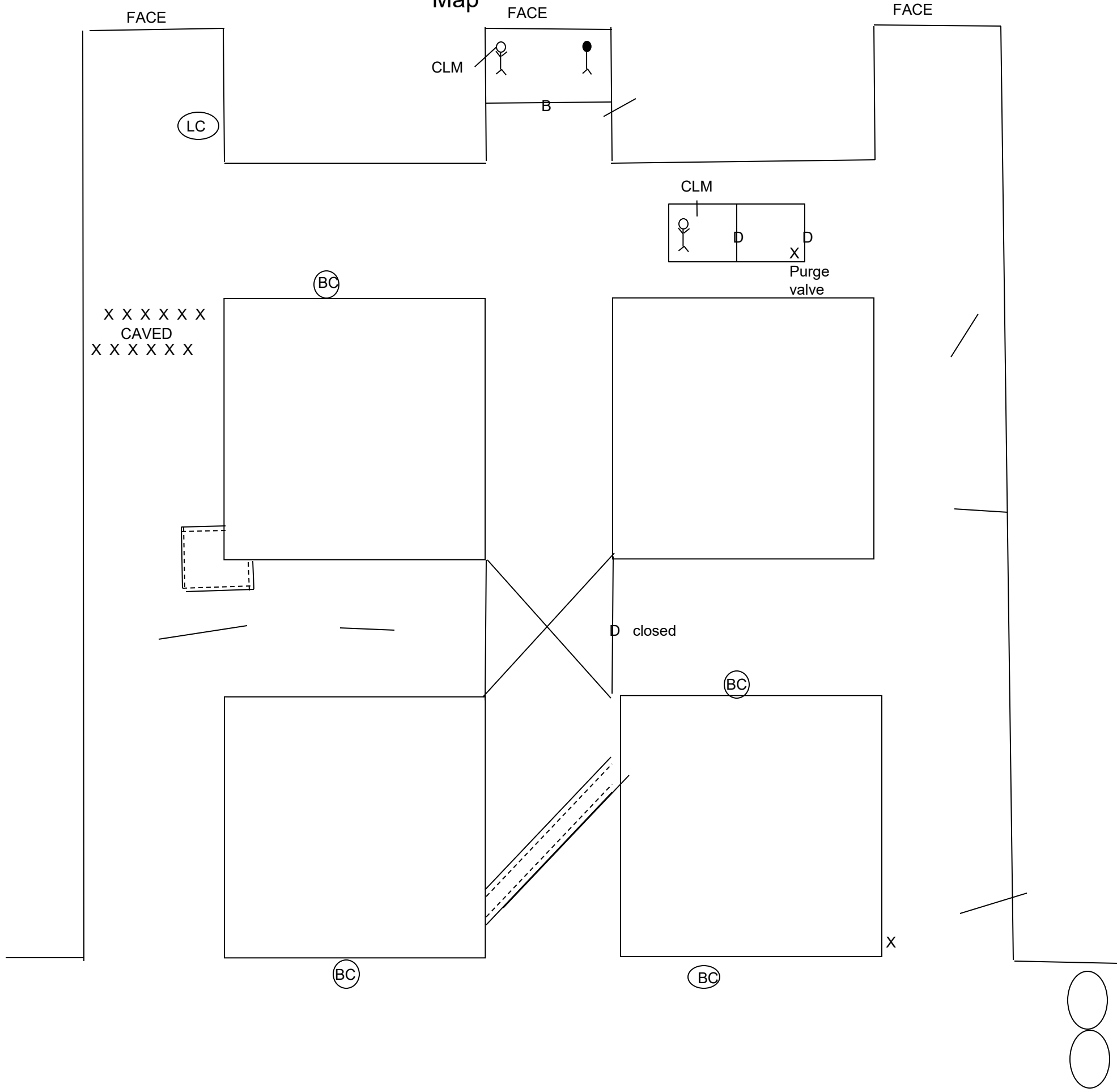


# 2016 SIC Skills Problem B

# 2016 SIC Skills B Handout Map



□ Field Map

# 2016 SIC B Skills Statement

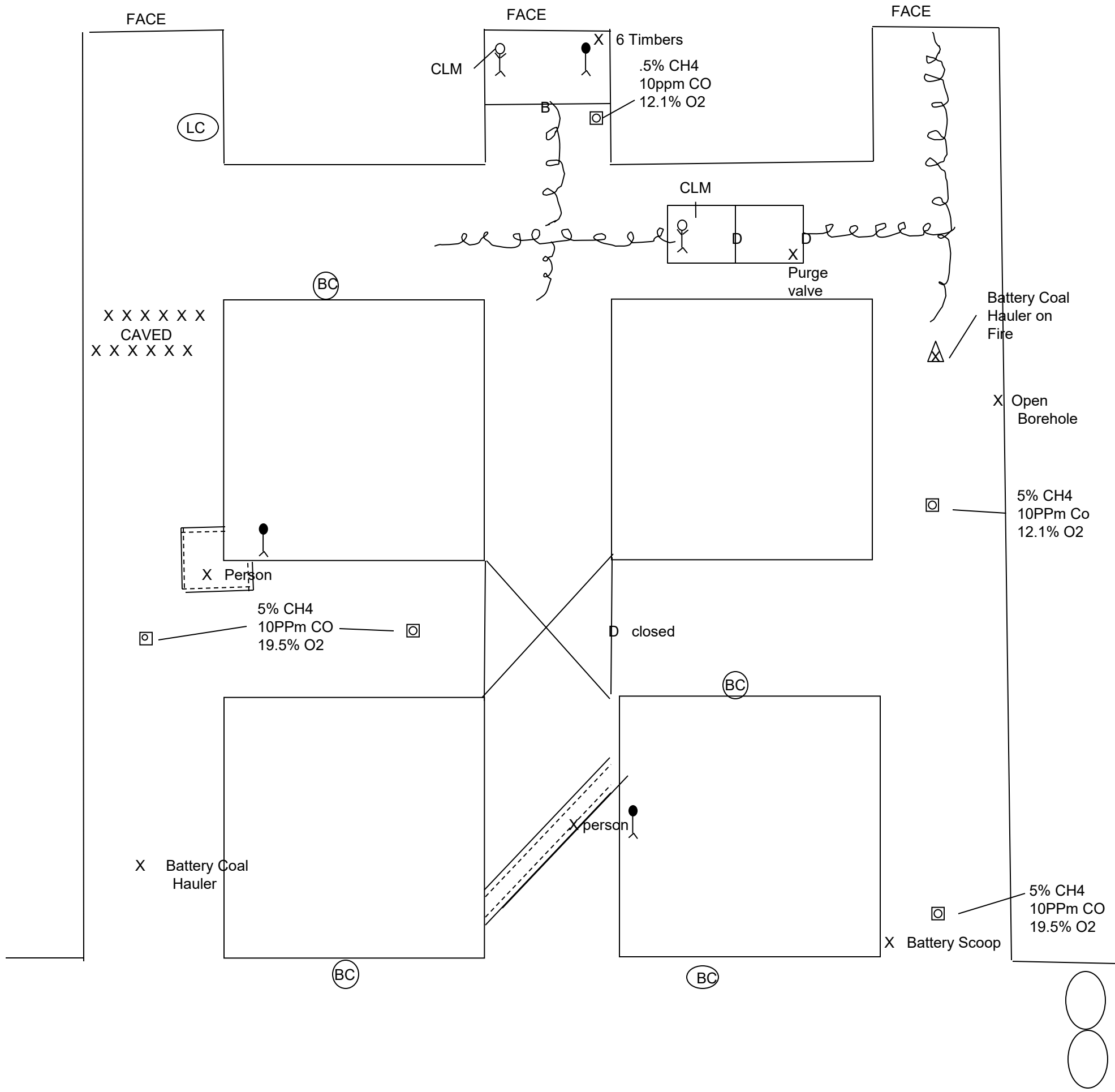
- Welcome to the SIC Number 1 Mine. We have a problem. Early this morning in our #3 head gate unit, the section foreman reported a battery scoop caught fire and the section filled with smoke. The foreman and a nine man crew were working on this section . The foreman and four of his crew have made it to the surface. We have established fresh air at the mouth of the unit. The fan is off at the present time. The fan may be started or stopped as needed. The fan is reversible. All this can be done by asking the superintendent. The map is up to date. There is a backup team on the surface, and all agencies have been notified.

# 2016 Sic Skills B

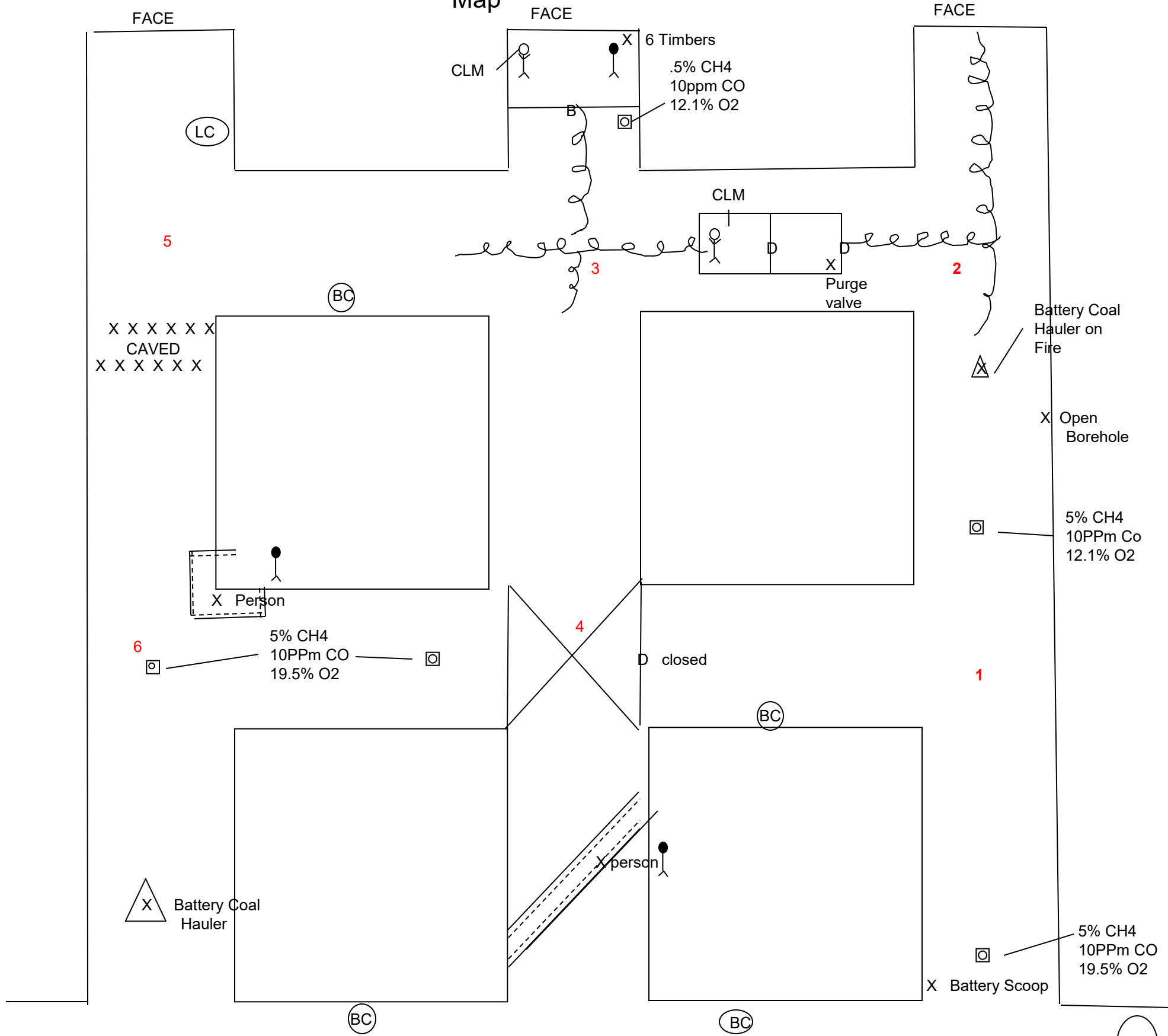
## Mine Rescue Problem

- Explore the mine in its entirety where safe to do so.
- Account for all missing persons and bring all live people to the fresh air base.
- You may only carry two sets of building material
- The Backup team may build or tear down stoppings in the fresh air base.

# 2016 SIC Skills B Field Map



# 2016 SIC Skills B Team Stops Map



Above is one possibility for team stops  
Team stops may vary after the # 1 team stop

Team Stop Map: \_\_\_\_\_

# KEYS TO THE PROBLEM

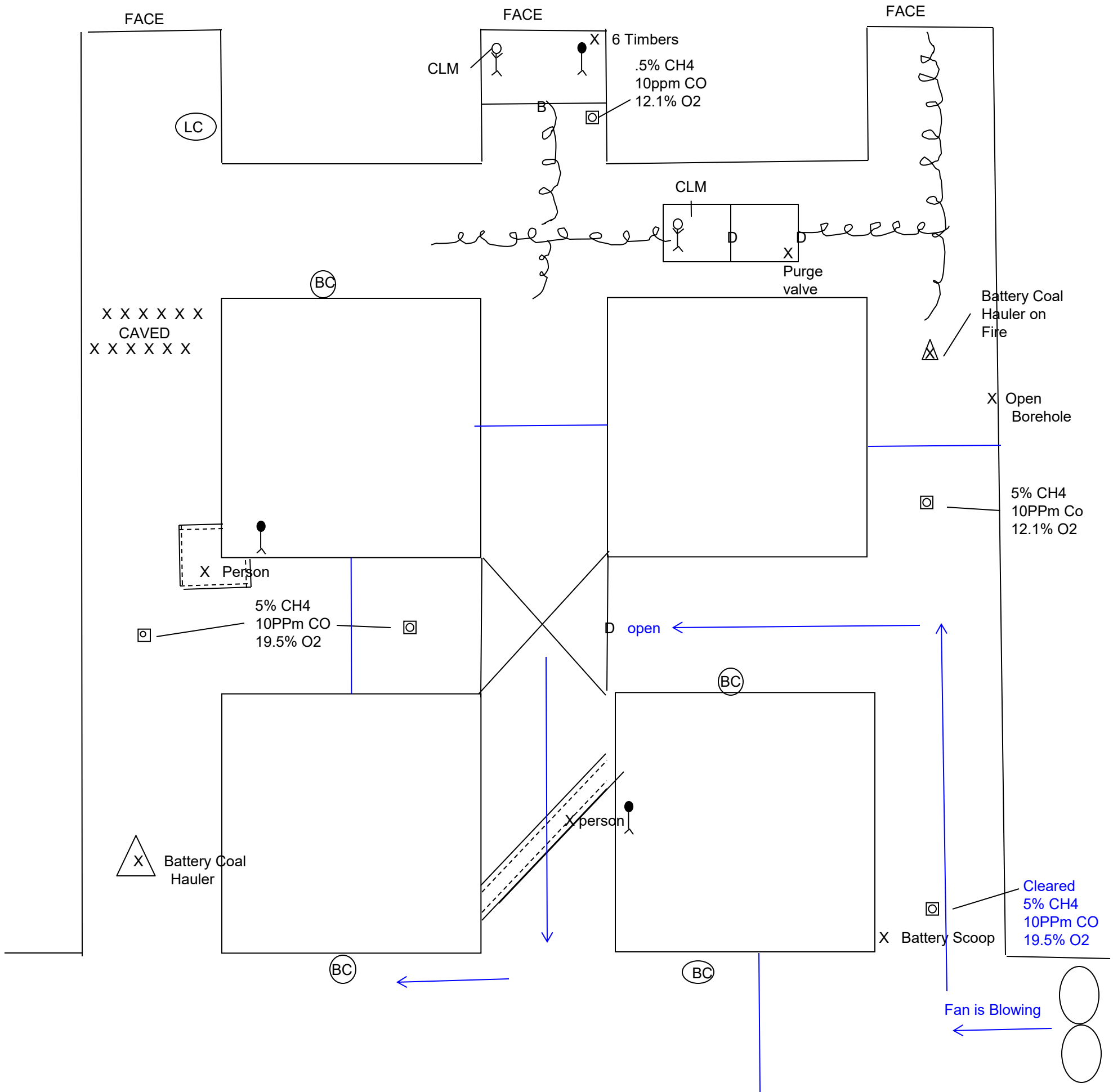
## SIC 2016 B

- The gas in # 3 entry inby B X-Cut stops at the open borehole
- The diagonal in # 2 entry is considered explored.
- The gas in # 1 entry inby B X-Cut and the gas in # 3 entry inby the scoop have to be cleared t before the barricade can be vented.

# Patient Statement for The Barricade & the RA

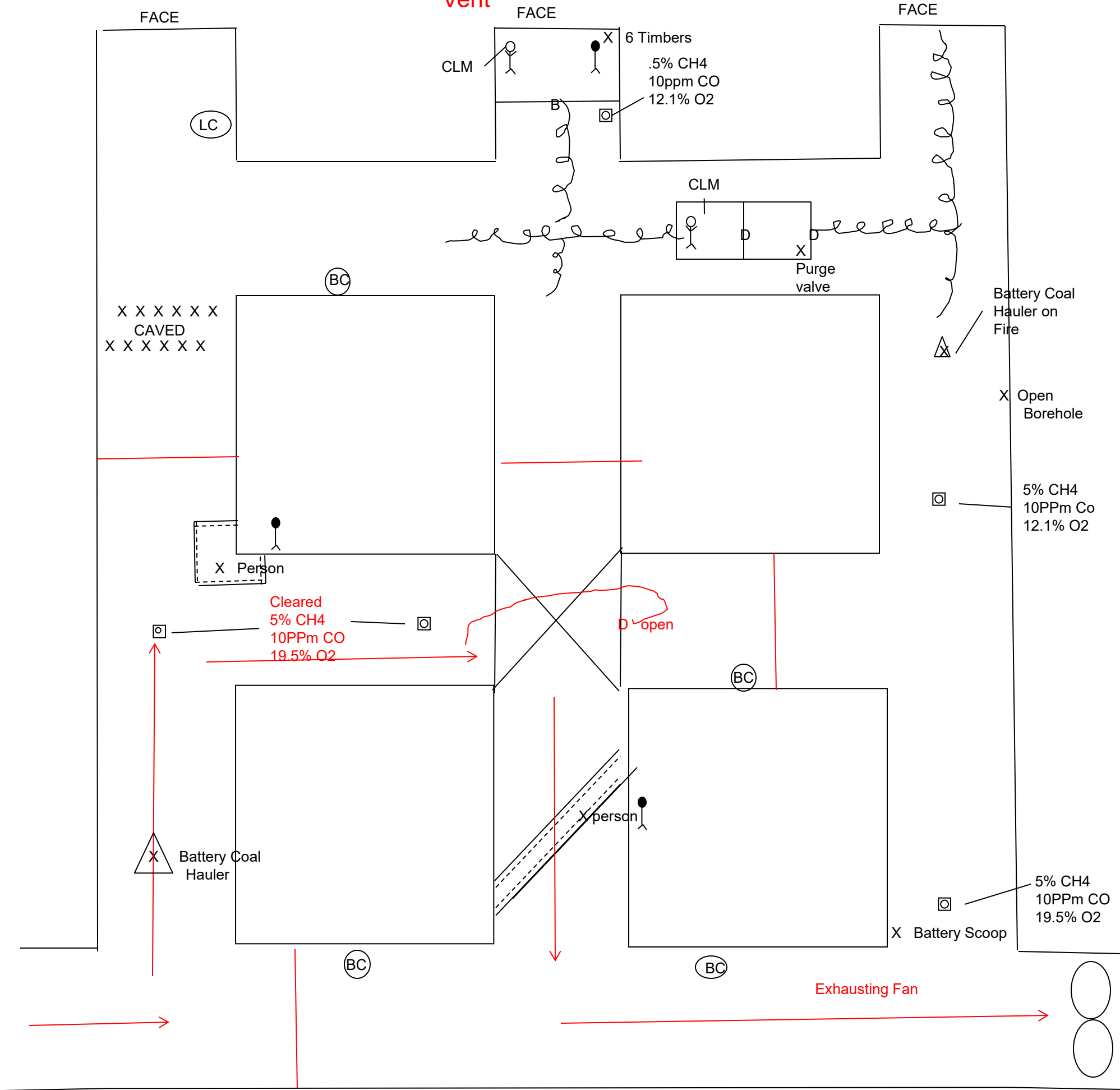
- HELP GET ME OUT

# 2016 SIC Skills B Map 1<sup>st</sup> or 2<sup>nd</sup> Vent



First or second Ventilation : \_\_\_\_\_

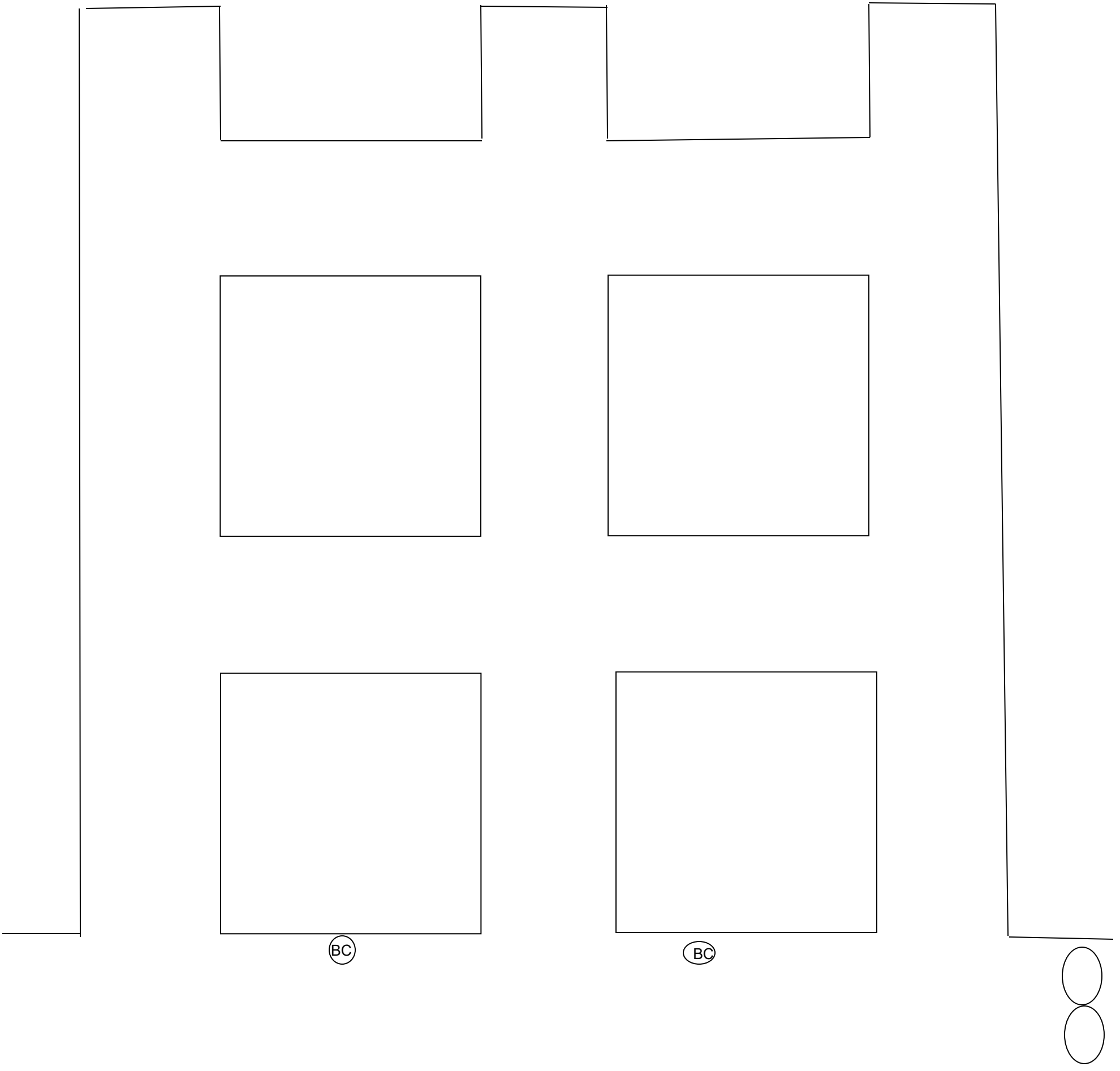
2016 SIC Skills B 1<sup>st</sup> or 2<sup>nd</sup> Vent



□ First or Second Ventilation

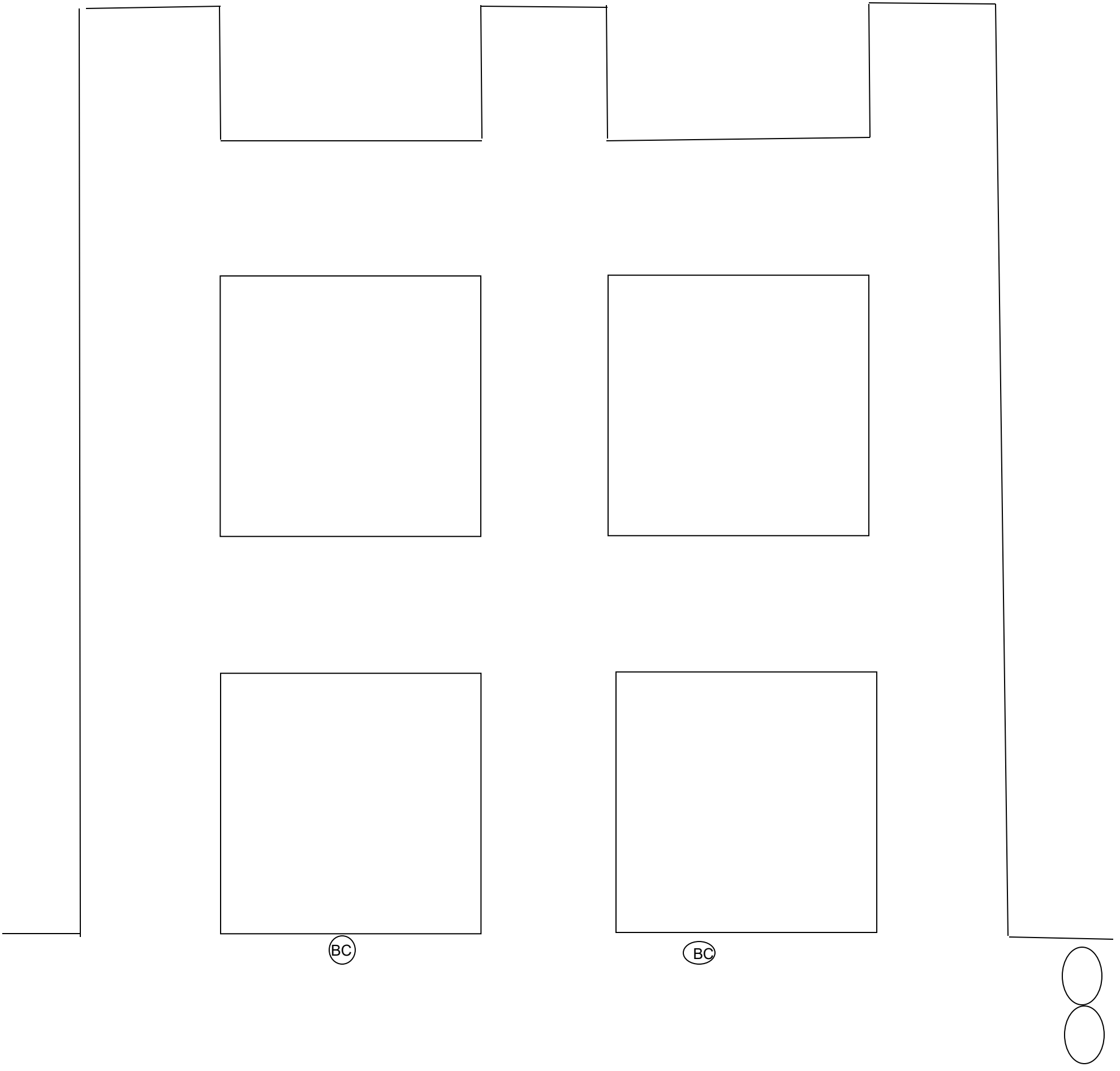


# 2016 SIC Skills Team Map



Team Map Team # \_\_\_\_\_

2016 SIC Skills Briefing  
Officer map



Briefing Officer Map

Team # \_\_\_\_\_



Commander Center