

# 2017 MTTC SKILLS



**MINE RESCUE EXERCISE**

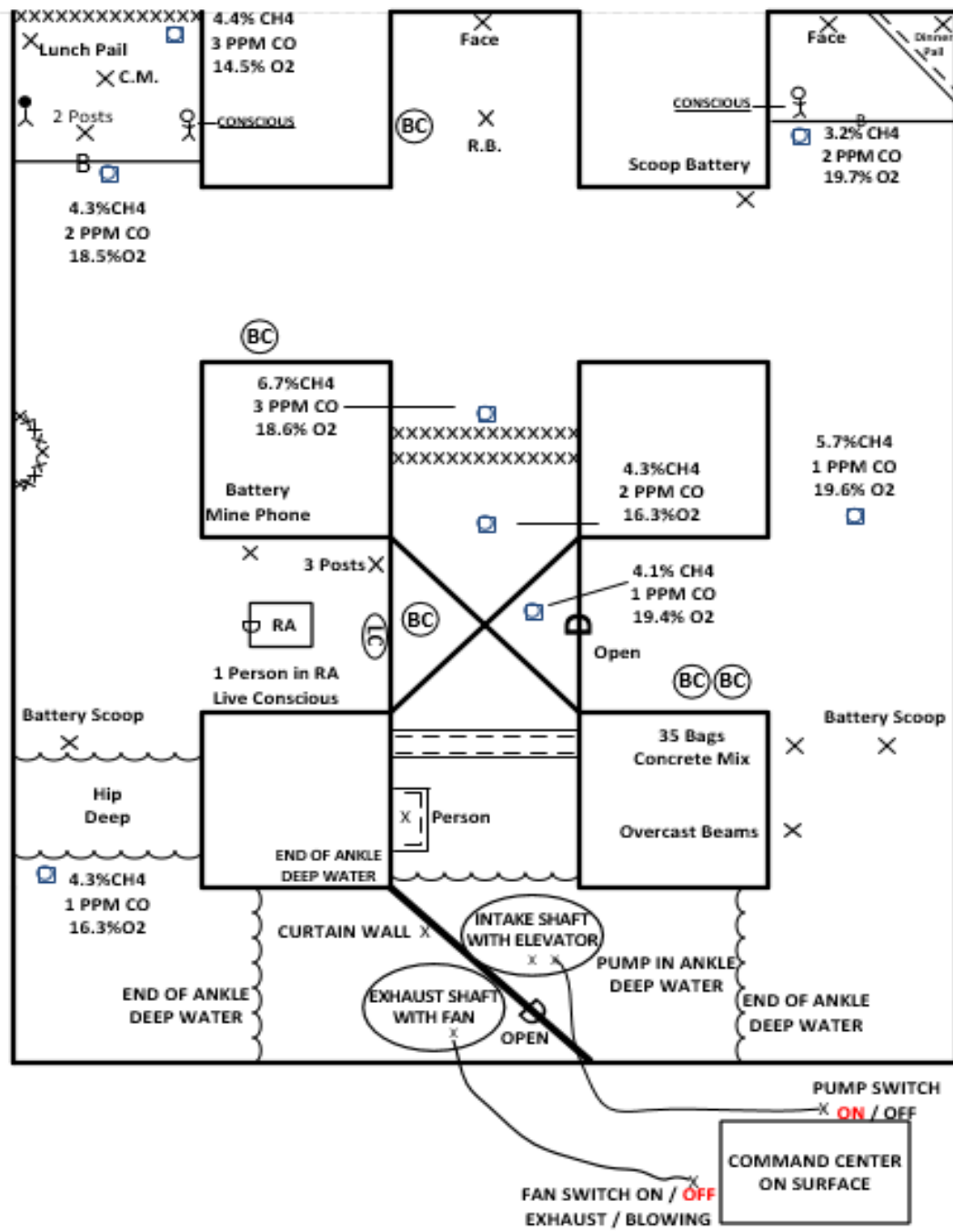
**APRIL 20, 2017**

## STATEMENT

Thank you for responding to our emergency at the Coal Creek #2 Mine. I am the Superintendent of the mine and will update you with all the information we have at this time. This is an underground mine which is accessed by an elevator. We installed a split shaft which has an elevator on the intake side and an exhaust fan on the other. There is an electric submersible pump running in the bottom of the Intake side of the shaft. The power to the pump is controlled from a switch located in the elevator control room on the surface. We have a 3 entry section that recently started development inby the shaft location. The section was to mine into the Coal Creek #1 Mine bleeder entry for future ventilation purposes. An overcast was recently completed, and mining was taking place in the #1 entry of the section. As we know, there was about another 100 Ft. to mine before cutting through according to our surveys.

At 12:01am today a 4 man crew along with their foreman entered the mine to perform mining activities. The foreman called the outside attendant at 12:25am stating that they were now mining in the #1 entry. At approximately 1:10am the surface attendant noticed a significant change in the water gauges for the fans of both mines. The section foreman immediately called the surface attendant and stated they cut through sooner than expected and the air from the Coal Creek #1 mine is short circuiting to the Coal Creek #2 fan. He said they were attempting to isolate the cut through area at this time. Attempts were made by the surface attendant to re contact the section however he received no response. As a precaution the fans in both mines were shut down as ordered by a call to the mine foreman until an investigation can be made. Upon arrival, the mine foreman went on the elevator to go in the mine to see what occurred. He went over to #1 entry but became very dizzy, and was having a hard time breathing. It was all he could do to get back to the elevator and return to the surface.

Since this time we have notified all Federal and State Agencies who are en-route to the mine. Mine Rescue teams are also responding. We have 2 teams on the surface at the present time. All power has been removed from the underground in both mines with exception of the elevator controls and the pump in the bottom of the shaft. The mine projections are up to date as of 4:00pm yesterday. EMS personnel are also present to help if needed. This is all the information we have at this time.



XXXXXXXXXXXXXXXXXX

4.4% CH4  
3 PPM CO  
14.5% O2

Lunch Pail  
C.M.  
2 Posts  
CONSCIOUS

Face  
BC  
R.B.

CONSCIOUS  
Scoop Battery

Face  
Dinner Pail  
3.2% CH4  
2 PPM CO  
19.7% O2

4.3% CH4  
2 PPM CO  
18.5% O2

BC

6.7% CH4  
3 PPM CO  
18.6% O2  
Battery  
Mine Phone

XXXXXXXXXXXXXXXXXX  
XXXXXXXXXXXXXXXXXX

4.3% CH4  
2 PPM CO  
16.3% O2

5.7% CH4  
1 PPM CO  
19.6% O2

3 Posts  
RA  
1 Person in RA  
Live Conscious

BC  
BC  
4.1% CH4  
1 PPM CO  
19.4% O2  
Open

35 Bags  
Concrete Mix  
Overcast Beams

Battery Scoop

Battery Scoop  
Hip Deep  
END OF ANKLE DEEP WATER  
4.3% CH4  
1 PPM CO  
16.3% O2

Person  
CURTAIN WALL

INTAKE SHAFT WITH ELEVATOR  
PUMP IN ANKLE DEEP WATER

END OF ANKLE DEEP WATER

Battery Scoop

EXHAUST SHAFT WITH FAN  
OPEN

PUMP SWITCH  
ON / OFF  
COMMAND CENTER  
ON SURFACE

FAN SWITCH ON / OFF  
EXHAUST / BLOWING

## TEAM INSTRUCTIONS

**EXPLORE AS MUCH OF THE MINE NECESSARY TO RESCUE OUR MISSING MINERS.**

**THE FAN CAN BE SET TO ON/OFF, EXHAUST, OR BLOWING BY NOTIFYING THE COMMAND CENTER.**

**IF POWER IS REMOVED FROM THE PUMP AT THE BOTTOM OF THE SHAFT, THE ELEVATOR BOTTOM WILL FLOOD TO HIP DEEP WATER IN 15 MINUTES.**

**YOUR TEAM WILL NEED TO DON THEIR BREATHING APPARATUS PRIOR TO GETTING ON THE ELEVATOR TO ENTER THE MINE.**

Patient Statement behind Barricade in #3 Entry

**Help! Get me out. It's airtight  
Behind me!**

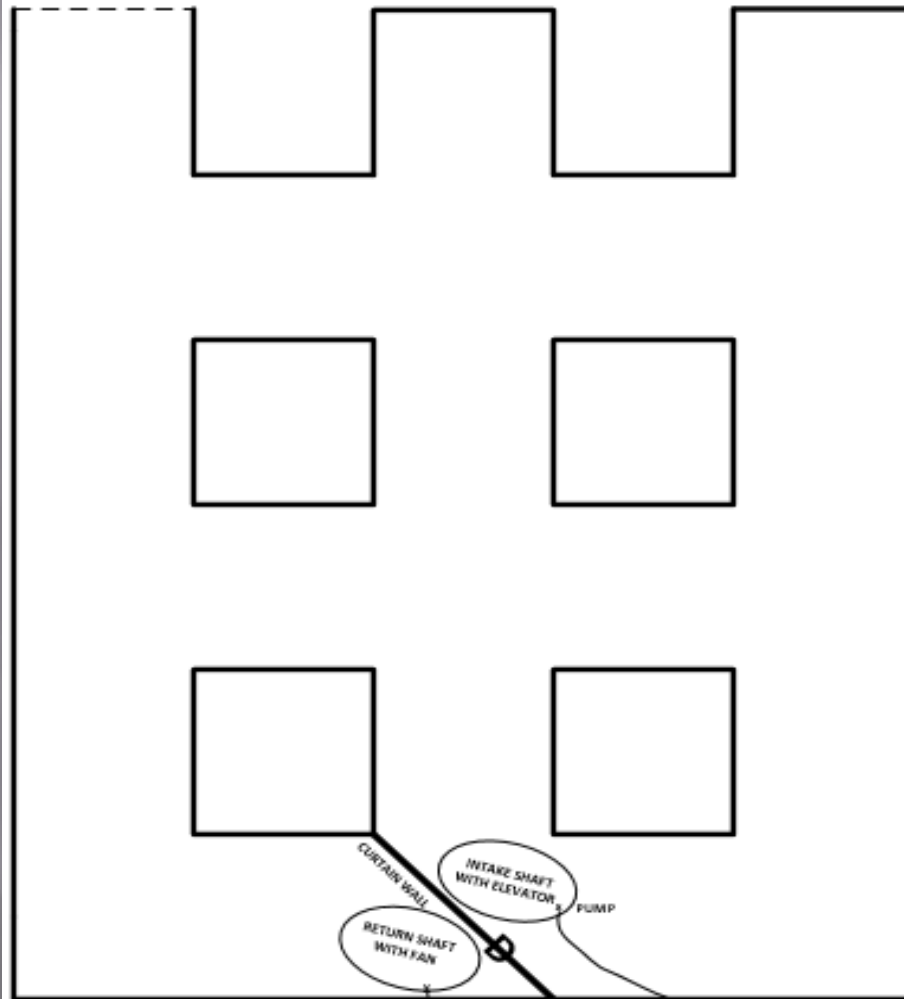
Patient Statement behind Barricade in #1 Entry

**Help! Get Me and My Buddy Out!**

**BRIEFING OFFICER  
MAP**

**TEAM NAME**

\_\_\_\_\_



CURTAIN WALL

RETURN SHAFT WITH FAN

INTAKE SHAFT WITH ELEVATOR

PUMP

EXHAUST / BLOWING  
FAN SWITCH: ON / OFF

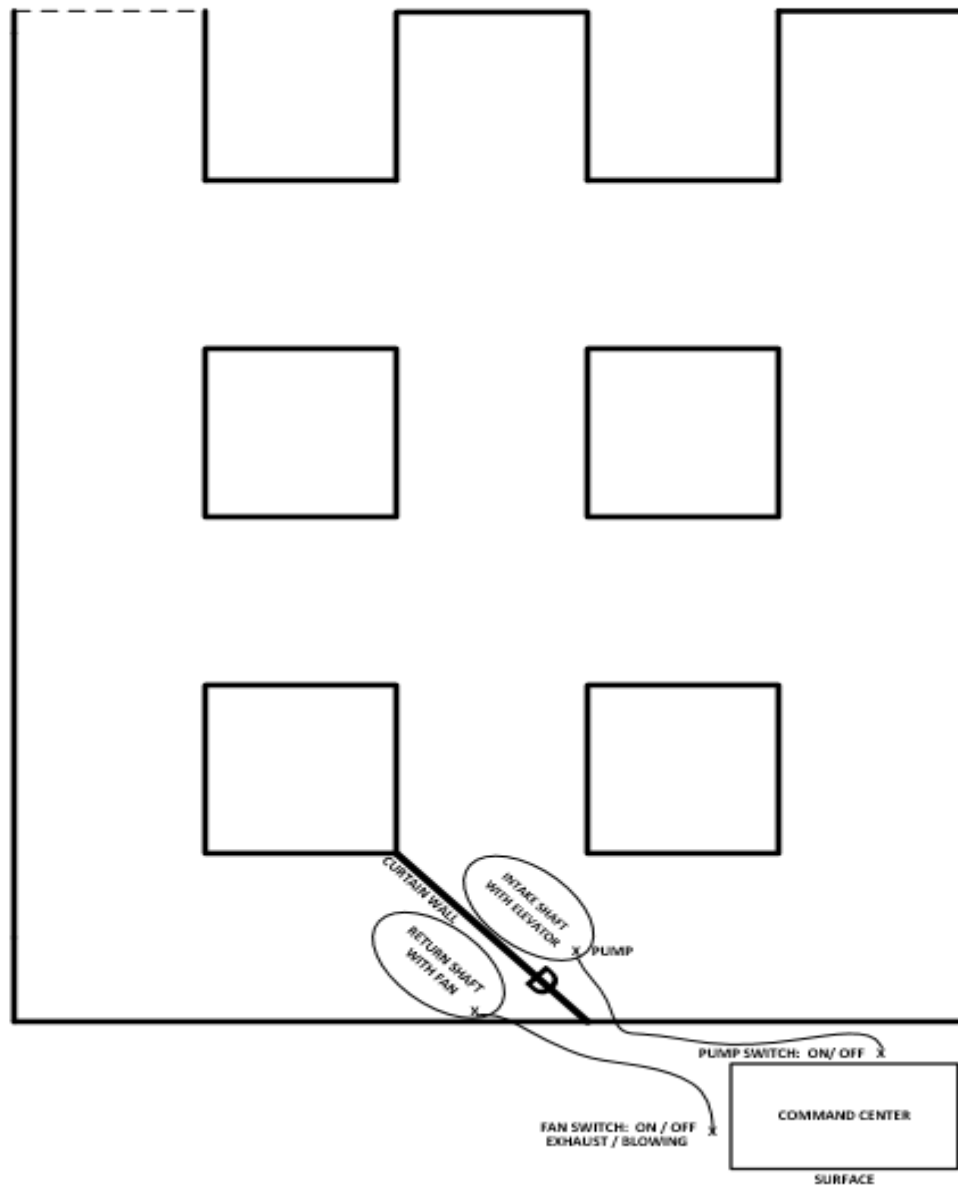
PUMP SWITCH: ON / OFF



SURFACE

# TEAM MAP

TEAM NAME \_\_\_\_\_



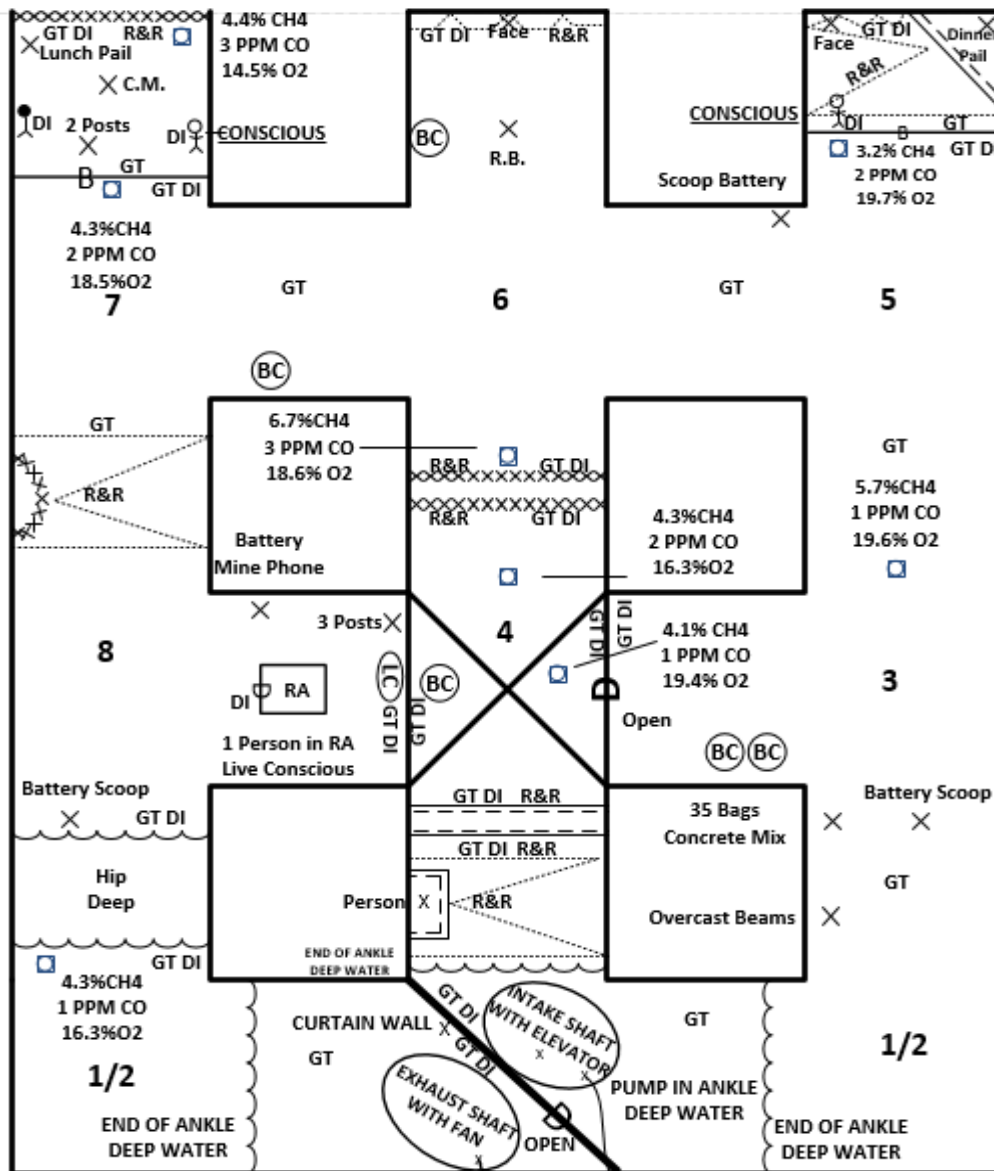
## KEY POINTS

### 2017 MINE RESCUE SKILLS

1. The team will start the clock and don their apparatus prior to getting on elevator to enter the mine. All apparatus, communications, and instrument checks will be made at this time.
2. The team will enter the mine by using the elevator. Once on the elevator bottom they will be on the intake side of the shaft. They will now make all required gas checks and D & I's per the rules as indicated on the team function map (Team Stop, GT, D&I, R&R)
3. **Team Stops #1 and #2** After exploring the shaft bottom on the intake and return side, they will now start exploring #2-1 or #2-3. Either direction is acceptable at this point. Upon making the initial explorations they will encounter the irrespirable / non-explosive gas placard immediately outby the Hip Deep water in #1. If they choose to travel #2 entry they will find a Person placard in an elongated unsafe roof area. They can explore up to Unsafe Roof Across entry and make the necessary gas checks and roof tests as indicated on team function map. Should they travel to the #3 entry they can explore up to the line of rib at end of block making required gas checks. **The team will be discounted if they do not perform a required equipment check within 50 ft. of the elevator bottom.**
4. **Team Stop #3** The team will find the explosive / respirable gas placard in the #3, "B"- "C" crosscut. They will find an open door in overcast wall between #3-2 at "B". They will make all gas tests and D&I's as required at this stop.
5. **Team Stop #4** As the team enters the intersection of #2 – "B" they will find an irrespirable / non-explosive gas placard on the intersection. They will also find a non-explosive / irrespirable gas placard when exploring #2 "B" – "C". The Captain will be required to make a roof test immediately outby the caved area in #2 "B" – "C", and also immediately inby at the Unsafe Roof Across condition "B" – "A". All D&I's and gas tests will be made as required at this stop.
6. **Team Stop #5** The team will now travel to the intersection of #3 "C". They will note a Scoop Battery in the cross cut from #3-2 at "C". They will also find a Barricade up the straight in #3 with a conscious patient responding "Help Airtight Behind Me". There is also a non-explosive / respirable gas placard immediately outby the Barricade. The team must enter the Barricade and locate the patient. No vent change or airlock will be required. The captain will make a gas check when entering, and date the location of the

patient. He will also make a roof test for the diagonal unsafe roof condition, and a roof, face, and rib test in the face area. D&I's along with required gas checks will also be made at this stop. Once completed, the team will immediately remove the patient outby to the elevator to be transported outside. No respiratory protection will be needed as the conditions are all respirable.

7. **Team Stop #6** The team will re-enter and travel to #2 entry at "C" crosscut. Tying outby they will find a gas placard with an explosive / irrespirable mixture. The Captain will test the roof and ribs at other end of the caved area in #2 between "B"- "C" as required. While exploring up the straight in #2 "C" - "D" there is a solid face. A roof, face, and rib test will be done by the captain here. They will check the crosscut from #2-1 at "C". All gas tests and D&I's will need done as required at this stop.
8. **Team Stop #7** The team will travel to #1 entry at "C" intersection. Here they can tie in outby from "C" - "B" finding an elongated caved area along the solid side rib. A roof test will need made by the captain as required in this area. They will find a Barricade up the straight in #1 with a conscious patient stating, "Help, get me and my buddy out". Immediately outby the barricade they will find an irrespirable / non explosive gas placard. All gas tests and D&I's will need made as required on this stop. **The team cannot ventilate at this point. They do not have a line curtain, and need to continue exploration to properly ventilate to Barricade.**
9. **Team Stop #8** At this stop the team will tie in outby to the hip deep water condition and locating the battery scoop. In the crosscut from #1-2 at "B" they will find an R/A with a live conscious patient calling for help. They will also note the battery mine phone, 3 posts, and line curtain. The team must recover the patient from the R/A using the required procedure. All gas tests and D&I's will also need made as required for this stop. Since the team has now found the posts, they must take them as they remove the patient from the R/A to the outside. They will need them to timber to the person located in the elongated unsafe roof area in #2 entry between the elevator and "B" cross cut. Travel back to elevator with patient.  
**When the team gets to the area in #3 entry just outby the "B"- "A" cross cut they will find a caved roof condition across the entry. The team will need to assure they have the patient equipped with respiratory protection due to the irrespirable mixture on the intersection of #2 at "B". They will then travel to the #2 entry at "B". Here they will need to use the 3 posts to timber through the unsafe roof in order to establish a safe walkway. They will then travel with the patient to the elevator.**
10. The team now has explored all areas needed to ventilate the Barricade in #1 entry. Refer to the **Vent Maps** at this point.



**TEAM STOPS, GT, DI,  
ROOF & RIB**

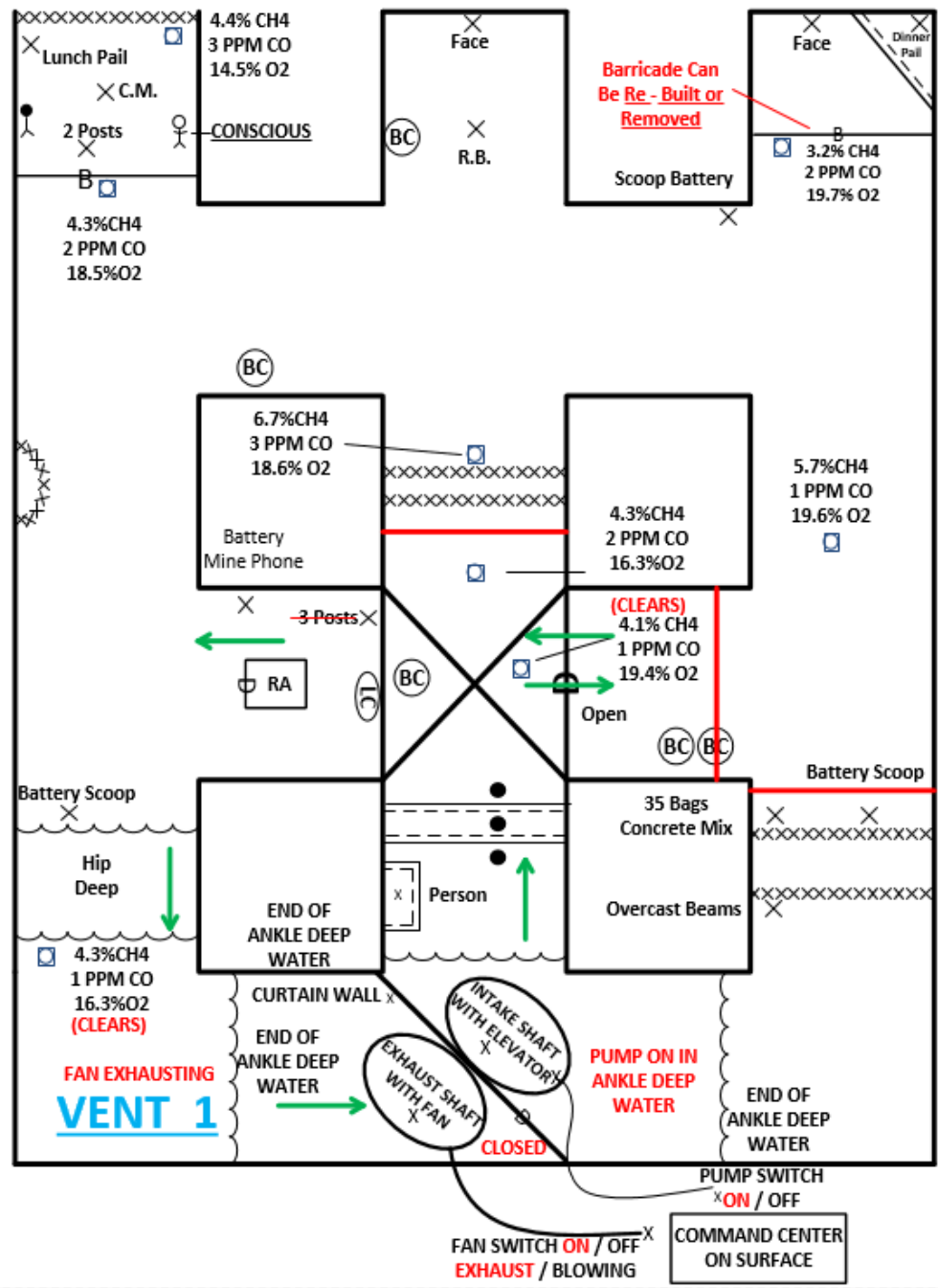
PUMP SWITCH  
X ON / OFF

FAN SWITCH ON / OFF  
EXHAUST / BLOWING

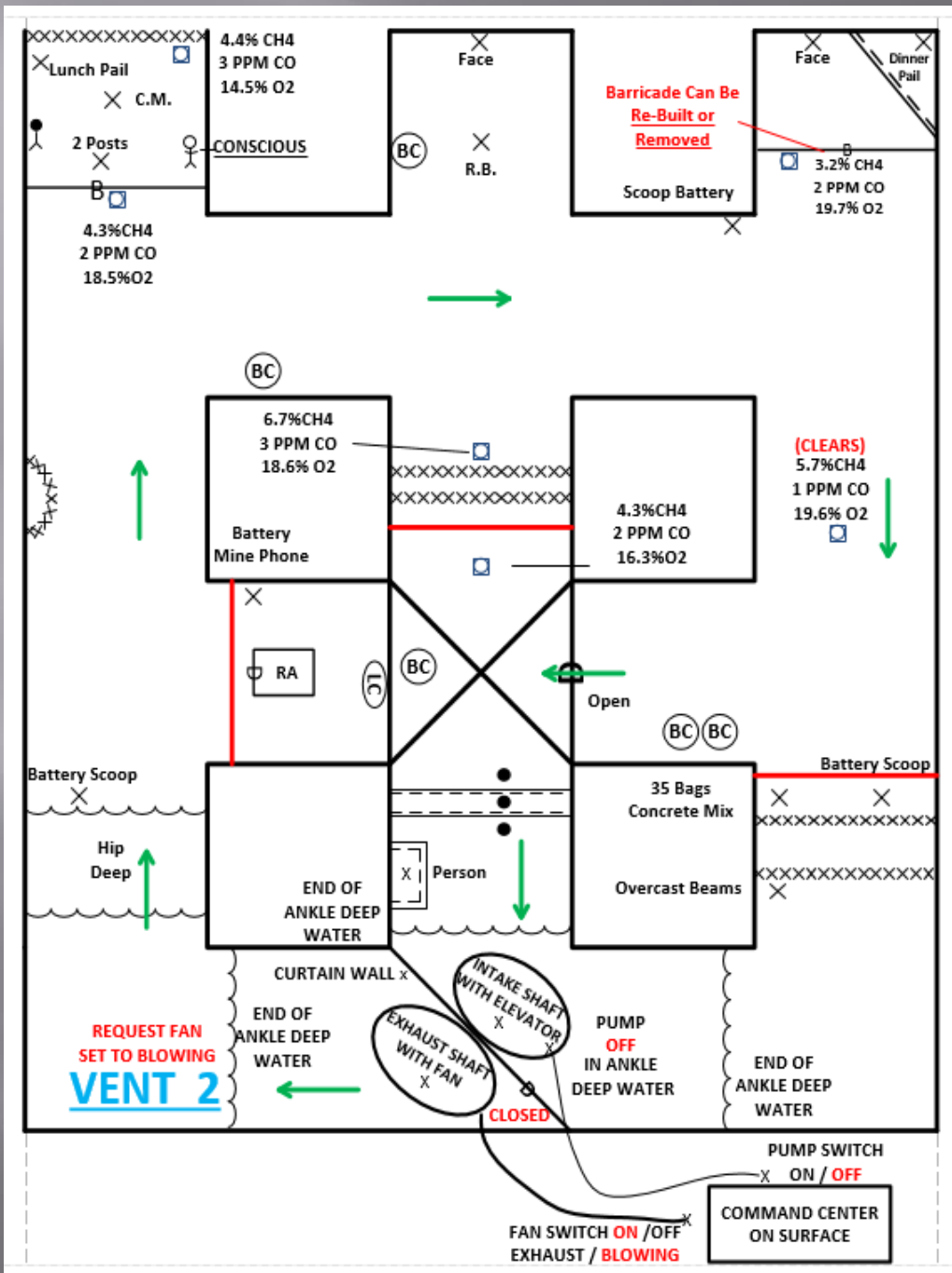
COMMAND CENTER  
ON SURFACE

TEAM STOPS  
GAS TESTS  
DATE & INITIALS  
ROOF & RIB TESTS

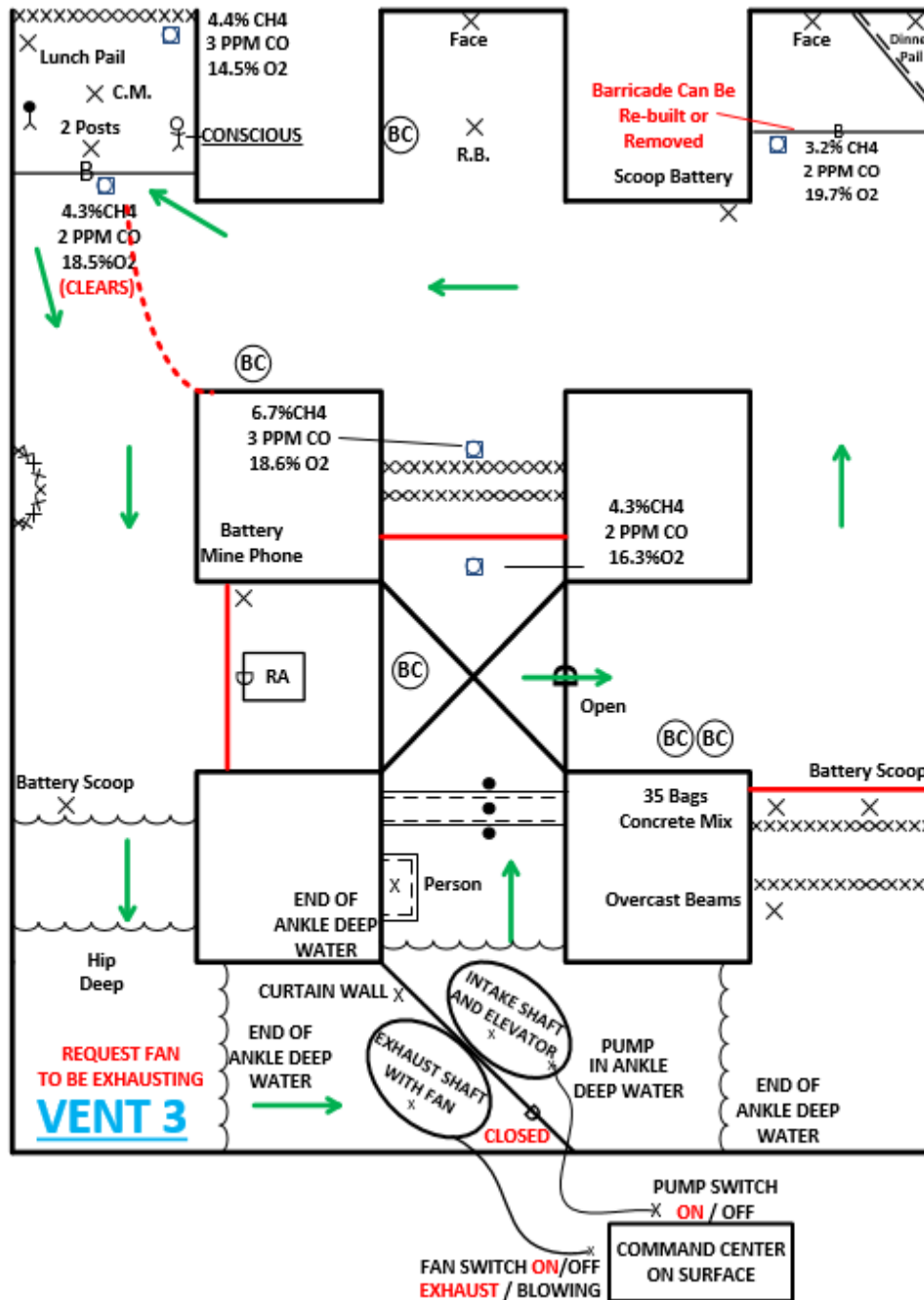




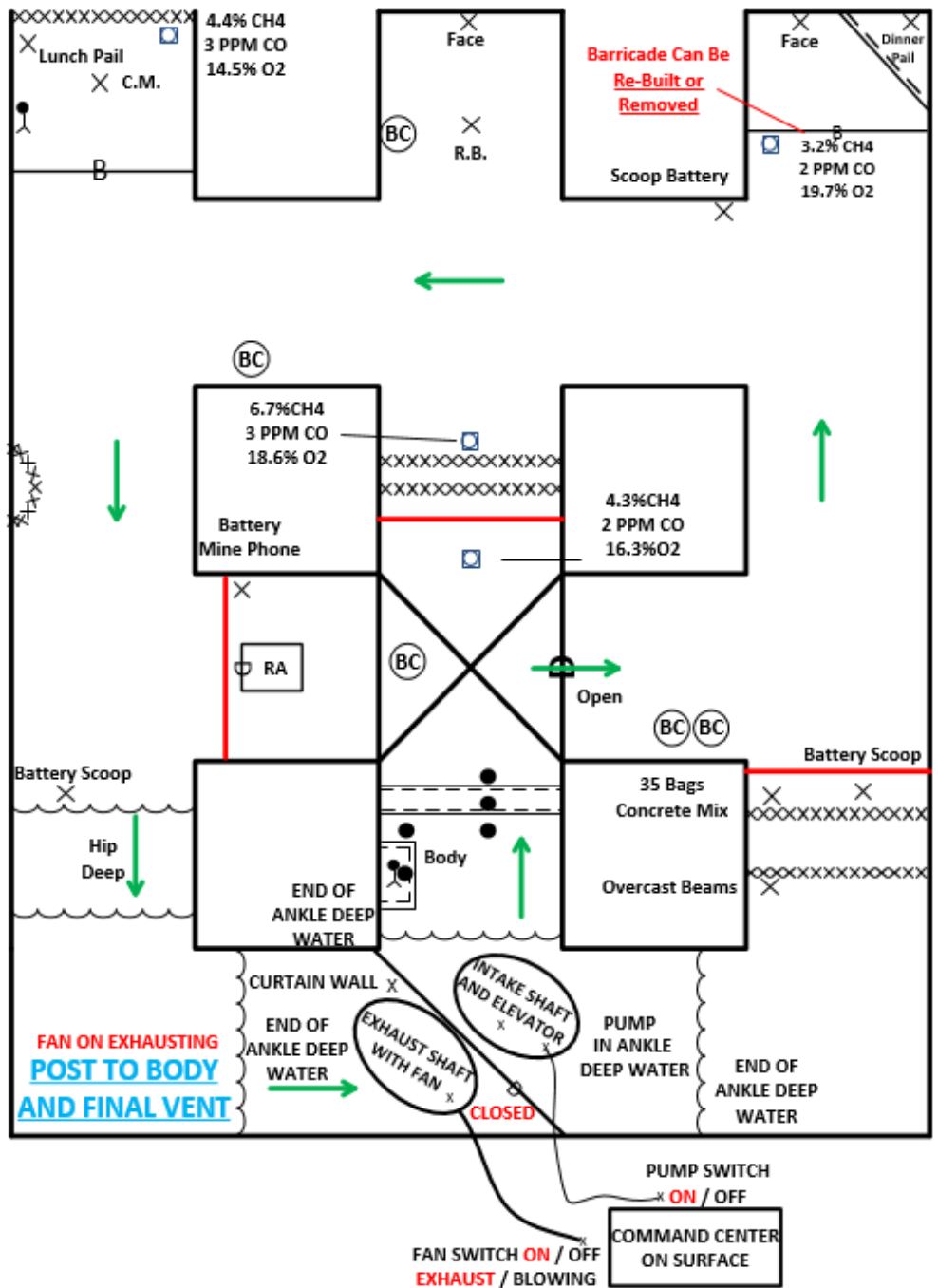
# VENT 1



# VENT 2

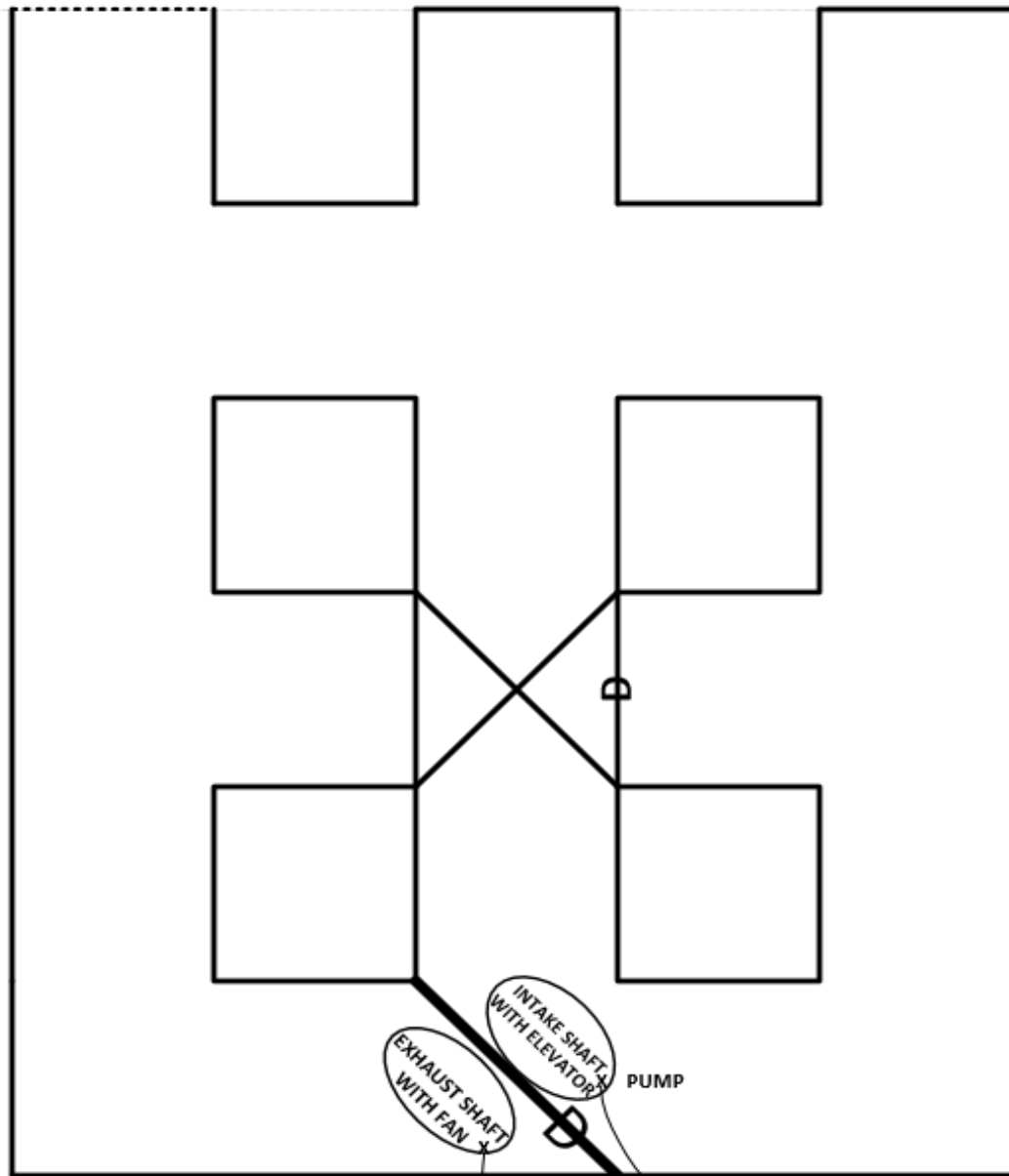


# VENT 3



POST TO BODY  
AND FINAL VENT

# FINAL VENT



FINAL VENT MAP

EXHAUST / BLOWING  
FAN SWITCH: ON / OFF X

COMMAND CENTER

SURFACE