

Thank you for responding to this emergency

Last night we had three miners working in our 4 Right section which has been idle for the past three weeks while we are bleeding off methane from an old mine which we mined into, but is separated by stoppings.

Shortly after the start of day shift we tried to contact the three men and were unsuccessful in our attempts. We had a blowing fan installed in the number 2 entry for section ventilation, which we found not running.

The tracking system indicated that the miners are still on the section. There is no reason that you will need to go beyond the stoppings which separate the 4 Right section from the old mine.

All electrical circuits and conduits have been disconnected in by the fresh air base. There is still power on the fan.

The coal is walking height and the roof is supported by resin bolts. Water and methane have been a problem on this section.

All agencies are on hand along with a back-up mine rescue team to be back up while you are working in the mine.

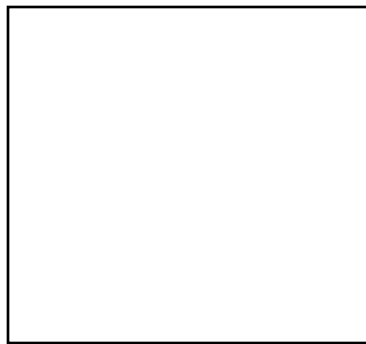
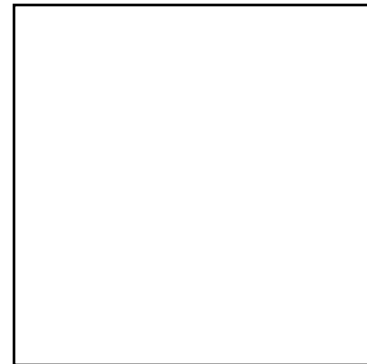
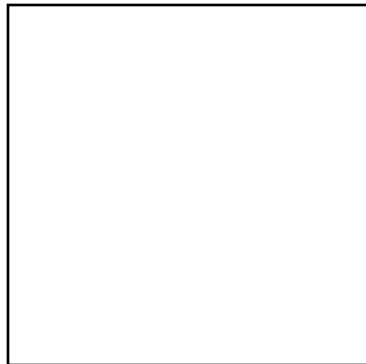
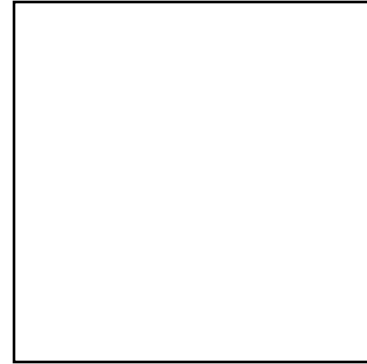
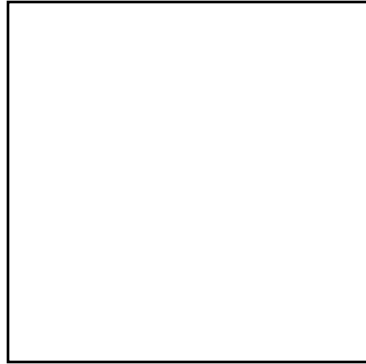
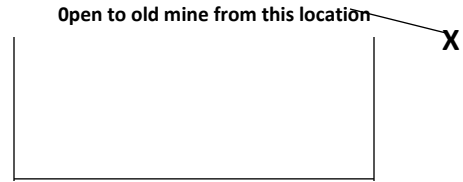
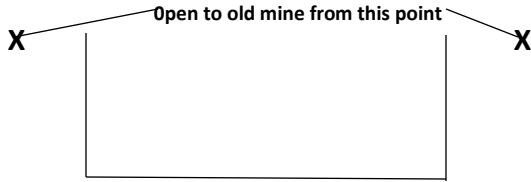
Problem
(Written Instructions)

Teams can only carry two sets of brattice cloth at any time

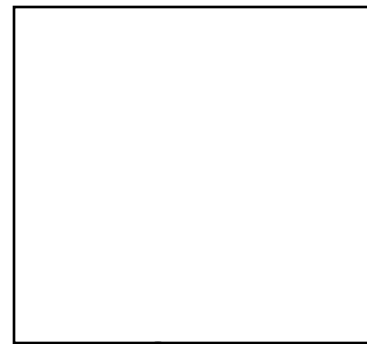
The section ventilating fan cannot be reversed

Mine maps are up to date

Account for all missing miners, bring all live miners to the surface



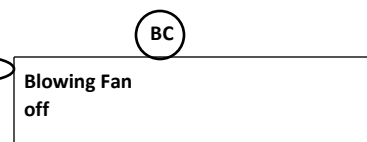
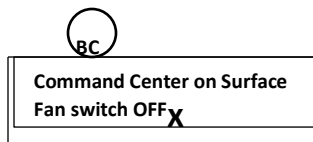
Fresh air base



BC

Open to surface

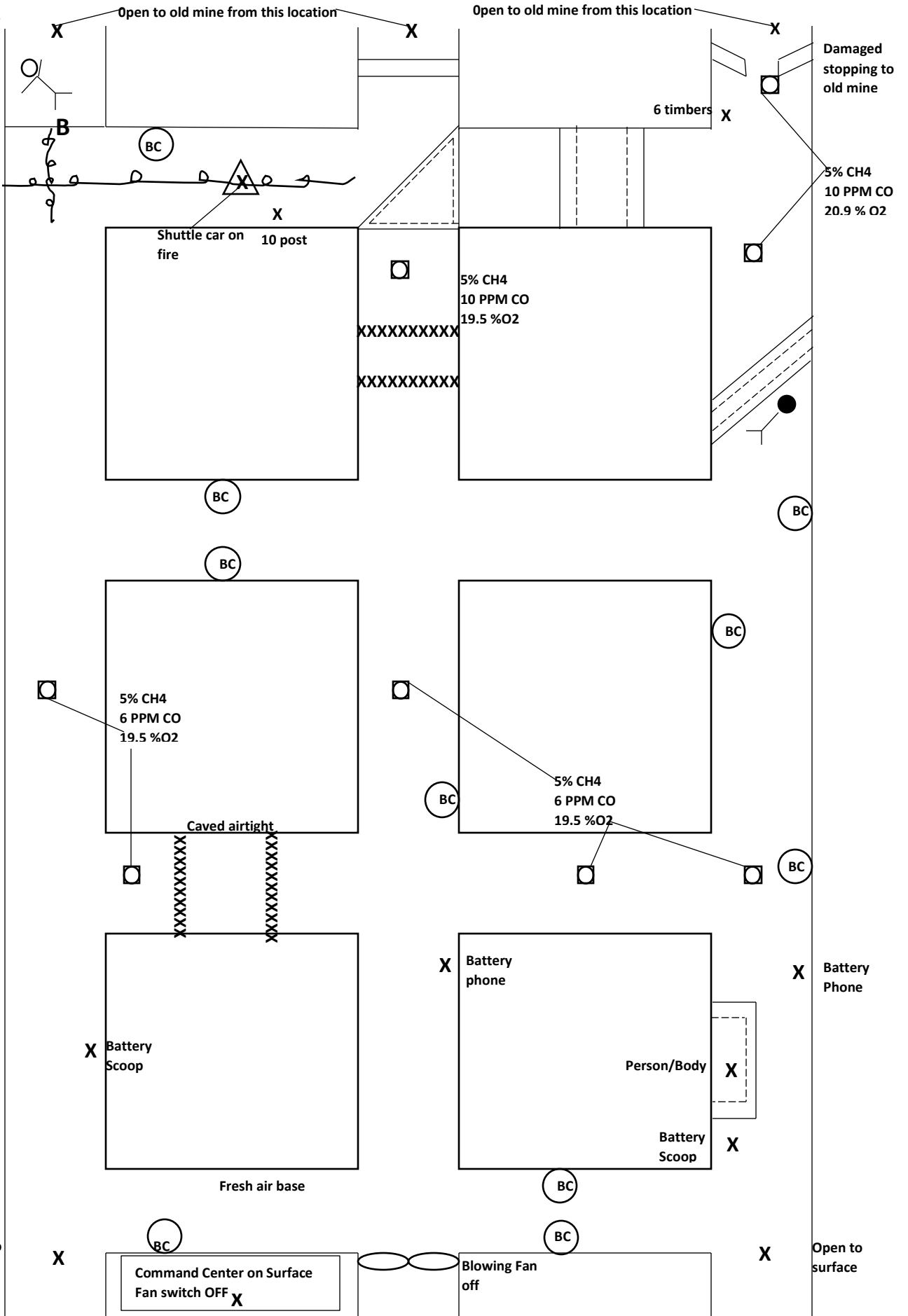
X



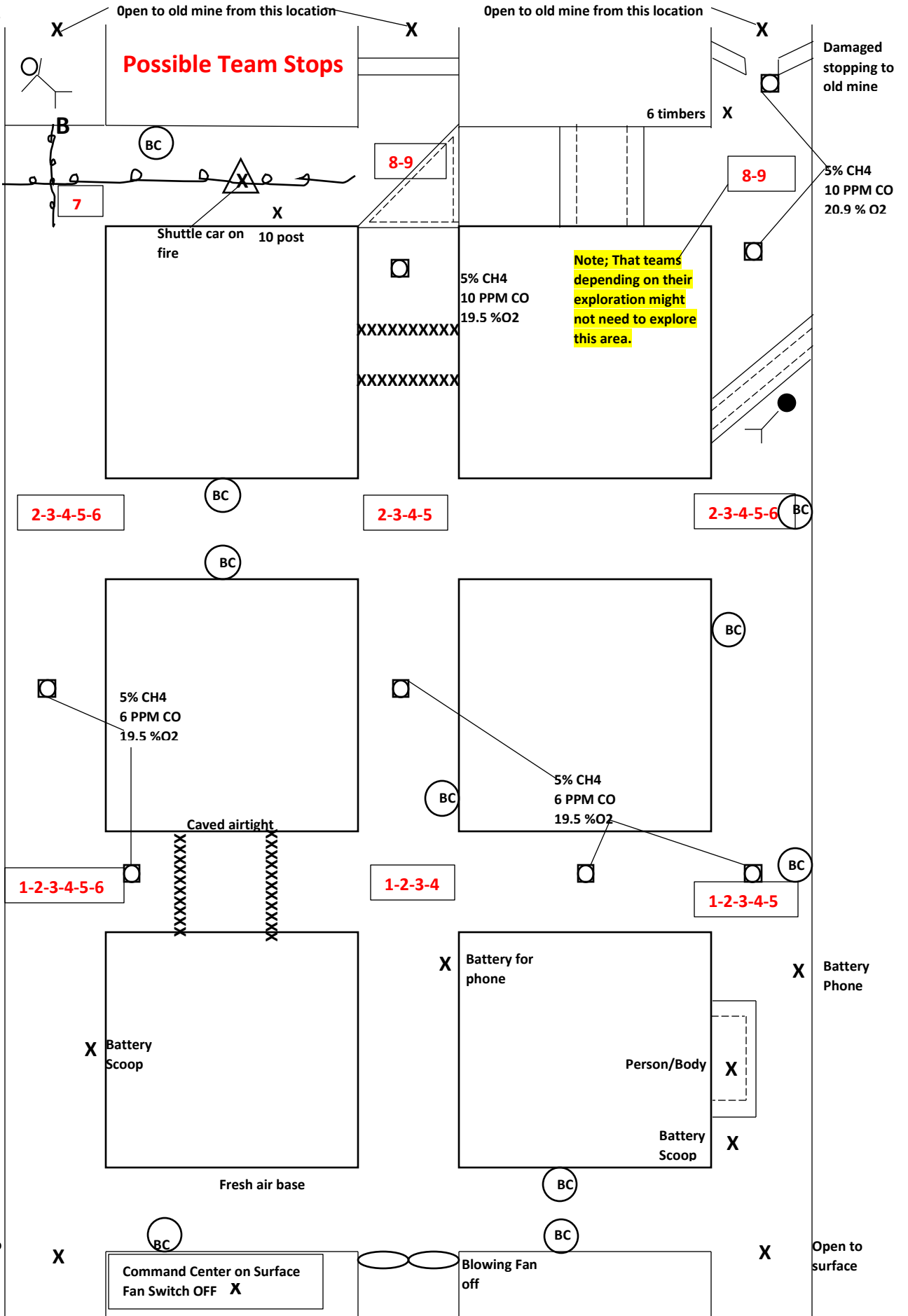
X

Open to surface

Live conscious person
"Help get me
Out"



Live conscious person
"Help get me Out"



Live conscious person
"Help get me Out"

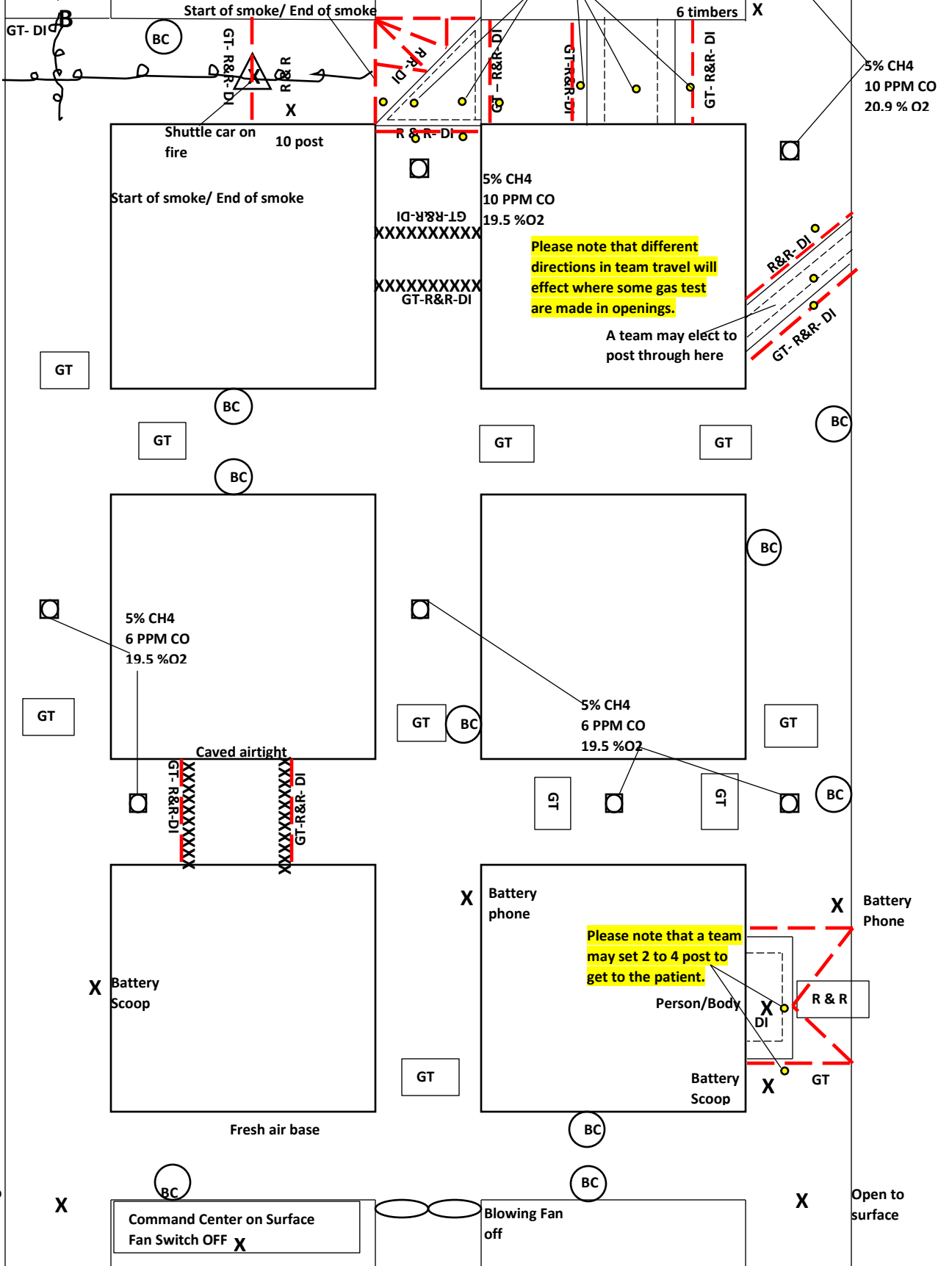
Open to old mine from this location

Open to old mine from this location

**Gas Test, Date - Initials,
Roof & Rib Test**

**Possible timber
setting**

Damaged
stopping to
old mine



Start of smoke/ End of smoke

Shuttle car on fire 10 post

Start of smoke/ End of smoke

5% CH4
10 PPM CO
19.5 %O2

Please note that different
directions in team travel will
effect where some gas test
are made in openings.

A team may elect to
post through here

5% CH4
10 PPM CO
20.9 % O2

5% CH4
6 PPM CO
19.5 %O2

Caved airtight

5% CH4
6 PPM CO
19.5 %O2

Battery
phone

Please note that a team
may set 2 to 4 post to
get to the patient.

Person/Body

Battery
Phone

Battery
Scoop

Battery
Scoop

Fresh air base

Command Center on Surface
Fan Switch OFF

Blowing Fan
off

Open to
surface

Open to
surface

Live conscious person
"Help get me Out"

Open to old mine from this location

Open to old mine from this location

Possible Ventilation if Team Stop #8 is in #3 entry of C-line

Damaged stopping to old mine

6 timbers

5% CH4
10 PPM CO
20.9 % O2

Shuttle car on fire
10 post

5% CH4
10 PPM CO
19.5 % O2

Alternate builds but one or the other must be built or both instead of diagonal

5% CH4
6 PPM CO
19.5 % O2

Caved airtight

5% CH4
6 PPM CO
19.5 % O2

Move battery phone

Battery Scoop

Person/Body

Battery Scoop

Fresh air base

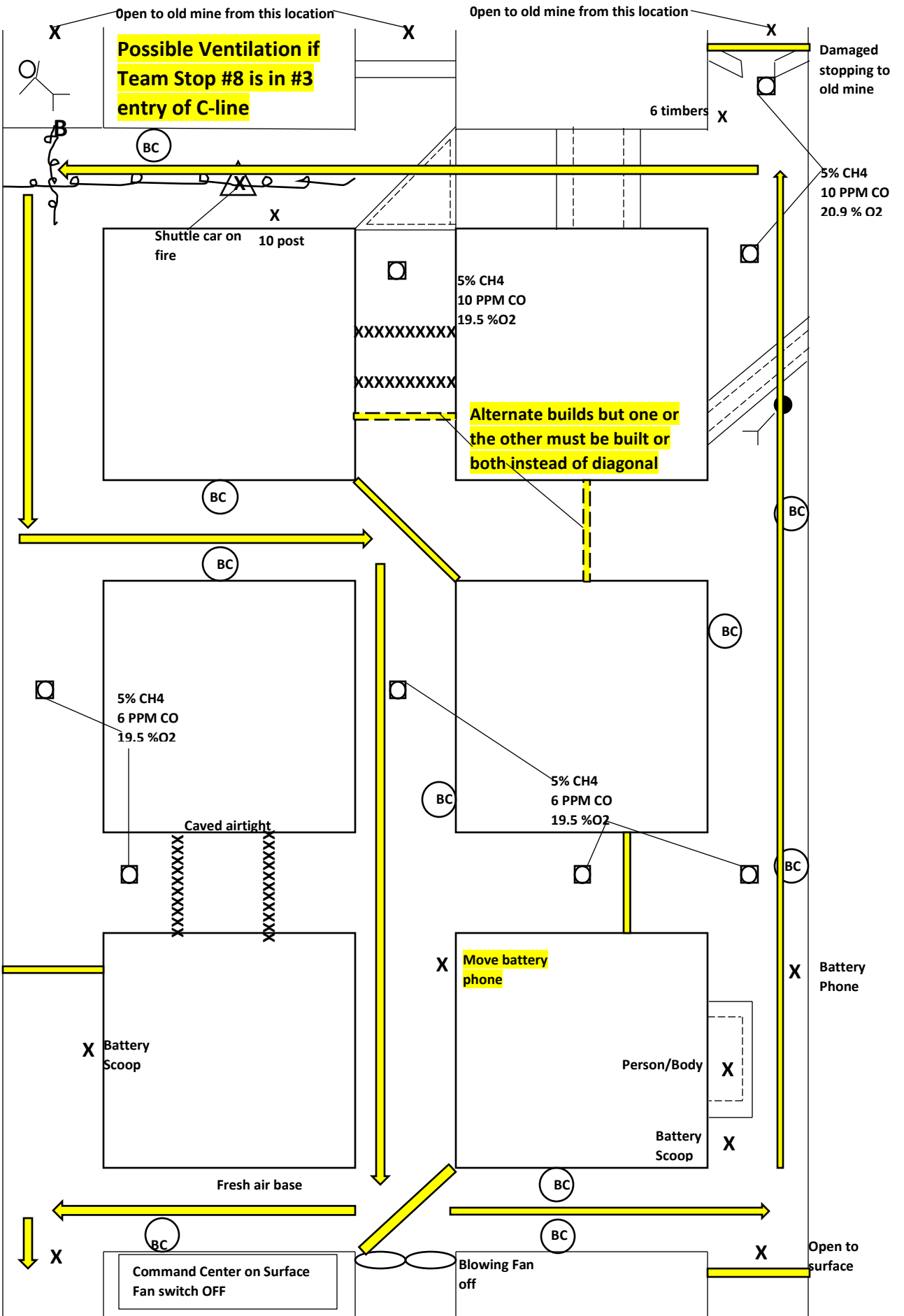
Command Center on Surface
Fan switch OFF

Blowing Fan off

Battery Phone

Open to surface

Open to surface



Live conscious person
"Help get me Out"

Open to old mine from this location

If team stop #8 is in #2
entry First Ventilation and
Second Ventilations are
interchangeable

Open to old mine from this location

Damaged
stopping to
old mine

5% CH4
10 PPM CO
20.9 % O2

Shuttle car on
fire 10 post

5% CH4
10 PPM CO
19.5 % O2

5% CH4
6 PPM CO
19.5 % O2

Caved airtight

5% CH4
6 PPM CO
19.5 % O2

Move Battery phone to
fresh air side

Battery
Phone

Battery
Scoop

Person/Body

Remember the
Battery Scoop

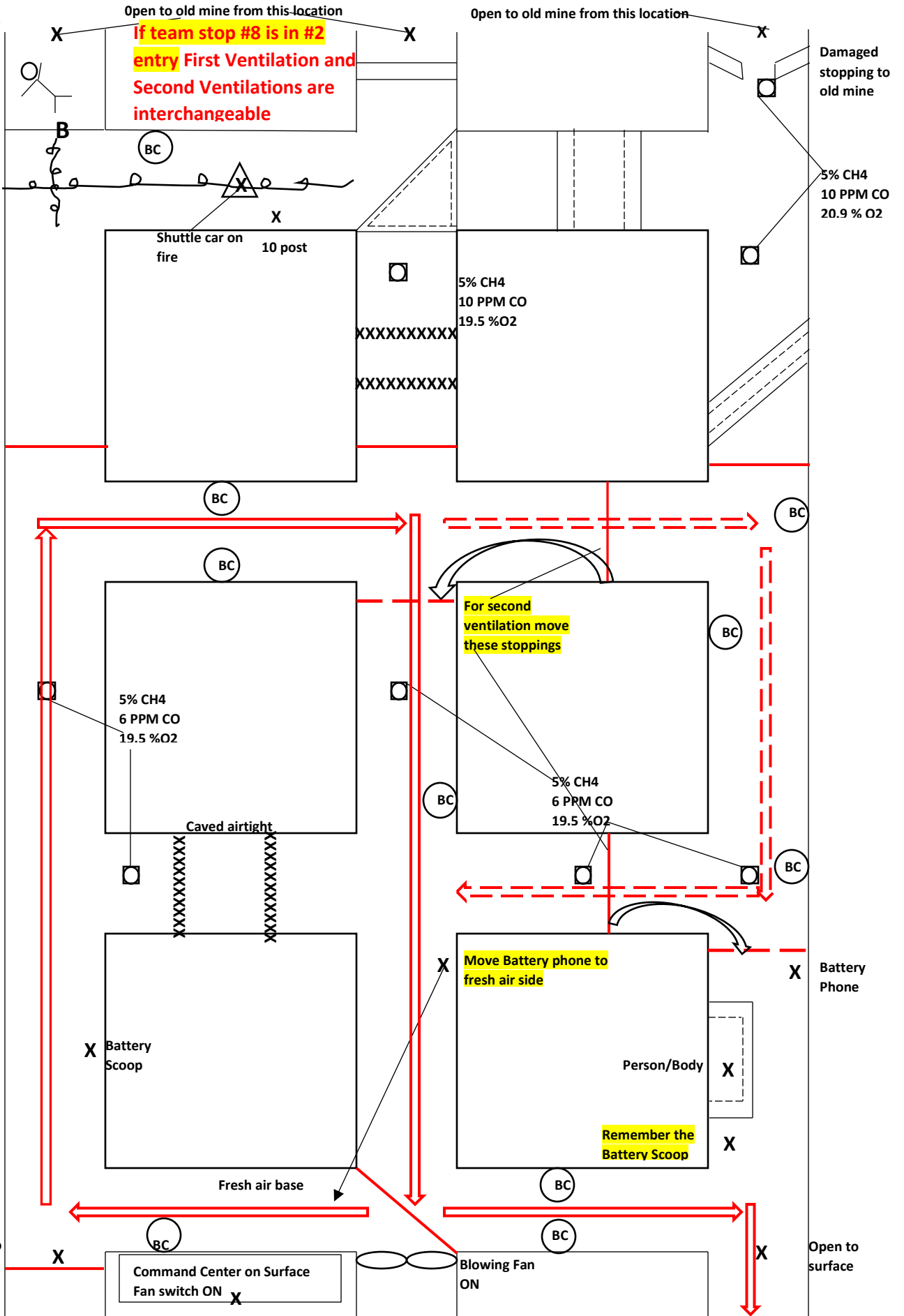
Fresh air base

Open to
surface

Command Center on Surface
Fan switch ON

Blowing Fan
ON

Open to
surface



Key Points

Since there are so many variables in the exploration of the first 2 breaks concerning team stops judges will need to note the direction of travel that a team takes as it will affect the extent of gas.

The team will encounter smoke prior to the intersection in # 1 entry of C-line this will require the # 5 man to tie off in air clear of smoke before any team members enter the smoke area.

Once the team is at Team stop # 7 in C-line of # 1 entry the person behind the barricade will yell when the team enters the intersection. This ties the team to that person. The team is required to make their reach in the cross cut toward # 2 entry. They will encounter a fire that will need extinguished then 10 timbers. The captain can possibly make his full reach to the edge of the intersection depending on where the # 5 man stopped. **However, if the captain needs to move the # 5 man to do this it should be considered delay since from that point he has the means to return to the person in # 3 entry under the unsafe roof and post to him.** The team does not have means at this point to set up ventilation to recover the person in the barricade but they do have the post for the other person. **Making a team move is not needed to go back to the person since the team must return to this area to continue exploring for means to recover the person behind the barricade.**

Once the team has posted to the person in # 3 entry and found it to be a body they may have used 2 post or even 4 post this will leave them 6 to 8 post. If the team failed to make their full reach in the crosscut toward # 2 entry in C-line they must return to that location. **Again they will need to tie off in air clear of smoke prior to any team member entering smoke. The captain will need to check the roof and rib prior to any team member travel pass the fire area.** Then they can advance into the intersection of C-line in # 2 entry where they will encounter a diagonal area of unsafe roof. This will require a zig zag roof test which can be done as the team advances into the intersection or any time prior to the team leaving the intersection.

The stopping inby can be air locked into, but it is not required by the Statement given to the team. The area of unsafe roof can be timbered with 6 timbers depending on how the team sets the timbers. To set timbers in order to both reach the area outby in # 2 entry for a possible way to ventilate the barricade and the cross cut toward # 3 entry, (see attached drawing). Once the team has tied the caved area outby the explosive gas that they encounter the gas only goes to the caved and not into the caved since the caved requires another gas test. Then the team will need to post to the cross cut toward # 3 entry of C-line

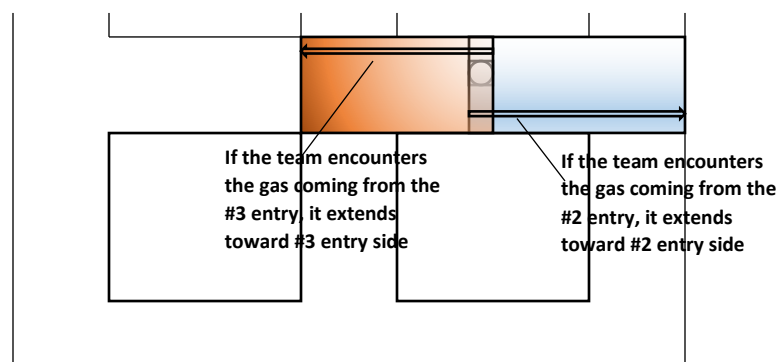
where once they have tried to make their reach they will be stopped by unsafe roof in the cross cut.

The team now has the area explored enough to ventilate the barricade in # 1 entry and should either be out of any additional timbers or not have enough to continue to explore. (See the ventilation maps the follow the ventilation). The team prior to leaving this area can build a stopping in the cross cut toward # 3 entry to prevent air from moving toward # 3 entry. **Please note that as the team retreats to set up outby ventilation they must have the # 5 man attached to a life line that is tied off in air clear of smoke, and prior to any team member traveling in smoke. The team must also be attached to their link line in smoke also. The captain again will need to test the roof and ribs at the fire area prior to any team member passing the fire area.**

Optional ventilation if team chooses to timber up # 3 entry to explore over to the # 2 entry of C-line.

If the team after timbering to the person in # 3 entry chooses to timber through the diagonal unsafe roof in # 3 entry, and they have made their reach in smoke to edge of the cross cut of #1 to # 2 entry of C-line. This is possible since the contaminant stops at the edge of the cross cut of C-line and there are no other contaminates to dictate direction of team travel. Again depending on how the team posted to the person in # 3 entry they may have 6 post or 8 post left. This will be enough to post through both areas of unsafe roof and the team can build back the stopping that is down outby the area going into the old mine. Here the team will find an additional 6 timbers that will allow them to post through the area of unsafe roof in C-line of # 2 entry in order to ventilate the barricade.

Note that for the first ventilation **the battery phone in # 2 entry must be moved** either toward the caved air tight in the cross cut toward # 1 entry or into the cross cut toward # 1 entry in the fresh air base. **Also depending on how the team explored from the fresh air base the explosive gas in the cross cut of # 1 to # 2 entry may be in the intersection of # 2 entry. This would be a discount under Rule 31 if the team moved the phone to the caved air tight only if team stop # 1 was in # 3 entry and the found the gas reaching toward # 2 entry.**



Once the third ventilation is set up the team will not need a line curtain to sweep the barricade since the barricade is on the imaginary line of the intersection. **They will need to build two separate air locks to get into the barricade one in the cross cut and the other in the entry.**

