Price Utah 2025 Day 2   Judges Instructions

Initial opening checks at portals. Stopping across 1 E. Low O2 inby in 2 E and 3 E. Team can advance in 2 E. (materials available to airlock into 1 E or 3 E as well).

1. Team stop 1,2 - in 2E at XC 1 – (apparatus check required at stop) ZZ Roof test required in intersection. Unsafe roof toward 3 E, caved inby in 2 E. Must advance toward 1 E.

2. Team stop 2,4 - in 1 E at XC 1 – Exp. Mix inby intersection in 1 E. Can tie across into 1 E.

3. Team stop 2,3 – in 1 E at XC 1 – Low O2 in intersection. Ign. Source – battery flashlight - in 1 E inby intersection but under unsafe roof. Team can advance in 1 E to XC 2.

4. Team stop 3,4 – in 1 E at XC 2. Low O2 in intersection. Caved inby in 1 E. Unsafe roof with missing person within in XC toward 2 E. Team can tie across to 2 E.

RULE 32 STATES TIMBERS MUST BE USED TO ACCESS THIS MISSING PERSON IF THE TEAM HAS TIMBERS WITH THEM. OTHERWISE TIMBERS MUST BE SET BEFORE THE CLOCK IS STOPPED. THIS REQUIREMENT DEPENDS ON IF THE TEAM BROUGHT TIMBERS INTO THE MINE

5. Team Stop 4,5 – in 2 E at XC 2. ZZ roof test required through intersection. Stopping with door closed inby intersection. Missing person saying "Help" from inby stopping in 2 E when team enters intersection. Exp. Mix and low O2 in intersection. Water roofed in XC towards 3 E. Caved made outby in 2 E. ZZ roof test required outby intersection. TEAM DOES NOT HAVE ENOUGH INFORMATION TO VENT CONTAMINENTS FROM THIS INTERSECTION TO BREACH STOPPING AND RESCUE MISSING PERSON DUE TO BLOWING ONLY FAN AND LOCATIONS AVAILABLE TO BUILD TEMP STOPPINGS TO PREVENT AIR FROM MOVING INBY. Must pump water to continue exploring. Can pump in XC 2 or in 3 E. 1 build required in either location to pump water as per Rule 42.

See Pump.

After exploring to team stop 9, Teams will have enough information and materials (and locations) to build and ventilate and breach stopping to retrieve missing miner in 2 E inby XC 2.

Team must advance in XC 2 toward 3 E or in 3 E inby portal. (airlock required).

6. Team Stop 2,1,5 - in 3 E at XC 1. ZZ roof test required through intersection. Unsafe roof towards 2 E in XC 1, water roofed inby in 3 E. Teams must pump water in XC 2 between 2 and 3 E's or in 3 E to continue exploration. XC 1 is tied in.

7. Team Stop 6 - in 3 E at XC 2. Low O2 in intersection. Nothing inby intersection. Team can advance in 3 E. XC 2 is tied in.

8. Team Stop 7 – in 3 E at XC 3. Low O2 in intersection. Caved inby in 3 E. Can tie across to 2 E.

9. Team Stop 8 – in 2 E at XC 2. Caved outby intersection in 2 E, Caved inby in 2 E, Unsafe roof in XC towards 1 E.

To continue exploring teams must timber through XC 3 between 2 and 1 entries.

10. Team Stop 9 - in 1 E at XC 3. Exp. Mix in intersection. Caved outby intersection in 1 E. XC 3 is tied in. TEAM MUST Build and Vent stopping in 2 E and airlock to breach and retrieve missing person and take to surface, otherwise consider DELAY.

See Vent 1.

3 BUILDS REQUIRED TO PROPERLY AIRLOCK INTO STOPPING.

Missing person in 2 E can be walked to surface barefaced.

 Team can advance in 1 E to XC 4.

11. Team stop 10 in 1 E at XC 4. ZZ roof test required through intersection. Can make right corner of face for RRF test. Low O2 in XC towards 2 E. Team must tie across to 2 E.

12. Team Stop 11 - in 2 E at XC 4. ZZ roof test required through intersection and outby in 2 E.

1 live conscious person and 1 live unconscious person and 3 ignition sources found outby in 2 E. Both can be removed with respiratory protection to portal but one required to be on stretcher. Team must return to 2 E. at XC 4 and can tie across to 3 E.

13. Team Stop 12 in 3 E at XC 4 – ZZ roof test required through intersection. Exp mix in intersection. 1 conscious missing person found and 2 ignition sources.

QUITTER!

 Missing person can be taken to surface walking with respiratory protection.

Other missing person (outby in 3 E) is not accessible due to quitter.

See Rule 31 for requirements once a quitter is realized.

See Rule 41 for failure to remove patients promptly

Rule 32 for failure to locate missing persons (timbering into unsafe)

End of Problem