

Welcome to the Next Chance Coal Mine and Thank you for responding for our call for help. This is an older mine with three sections that has been idled for about a year due to the coal market. We recently obtained a coal contract and were in the process of putting one section back into production before calling anyone extra back to work. We have been maintaining the mine with six miners who all have their foreman's papers and decided to use them to start production back on 1 right section.

After getting all the equipment and belts up and running the foreman running the 1 right section called out about 2:00 a.m. and reported that they had started mining in # 1 face. At 2:25 a.m. the shuttle car operator called out that they had mined into what he thought was an old mine and the foreman had told him to knock all the power on the section. We have tried to contact the section several times since then and have not been able to contact anyone.

Our contract rescue team was called in and they explored up to four crosscuts outby the faces where due to their oxygen consumption they stopped and built temporary stoppings across #1, #2, and #3 entries which are shown on the maps that you will be provided. This is where your team needs to start explorations the command center is located on the surface and this is where you back up team is located so they will not be available to build ventilation controls or perform outby work for you.

The mine is being ventilated by an exhausting fan that is located on the surface which is currently running and being monitored. We do not want this fan shut off, stalled or reversed because there will be personnel outby traveling to other sections of the mine. The intake air courses up the number 1 entry to the fresh air base and returns down the number 3 entry. The belt entry is isolated and vented to the returned but do not use it to ventilate any air from the section through. Power has been locked out and is guarded, back up teams are available and all agencies are present.

The mine map except for the number one face is up to date, but due to the mining of the # 1 face we are not sure of its current location.

Team Problem and Instructions

Locate all missing miners and bring all survivors to the fresh air base.

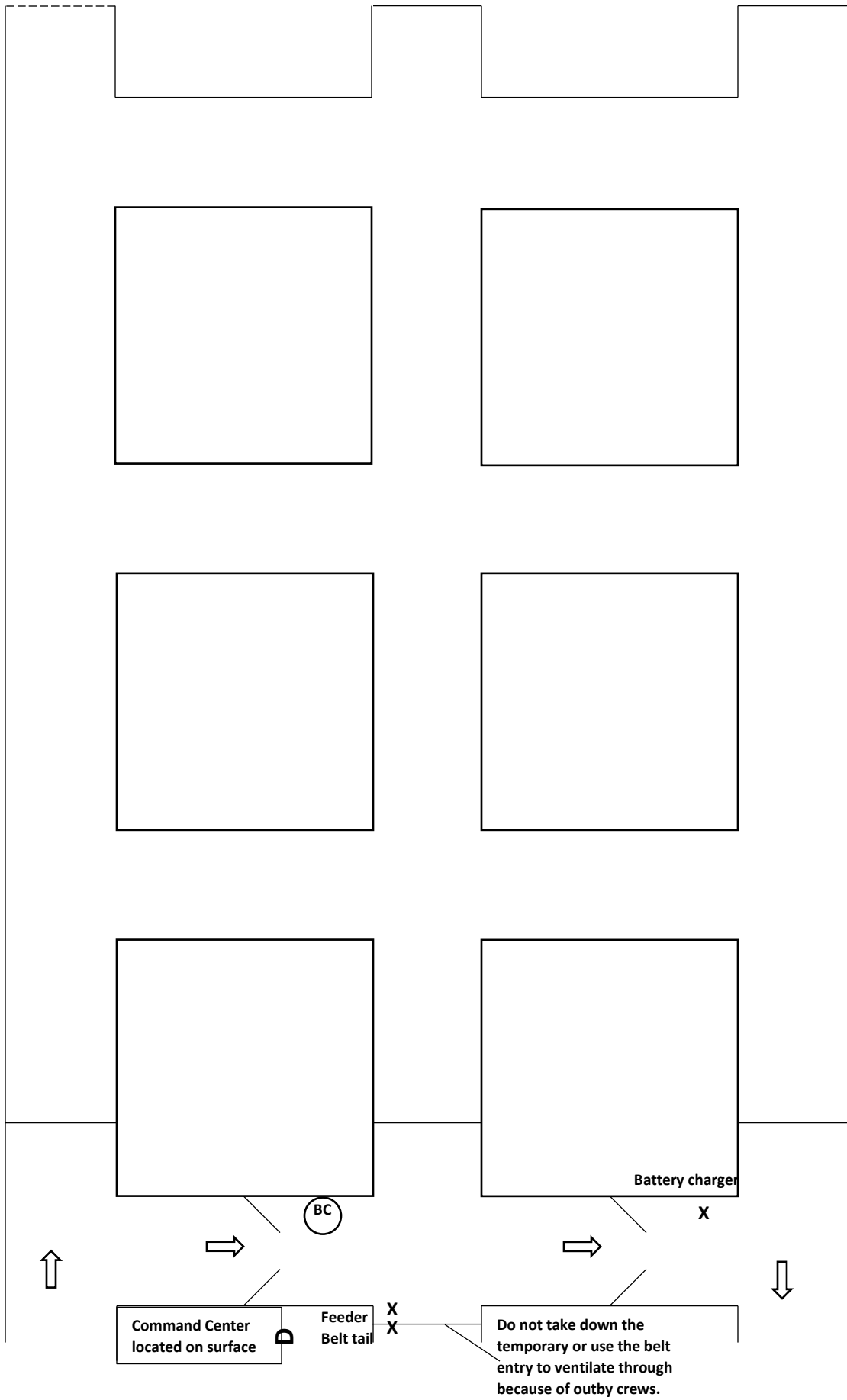
The backup team is located on the surface at the command center and is not available to build ventilation controls or perform work in the underground fresh air base location at this time.

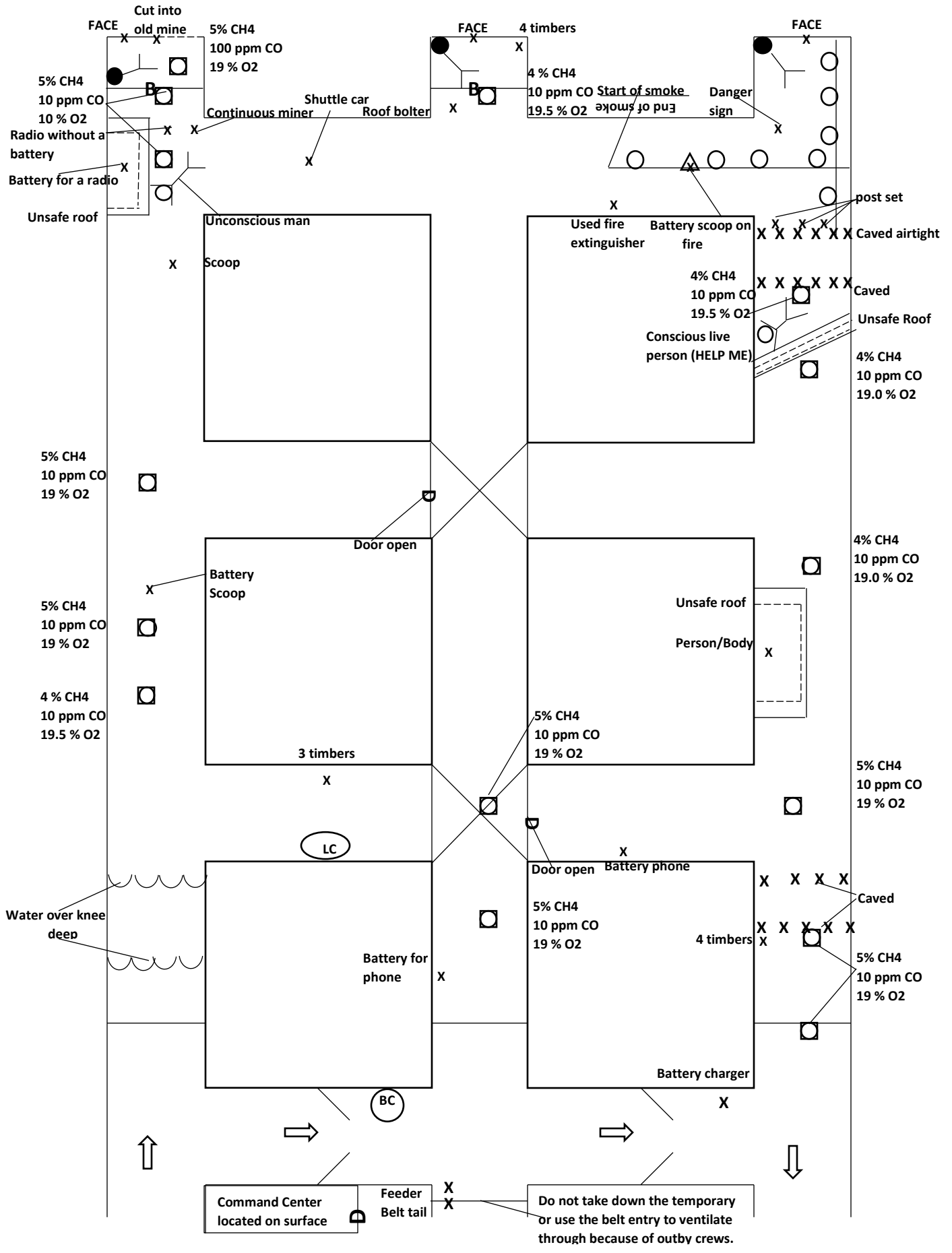
The fan is running in exhausting mode and cannot be stopped, stalled or reversed.

If your team does find that the number one face is holed into old works leave a ventilation control in place to prevent any air movement from exiting or entering the old works before leaving the area for the protection of barefaced crews working outby.

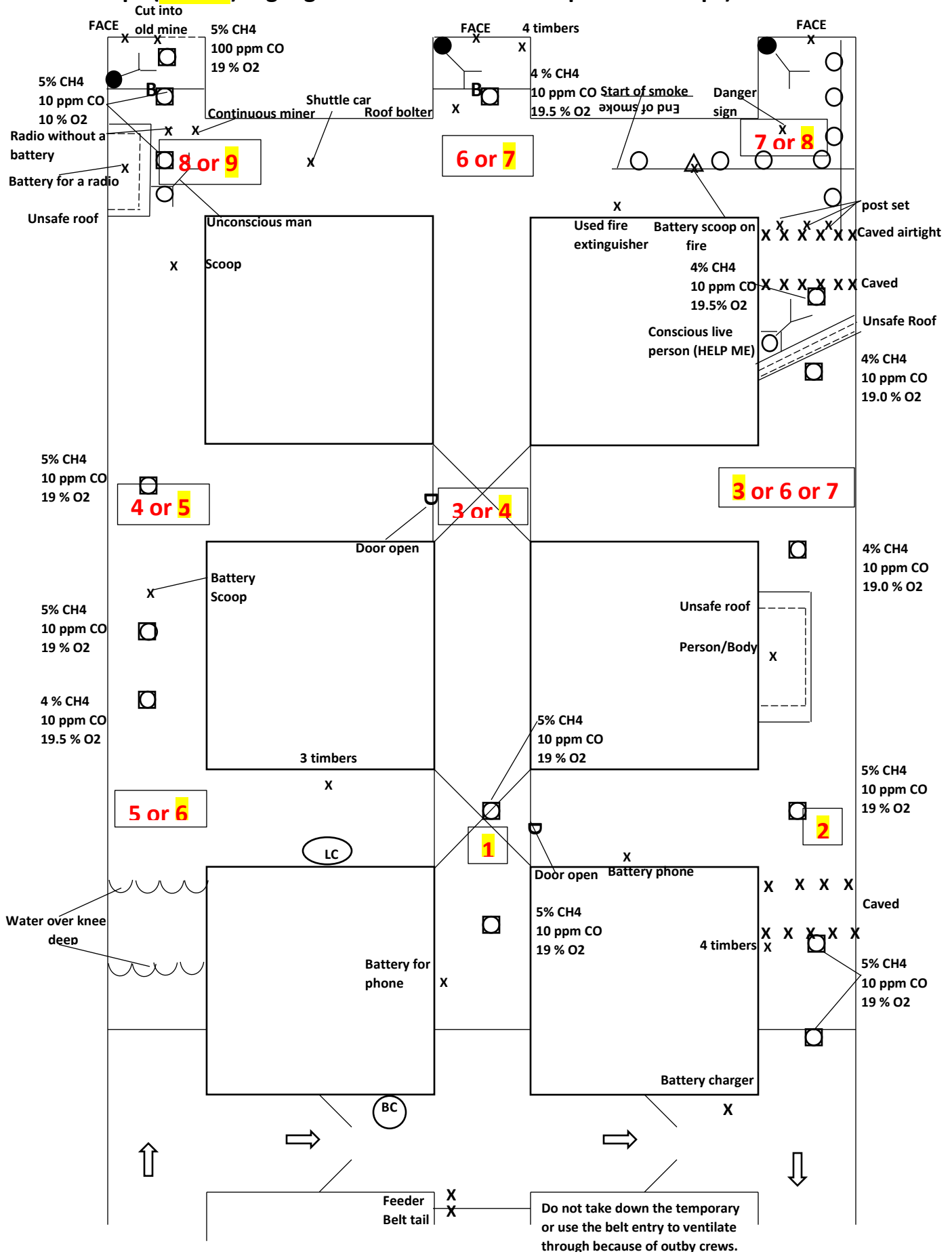
The team may only carry two brattice builds at one time either on the stretcher or by hand while traveling.

All placards located inside any barricade will be placed face down and the Captain must turn the placards over before passing any placard located inside any barricade





Team Stops (Yellow) Highlighted numbers are most probable stops



Key Points

1. During initial portal checks, **rule 24 C**, at the fresh air base teams may elect to air lock into # 1 and # 3 entries from the fresh air base before moving the team inby in # 2 entry. This can be done without the entire team entering the area, and can also be done later after the team explores inby as long as they do not exceed the two break limit, **rule 44**.
2. Since the statement tells the team that the miners reported mining into an old mine in the # 1 face. This means that the maps are not up to date due to mining in the # 1 face, and because the fan is running, the team must maintain air locks to enter or exit the mine until they are certain that no air can be moved, **rule 42**.
3. The first team stop will require the team's initial pack check, **rule 28**, this maybe when the team airlocks into the mine in # 2 entry. This means that the # 5 person has advance inby the imaginary line of the inby corner of the fresh air base and the team has stopped. The team will make its first intersection team stop in A line of # 2 entry.
4. If the team air locked in # 3 entry from the fresh air base by the caved area, they will have the four timbers that are there. When they come to the next team stop in # 3 entry, **this should be team stop # 2**, there is a person in unsafe roof they will need to post to him before they leave the area, if they have the timbers, **rule 41 C-1**. They may use two timbers, three timbers or four timbers to post to this person. If they do not have timbers at this time they may continue to explore until they locate timbers under **rule 41 C-1** also.
5. If the team advances up number # 3 entry to B-line, **for team stop # 3**, as soon as they enter the intersection have the patient yell "Help Me" this will tie the team to this person. However, they should have used their timbers already at the person under the unsafe roof so they will need to continue to explore to find means to get to this person yelling for help, **rule 41 C-1**.
6. If the team elects to return to # 2 entry to continue to explore they have made their reach inby in # 3 entry and found a gas placard that is a contaminant this will direct them up # 2 entry inby B-line later on as they explore, **rule 44 B**.
7. If team stop # 3 is in B-line in # 2 entry the open door in the overcast toward # 1 entry makes the cross cut to # 1 entry open and accessible for the team's next team stop to be in B-line of # 1 entry **rule 44 D**.

8. The team stop in # 1 entry of B-line, **this could be team stop # 4 or # 5**, there is a battery scoop outby the intersection with an explosive air gas mixture in the intersection and another explosive air gas mixture outby the battery scoop. There is a clear air separation between them and the scoop so this is not a withdraw situation, **under rule 31 B.**
9. At the team stop in A-line in # 1 entry the team will find three timbers in the cross cut they must return with the timbers to post to the person yelling for help in # 3 entry as soon as they have finished all normal functions from that stop like gas test, roof and rib test and dates and initials, **rule 41 C-1. Please note that if the team choose not to explore to B-line in # 3 entry they do not have to return there to post.** Since they may not have entered the intersection in # 3 entry in B line yet. They may also have to return to # 3 in A-line to post to the person however if they have not explored in # 3 entry just inby the fresh airbase and found the four timbers by the outby side of the caved just inby the fresh air base.
10. If the team did reach the intersection in # 3 entry for team stop # 3, and heard the person yelling at them the captain would have tested the roof and rib at the diagonal unsafe roof and now knows the width of the unsafe roof and the location of the person. He will need to timber into the person, and after testing the inby side of the unsafe roof and dating and initialing the unsafe roof and person, **rule 30 A-1-C** because the person is not under unsafe roof, and after making contact by hand, **rule 32.** He then can explore inby and someone else on the team can perform the assessment, **rule 12,** on the patient. Please note that the gas extends through the unsafe roof to the caved area where there is another gas that extends into the caved area. These gas mixtures are irrespirable and this will require the patient to be protected, **rule 34, before he is moved** by either a breathing apparatus, Carevent, or SCSR.
11. The removal of this person to the Fresh air base will require the team to down # 3 entry and over to # 2 entry through 5 areas of irrespirable air so he must be protected from this and also the team must maintain the airlock when traveling out and back into the mine.
12. Team stop # 7 should be in # 2 entry in C-line and depending on how the team choose to explore this could be team stop # 6. The contaminant in the caved area requires the team to travel the adjacent entry which is # 2 and if they did not make the intersection in # 3 entry the contaminant just outby the intersection in # 3 entry requires them to travel up # 2 entry to C-line also, **rule 44 B.** There is a barricade inby

the intersection that has a **respirable** atmosphere in front of it. This allows the team to breach this barricade **without ventilating** this gas away from the barricade first, but since there is no response from inside the barricade an airlock is required to enter, **rule 42**. Inside the barricade the team will find 4 timbers and a body. There is smoke in the cross cut toward # 3 entry which requires the team to tie off in air clear of smoke before any team member enters the smoke, **rule 21 & 22**. The team will encounter a fire in the smoke and this requires the captain to make a roof and rib test, a date and initial and a gas test must be made before any team member moves past the fire area, **rule 23 paragraph 7 and rule 27**.

13. The next team move should be over to # 3 entry of C-line where the team is still in smoke and must be tied off in air clear of smoke and all team members must be attached to or holding the link line while traveling or in smoke, **rule 22**. Inby the intersection there is a body and a face which requires the captain to make a roof, face, and rib test at the face, also date and initial the face along with a body that requires his contact by hand and another date and initial, a gas test must be made at the face also. Outby the intersection there are 3 post that are set by the caved note that the team cannot recover these post, **rule 30 E**. Since the caved air tight area stops the team and it is just outby the intersection this requires a gas test. The caved airtight area requires a roof and rib test along with the captain's date and initial. Also when the team retreats back to # 2 entry before any team member passes the fire area a roof and rib test must be made by the captain, **rule 23 paragraph 7**.
14. The next team stop should be in # 1 entry of C-line here the team entering the intersection will find an irrespirable gas mixture in the intersection and an unconscious man this patient requires the captain to stop before passing the patient and make physical contact by hand, **rule 32**, along with date and initial by that person, **rule 27**. He can turn the patient over to the team to perform the assessment, **rule 12**, and load this person onto the stretcher, put a Carevent or breathing apparatus on him not an SCSR since he is unconscious, **rule 34**. The captain may then perform the required roof & rib test in the entire intersection while this is being done, **rule 23**. The captain may elect to make his 25-foot reach as allowed in **Rule # 29 paragraph 3**, or he may decide to take the person out before making his reach. However, if he takes the patient out first, the team must return here to complete the reach required.
15. Once the patient has been taken outside there is a barricade inby the corner of the intersection in # 1 entry that will need addressed. There is an irrespirable gas mixture in front of the barricade that will need removed before breaching the barricade, **rule 35**. To ventilate the barricade there are several explosive air gas mixture outby that

will need to move through this intersection and there is a radio battery in the unsafe roof that will need moved before the team ventilates. They will have found four timbers in # 2 face that can be used to post to the battery and retrieve it this can be posted with 2 timbers, 3 timbers or 4 timbers, **see drawing on page 44 fig. 3 of NMR rules**. Depending on how many timbers that the team used to post to the body and the live person in # 3 entry they may already have enough timbers to post to the battery without using the timbers they found in # 2 entry. The team may relocate the battery inby by the barricade or move it over to # 2 entry inby the corner or in the cross cut toward # 3 entry. Note if the team moves the battery inby in # 1 entry by the barricade they will need to let the air move through the intersection first before holding up the sweep curtain to flush the barricade as two separate acts otherwise it will sweep explosive gas over the battery as they sweep the barricade **rule 31 D**.

Once the irrespirable gas has been swept away the team will still need to air lock in since there is no response inside the barricade and conditions are not know, **Rule 42**. **Please note that due to the unsafe roof that is located in the intersection being on the inby imaginary line of the intersection it leaves little room to build the air lock and also for the captain not to reach into it as he performs his roof and rib prior to building the air lock.** Once inside the barricade the captain first will encounter a body and an air gas mixture which is explosive with evidence of fire on the same placard. They are not in the same line with each other so the Captain's physical presence is at the body first so he must make physical contact by hand, **rule 32** and also place his date and initial by the body, **rule 27**. Since the gas is inby and it indicates **a withdraw situation exist** the captain under **Rule 31 B** must not go past the gas placard and he must place his date and initials there since it will stop the team's advance.

Please note that since the fan is still running on exhausting and the map indicated that the location face of # 1 entry is unknown the team must air lock on their way out of the barricade or they will ventilate an explosive through and unexplored area, **rule 31 B** and depending on where the team placed the battery it might be ventilated over also, **rule 31 D**.

Explanation on use of builds for air locks and ventilation

