

2018 Blacksburg Contest Special Instructions

Day 1

The water in #1 goes to over knee deep once pumped but will roof again when power is turned off. In # 2 and # 3 water will stay at water pumped when power is turned off.

The explosive gas in # 1 in A line between # 1 and # 2 only clears in the intersection only after vents # 1 and # 2 are made then vent # 3 clears the explosive.

The team must explore to # 1 entry at team stop # 13 to get team note.

Power from the command center to the pump switch underground must be turned off if they vent explosive over the borehole to switch in # 1 and can be used to control pumping underground.

Day 2

There is enough cable on the pump to move it to water over knee deep in #2 entry and once it is pumped it remains pumped.

At team stop 6 they have 3 timbers to explore in # 1 entry since there are no brattice build to airlock through the temporary stopping at that time.

At team stop # 8 they must vent before going to team stop # 9.

At team stops # 11 and # 12 they have means to vent without going to team stop # 13.

At team stop # 13 after going into barricade there is a quitter.

ON BOTH DAYS THE 90 MIN. TIME LIMIT WAS CHANGED TO NO TIME LIMIT.