

Price Utah 2025 Day 1 Judges Instructions

Initial opening checks at FAB. Exp. mix inby in 1 E, ign. source inby in 2 E, nothing in 3 E. Team can advance in 1 E or 2 E.

Rule 44 B dictates where the team must explore first. Into 1 E or 2 E.

1. Team stop 1,2 - in 1E at XC 1 – (apparatus check required at stop) Exp. Mix in intersection, WOKD in XC towards 2 E. Can retreat and advance in 2 E OR can advance in 1 E.
2. Team stop 2,4 - in 1 E at XC 2 – Exp. Mix inby intersection in 1 E. Can tie across into 2 E.
3. Team stop 3,5 – in 2 E at XC 2 – in the OC. Stopping in XC towards 3 E. No access inby intersection. Team must retreat and advance in 2 E to XC 1.
4. Team stop 4,2,1 – in 2 E at XC 1. WOKD in XC towards 1 E. Low O2 inby intersection. Wall of overcast with door closed inby in 2 E. Team must tie across to 3 E.
5. Team Stop 3,5 – in 3 E at XC 1 . WOKD inby intersection. XC 1 is tied in. Team must advance in 1 E.
6. Team Stop 6 - in 1 E at XC 3. Ign source inby intersection in 1 E. Exp. Mix in XC toward 2 E. Must tie across to 2 E.
7. Team Stop 7 - in 2 E at XC 3. low O2 in intersection. Exp. Mix, Low O2 and caved outby intersection in 2 E. Nothing inby intersection. RA with outer door open, 2 BC and stopping in XC toward 3 E Team must enter RA but purge valve must be used after entering and closing outer door. 1 missing miner inside RA. Can be walked to FAB with respiratory protection. Team must return and airlock into XC 2 or XC 3 between 2 and 3 entries. (XC 2 is inaccessible due to unsafe roof on 3 E side of stopping).
- ** The area between the stopping and the unsafe roof in XC 2 between 2 and 3 entries must be made before entire team can explore inby XC 4 ** but will have to be explored in order to vent this problem once timbers are located and used.
8. Team Stop 8 – in 3 E at XC 3. Multiple BC found prior to intersection.
9. Team Stop 9 – in 3 E at XC 2. ZZ roof and rib test required due to unsafe roof on XC 2 intersection. 3 timbers found. Inby side of water OKD outby in 3 E. XC 2 and XC 3 are tied in. Team can advance inby in 3 E.
10. Team Stop 10 - in 3 E at XC 4. Exp. Mix in intersection. Caved in XC toward 2 E. Barricade with response of “help” on plane inby intersection in 3 E. NOT ENOUGH INFORMATION TO VENT AND BREACH BARRICADE YET. Team can advance in 1 or 2 entries inby XC 3.
11. Team stop 12,11- in 2 E at XC 4. Exp. Mix and Low O2 in intersection. Caved in XC toward 3 E. Face made in 2 E. Team must tie across to 1 E. STILL NOT ENOUGH INFORMATION TO VENT BARRICADE YET.
12. Team Stop 11,12 - in 1 E at XC 4. Face of 1 E made. TEAM HAS ENOUGH INFORMATION TO VENT BARRICADE AND BREACH BARRICADE IN 3 E. Airlock required to breach barricade.

See Vent 1

See Vent 2

See Vent 3

See Vent 4

3 ENTRY BARRICADE REQUIRES AIRLOCK TO BREACH. Missing miner can be taken to FAB walking with respiratory protection (Low O2 in barricade).

Other missing miner (inby OC wall in 2 E) is not accessible.

End of Problem