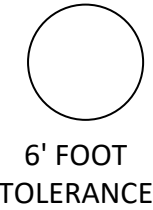


DAY 2
KEY MAP

The map person and fresh air base attendant/command center attendant must use the standardized map legend provided in this rule booklet. If a symbol is not available on the legend, the team must write out the exact information contained on the placards on both maps. Teams will be expected to accurately map all required items on the maps maintained by the team and the fresh air base attendant. The marked maps must show: the condition of all faces, stoppings, and doors; the location of all placards or materials; the location of fires and barricades; and the location of dead bodies and survivors (including identification). Temporary stoppings that are erected shall also be shown as well as the location of any gas found or indicated by placards. If a team fails to explore the entire mine, the furthest point of advance shall be indicated on the maps by a line drawn across the entry with the appropriate mine map legend symbol. If using Visio, FAB and CC maps will be judged and missing items on one corrected on the other will be awarded max 6 discounts back. Both team and FAB maps are 1 pt. for each object missed and 1 pt. for 6 ft. tolerance

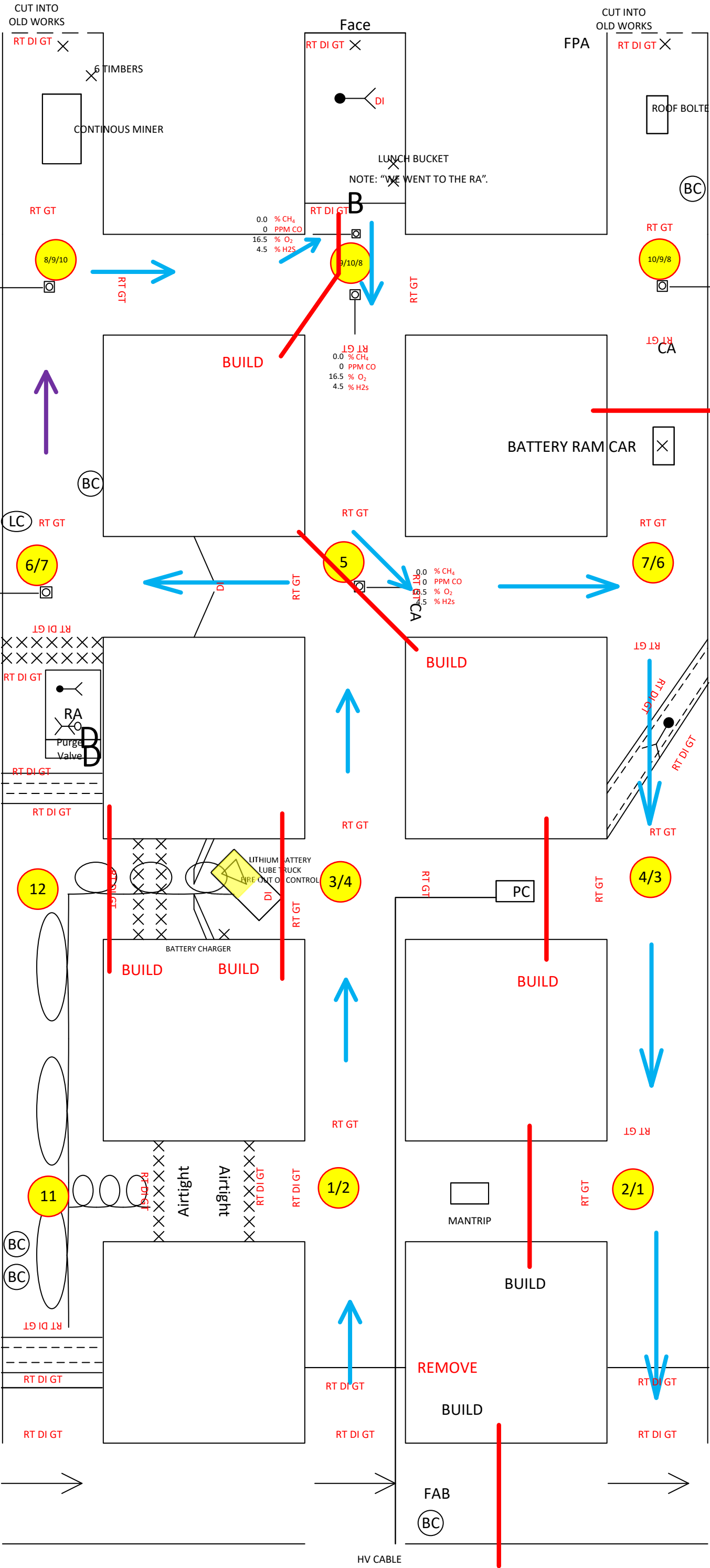
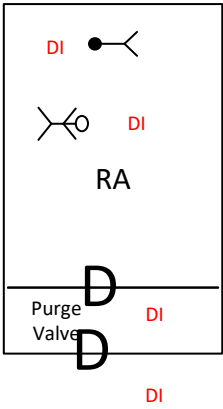


RT DI
ALL BUILDS

0.0 % CH₄
0 PPM CO
16.5 % O₂
4.5 % H₂S

0.0 % CH₄
0 PPM CO
16.5 % O₂
4.5 % H₂S

RT DI
ALL BUILDS



DAY 1
CC MAP

