

# **2018 MCC Skills Contest**

## **Mine Rescue Problem**

### **Statement**

**You are located underground at the fresh air base established by the responsible person here at the WaterZoo No. 2 mine.**

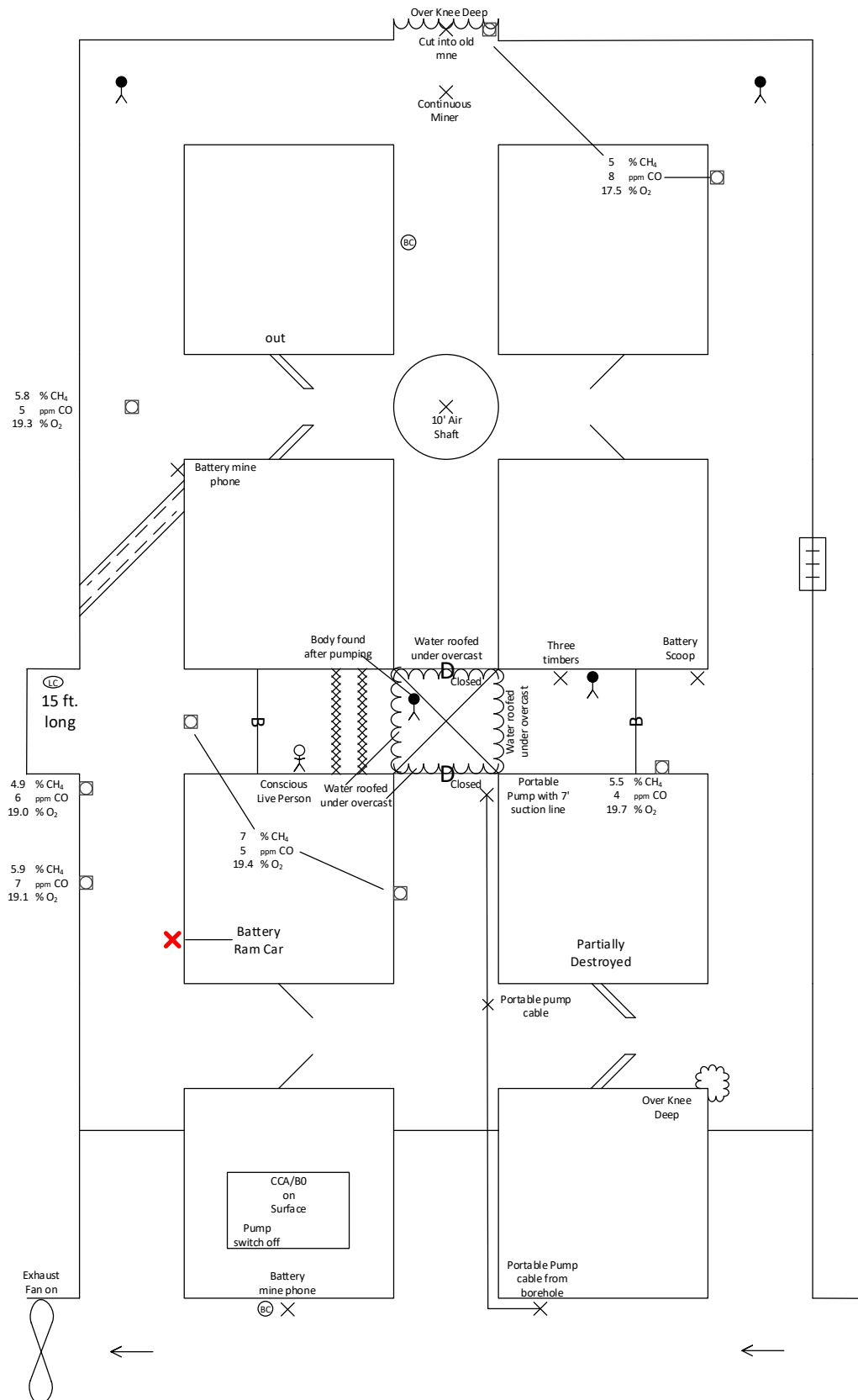
**This morning a five man crew went in early to set up the continuous miner for production and pump water. The foreman on the crew called out and said that the continuous miner had cut into water and that he was trying to round up his crew and get out as fast as they could. We have had no further contact with the miners and decided to call you and your team.**

**For ventilation, this mine has an exhaust fan that is running and airflow is traveling across the fresh air base at this time. There is also an air shaft in the no.2 entry that can be used for ventilation if necessary.**

**We have a portable pump inby the fresh air base that is off at this time. The pump can be turned on by a switch located in the command center on the surface. The mine maps you will receive are not up to date. All authorities have been notified and a backup team is here. Please be careful during your exploration. Thank You for your help....**

## **Team Instructions**

- **The exhaust fan cannot be turned off**
- **The exhaust fan cannot be reversed or stalled**
- **Once turned on, the portable pump cannot be turned off**
- **All water pumped will be discharged to the surface**
- **Account for all missing miners and bring survivors to the surface**



## **Team Exploration**

### **No. 1, 2, 3 Team Stop (See team stop map)**

Team must stay airlocked and can travel inby in any entry

### **Team Stop No. 4**

Team must travel up no.1 entry and then will be tied to barricade when patient says "Help, get me out!"

### **Team Stop No. 5**

Team may pump water roofed at any time during exploration and could change team stops. Team is not tied to barricade off no. 3 entry, but may enter barricade after air locking in at this team stop.

### **Team Stop No. 6**

Team will travel in no. 3 entry.

### **Team Stop No. 7**

Team must tie across to no. 2 entry

### **Team Stop No. 8**

Team must tie across to no. 1 entry. Team must not move battery mine phone at this team stop

### **Team Stop 9, 10**

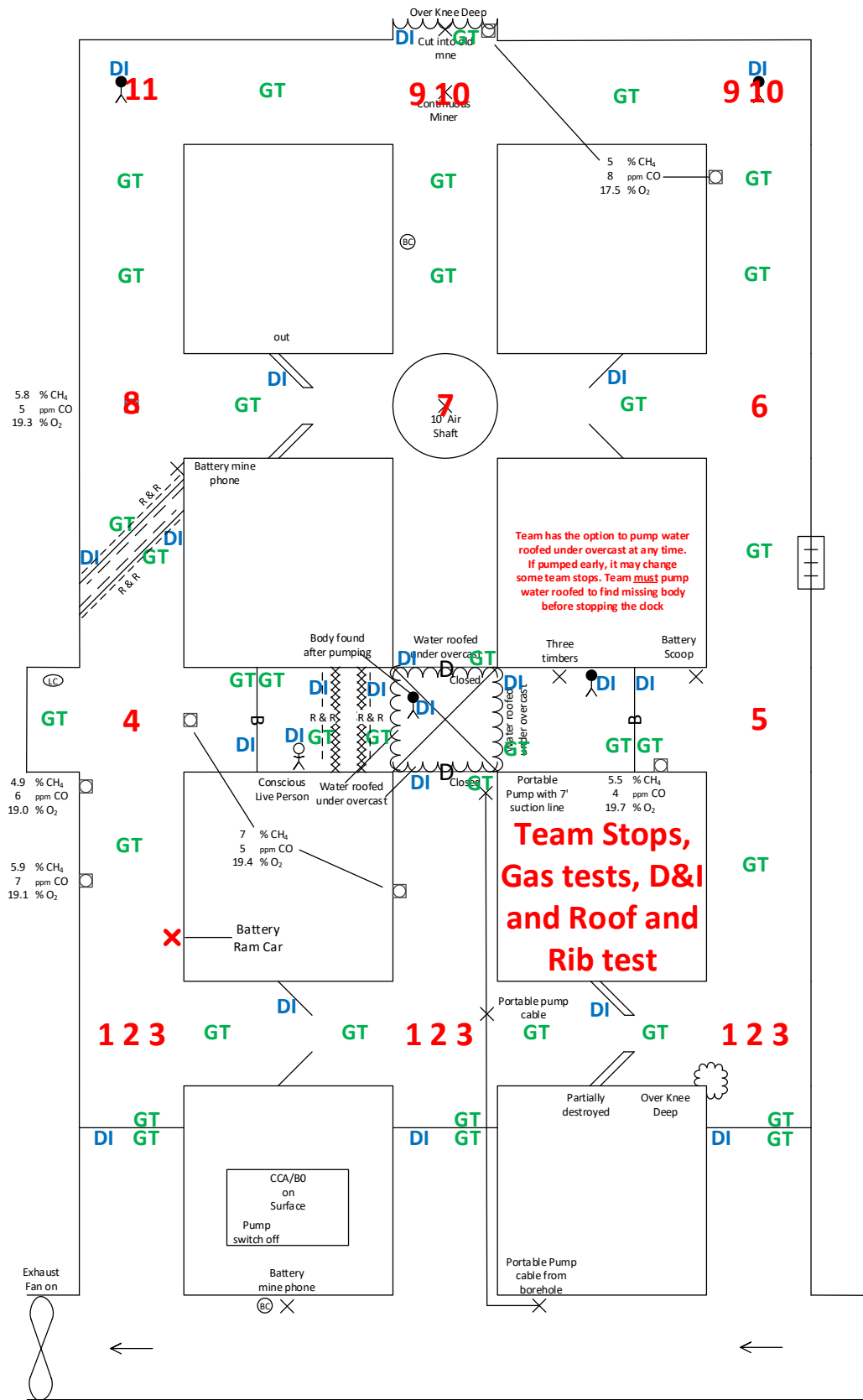
Team must travel inby in no.2 or no. 3 entry, if up no. 2 entry, then team must tie across to no. 3 entry before going to no. 1 entry

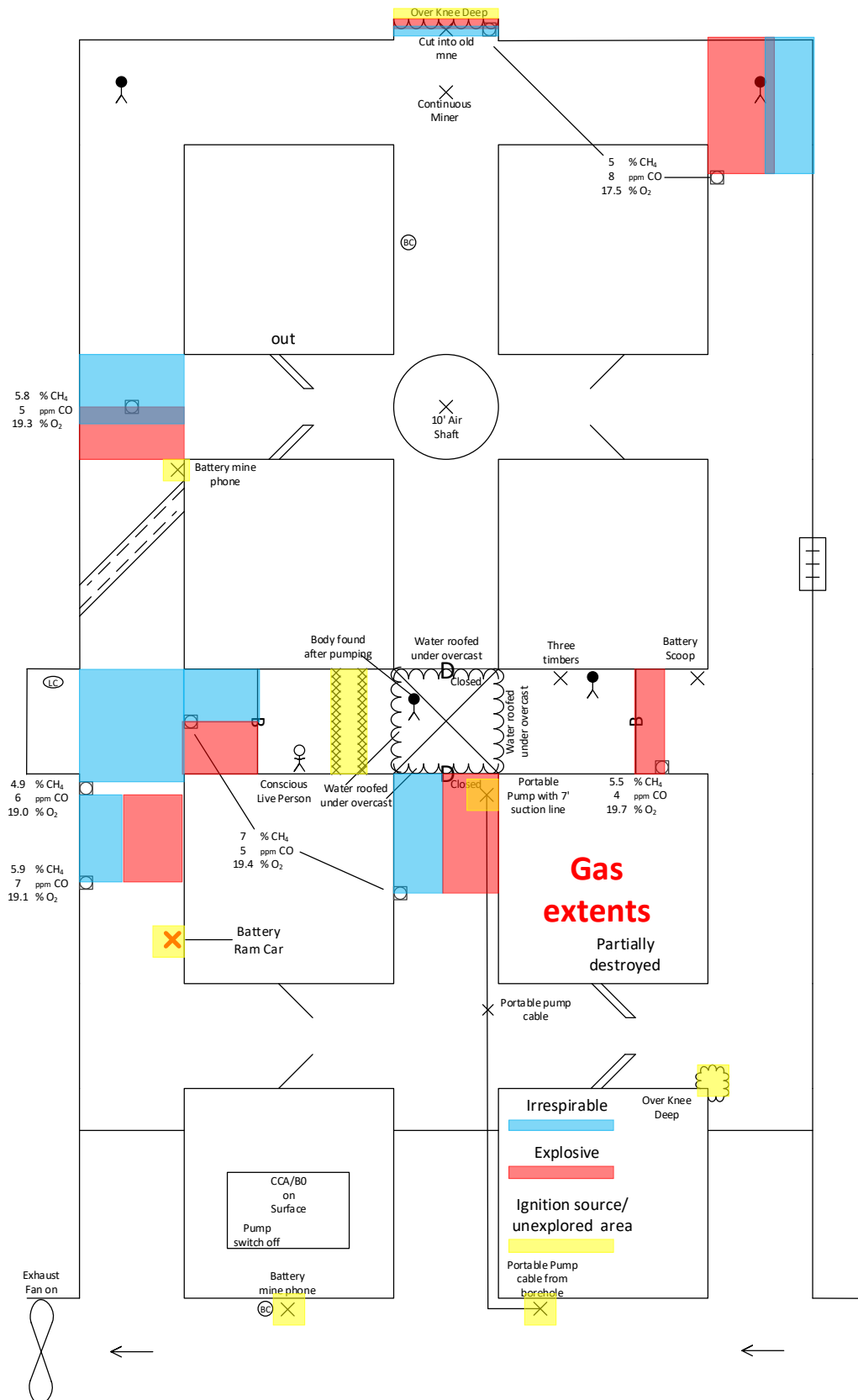
### **Team Stop 11**

Team must tie across to no. 1 entry

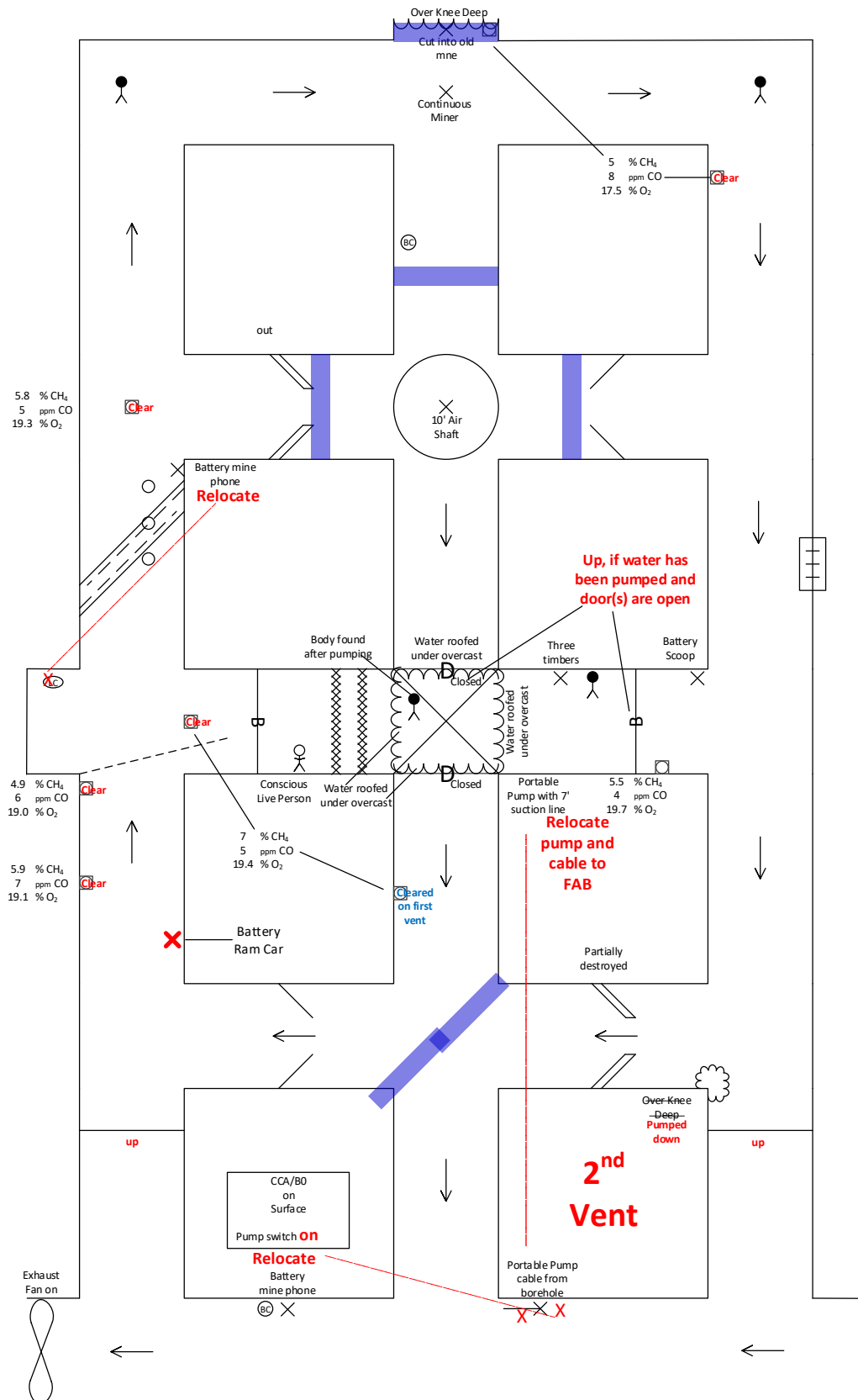
**See Vent 1 and Vent 2 Maps for ventilation of Barricade between 1 and 2 entry**

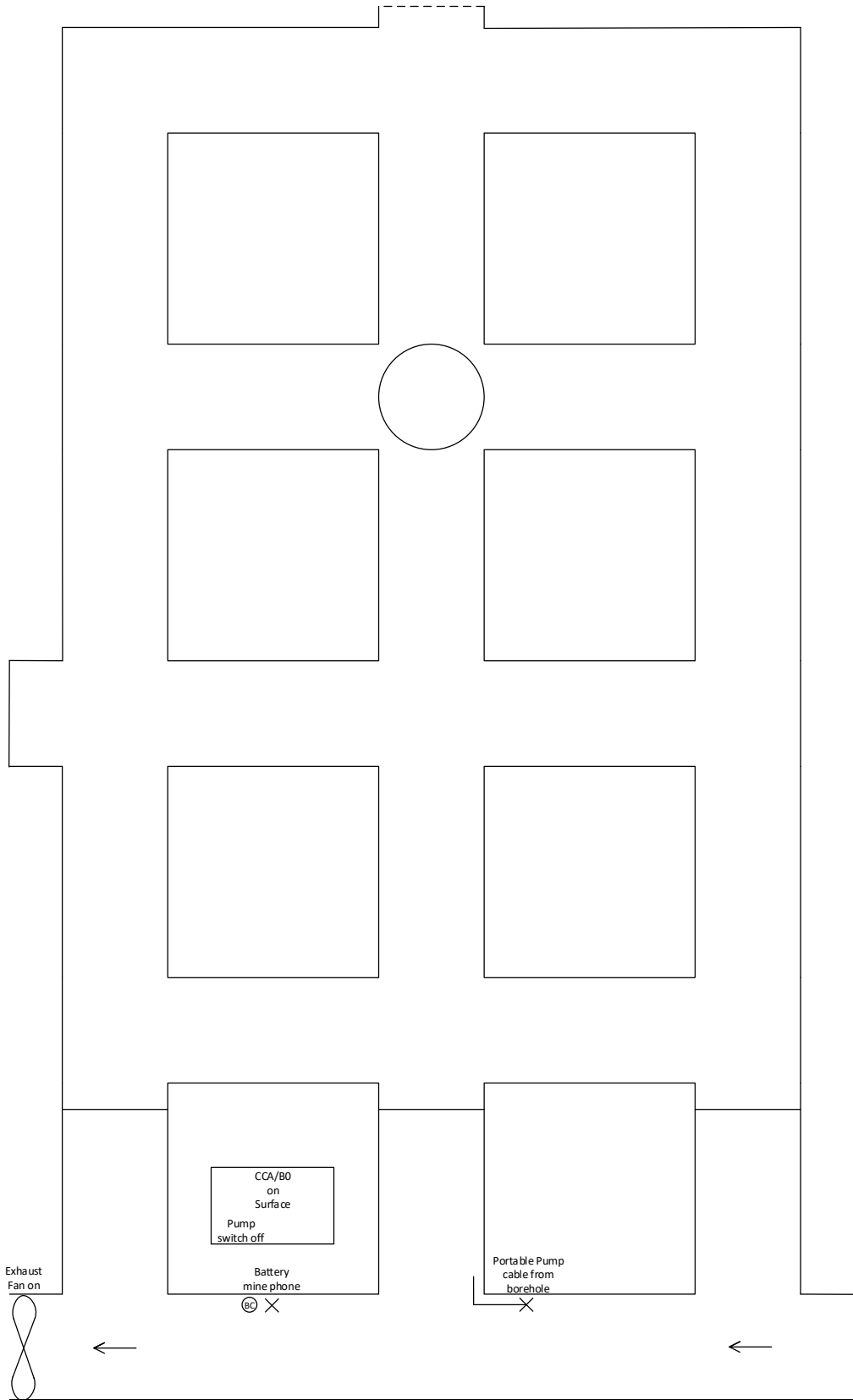
**\*Team must move battery mine phone (vent 1), move 2<sup>nd</sup> mine phone, pump water over knee deep on corner in no.3 entry and move the portable pump and cable before vent 2.....**

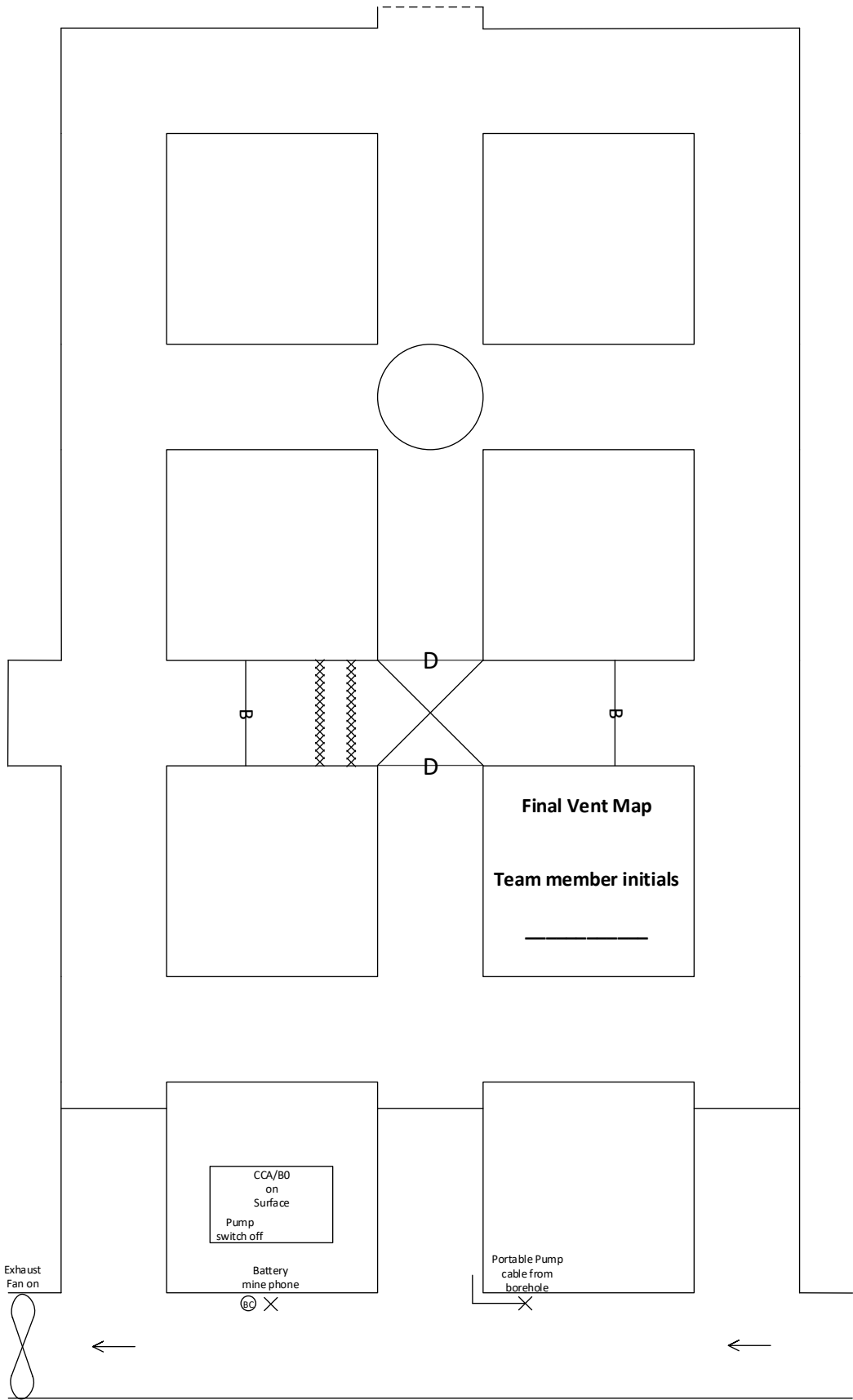












# **Patient Statement behind Barricade**

**Barricade between no.1 and no.2 entry**

## **Help! Get me Out !**