

Craig, CO 2024 Day 1 Judges Instructions

1. Initial opening checks entries at FAB. (unsafe roof found inby in 1 E, 2 E and 3 E open and clear). Team has 2 BC from FAB and as per written problem cannot carry/possess more.
2. Teams can enter 2 or 3 entries - (apparatus check required at 1st stop).
3. Team stop 1 - in 3E at XC 1 – caved inby intersection. Can tie across to 2 E.
4. Team stop 2 - in 2E at XC 1 – explosive mix in intersection. All openings clear. 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, ignition source inby intersection. XC 1 tied in. Teams can advance in 1 E or 2 E. XC 1 is tied in.
6. Team stop 4 – in 1 entry at XC 2. Airtight cave on inby plane – zig-zag RR test required in intersection. Permanent Stopping with door closed in XC toward 2 E. Can retreat and advance in 2 E to XC 2.
7. Team Stop 5 – in 2 E at XC 2. irrespirable in intersection. Permanent Stopping with door closed in XC toward 3 E. Teams can advance in 2 E to XC 3.
8. Team Stop 6 - in 2 E at XC 3. Unsafe roof found in XC toward 1 E. Unsafe roof found in 2 E inby intersection. Clear towards 3 E. Teams can tie across to 3 E.
9. Team Stop 7 - in 3 E at XC 3. Clear in all directions. Teams must tie outby in XC 3.
10. Team Stop 8 - in 3 E at XC 2. Ignition source in XC and stopping made. Barricade with irrespirable air outby it found outby intersection. Response from barricade is “Help”. TEAMS DO NOT HAVE ENOUGH INFORMATION AND MATERIALS TO VENT BARRICADE IN 3 E. Teams must continue exploring by advancing in 3 E. XC 2 is tied in.
11. Team Stop 9 - in 3 E at XC 4. SMOKE in intersection and continuing towards 2 E. Radio Teams must set lifeline. Face of 3 E can be made. Teams can tie across to 2 E.
12. Team Stop 10 – In 2 E at XC 4. IN SMOKE. Inby side of unsafe roof made outby intersection. Inextinguishable fire found inby intersection. Body found inby intersection. TEAMS MUST NOT TRAVEL INBY FIRE BUT IF THEY DO QUITTER FOUND INBY. Teams can tie across to 1 E.
13. Team Stop 11 – In 1 E at XC 4. STILL IN SMOKE. Face of 1 E can be made. Clear outby intersection in 1 E. Teams must tie outby in 1 E. NO SMOKE outby XC 4 in 1 E.
14. Team Stop 12 - in 1 E at XC 3. irrespirable and explosive mix in intersection, unsafe roof toward 2 E in XC 3, Barricade outby intersection with NO response. 3 timbers found. TEAMS HAVE ENOUGH INFORMATION AND MATERIALS TO VENT BARRICADE IN 3 E.
See Vent 1 option 1 and/or option 2.
See Vent 2.
Airlock required to enter Barricade in 3 E.
Conscious live miner found in barricade and 3 timbers taken to FAB.
TEAMS HAVE ENOUGH INFORMATION AND MATERIALS TO VENT BARRICADE IN 1 E.
See Vent 3.
Airlock required to enter Barricade in 1 E.
Unconscious live miner found in barricade can be taken to FAB on apparatus and on stretcher.
3 miners have been accounted for.

End of Problem