

## Craig, CO 2024 Day 2 Judges Instructions

1. Initial opening checks entries at FAB. Two BC in FAB 1 E and 3 E are clear, 2E ignition source found inby. Teams can enter any entry. (apparatus check required at 1<sup>st</sup> stop).
2. Team stop 1 - in 1E at XC 1 – irr. mixture and exp. mix inby intersection and unsafe roof at next plane. OC wall in XC 1. Can advance in 2 or 3 entries.
3. Team stop 2 - in 2E at XC 1 – in OC. LC and 4 BC found inby and wall of OC at inby plane. Can advance in 3 E.
4. Team stop 3 – in 3E at XC 1 – wall of OC with door closed in XC, explosive and irr. mixture inby in 3 E. XC 1 tied in. Teams must advance in 3 E.
5. Team stop 4 – in 3 entry at XC 2. inby and XC found clear. Can tie across to 2 E.
6. Team Stop 5 – in 2 E at XC 2 in OC. Door closed in outby wall of OC. XC clear. Can tie across to 1 E.
7. Team Stop 6 in 1 E at XC 2. Diagonal unsafe roof in intersection. Ignition source inby intersection in 1 E. XC 2 is tied in. Teams can advance in 1 E OR in 3 E.
8. Team Stop 7,9,11,12 in 1 E at XC 3. cave on plane of intersection, inby clear. Can advance in 1 E.
9. Team Stop 8,9 10,11 in 1 E at XC 4. Exp. Mix in intersection. Barricade inby intersection with response of “help”. XC toward 2 E is clear. TEAMS DO NOT HAVE INFORMATION AND MATERIALS TO VENT BARRICADE IN 1 E. Can tie across XC 4 to 2 E.
10. Team Stop 9,11 in 2 E at XC 4. Face inby intersection, outby and XC are clear. Team must advance outby in 2 E.
11. Team Stop 10,8 in 2 E at XC 3. Exp. Mix and Low O2 in XC toward 1 E along with barricade without response. TEAMS DO NOT HAVE INFORMATION AND MATERIALS TO VENT EITHER BARRICADE YET. XC toward 3 E and outby intersection clear. Team must tie across XC 3 to 3 E.
12. Team Stop 11,8,7 in 3 E in XC 3. Exp. Mix and Low O2 in intersection. Caved found inby in 3 E. TEAMS HAVE ENOUGH MATERIALS/INFORMATION TO VENT BARRICADE IN 1 E.  
IF TEAM EXPLORES TO TEAM STOP 12,10 IN 3 E, CONSIDER DELAY OF PATIENT IN 1 E BARRICADE.  
See vent 1 or vent 1 opt. 1  
See vent 2 and vent 3 or vent 2/3 option 2.  
Barricade in 1 E requires airlock to breach. LCM inside can be walked out to FAB.  
TEAMS HAVE ENOUGH MATERIALS/INFORMATION TO VENT BARRICADE IN XC 3 between 1 and 2 Entries.  
See vent 3 or Vent 2/3 option 2.  
Barricade in XC 3 requires airlock to breach. LUM inside can be taken out to FAB on stretcher.
13. Team Stop 12 in 3 E at XC 4. NOT REQUIRED BY DESIGN OF PROBLEM!  
TEAMS SHOULD BE GIVEN A 5 MINUTE WARNING AFTER 60 MINUTES.  
End of Problem