

Keys to Problem Nationwide Skills 2012

1. The briefing officer will be placed in the isolated area when the team makes the first team stop in by the Fresh Air Base and will remain there until the clock is stopped.
2. The team must advance to the 2nd crosscut in #2 entry since there is no way to airlock at overcast.
3. The team must tie back to #1 first at the second crosscut since the contaminant goes that way.
4. When the team reaches the intersection in #1 the patient in the RA will call out "HELP". The team can go in and get him at this point since it can never be ventilated due to an explosive mixture extending through the caved area but does not have to at this point. (National Rules Interpretation)
5. The team captain and 1 other team member can enter the RA (after purging the airlock) and retrieve the conscious live man at any time during the working of the problem (until verbal contact is made with the person in #2 entry). (CareVent or other Apparatus is required to retrieve patient)
6. The closed Borehole at the RA does not require a gas test and does not affect the extent of gas.
7. When the team ties back to 1st crosscut in #1, they will find the 2 timbers and must immediately timber to the person (which will become an unconscious live man when reached). Anything else can be done at this team stop. If Captain and/or #5 man stops within 25' of the overcast wall and unsafe roof outby, he can make them, if not the team must take patient out and come back.
8. After taking the patient out and #1 is tied in, the team advances to #3 in the second crosscut. They will then tie back in #3 to the 1st crosscut. The team will find 4 timbers and must use 2 to timber to the person (which becomes a body when touched) between #3 and #2.
9. The team will then advance to #3 in the 3rd crosscut and finds the Barricade in #3 face. There is nothing in front of the Barricade and there is also no response so the team is not tied to it. They can airlock at this time or can proceed to #2.
10. When the team reaches #2 the patient behind the Barricade will call for help. The Barricade has an irrespirable atmosphere in front of it so it must be vented. At this time the team will not have enough timbers

to timber through the unsafe roof in by the FAB in # 3 entry. It will be necessary to breach the Barricade in # 1 entry and find the remaining 2 timbers.

11. The atmosphere out by the Barricade in #1 entry is respirable (but explosive) and will not require ventilation. There is no response so the team is not tied to it.
12. The Battery Mine Phone must be brought to the fresh air base through the timbered area in #3 entry. If team moves it in by, the phone/ignition source will be moved into an explosive mixture.
13. The Battery Mine Phone in the crosscut between #2 & #3 in the 3rd crosscut must be moved to the battery scoop between #2 & #1 entries. Any other move will result in moving it into an explosive mixture or moving an explosive mixture over it.
14. The Briefing Officer must notify the Superintendent when finding any persons and of the location.