entry on tie back down

Team Stop #7

Team stop 7 must be in 3rd corsscut of #2 Entry due to contaminant in #3 entry against the diagonal unsafe

GT up #2, GT towards #1, GT towards #3

Captain should start Zig-Zag roof check up #2 for unsafe around corner

Team Stop #8

Team stop #8 will be in #3 Entry to find End of Contaminant against unsafe diagonal

GT up Straight

GT and D&I unsafe down #3 Entry

Team Stop #9

Team Stop #9 will be in 3rd crosscut of #1 because it's an open crosscut

GT Behind

GT Up Straight

Team Stop #10

Team stop #10 will be in the 4th crosscut in #1 Entry

Team Finds barricade with response and low O2 outby it

GT & D&I Barricade

Team finds caved 1-2 Entry GT D&I caved roof check

Team Stop #11

Team stop #11 #2 Entry, captain finsh Zig-Zag Roof Test

GT and D&I caved toward #1 Roof Test Caved

GT at open Borehole up #2 in face area

GT and D&I Face, Roof Test Face

GT Toward #3 Entry

Team still can't ventilate because everyone isn't accounted for

Team Stop #12

Team stop #12 in last crosscut #3 Entry

Team finds barricade with response and low O2 outby

GT and D&I Barricade

GT down #3 Entry

Now Ventilate

