

## **2020 Post 5**

### **Day 2 Statement**

**Early this morning at the Blue Gold #3 mine, a five man crew was sent to the three entry section to finish the work started with the connecting of this mine into the Blue Gold #4 mine for ventilation purposes. About an hour ago, one of the crew members called out to dispatch and said he heard what sounded like an explosion coming from inby his location on the section. We then lost phone communication with the crew member and have had no further contact with the miners.**

**Our Blue Gold #3 rescue team has set up a fresh air base here in the first crosscut and are ready for you to relieve them.**

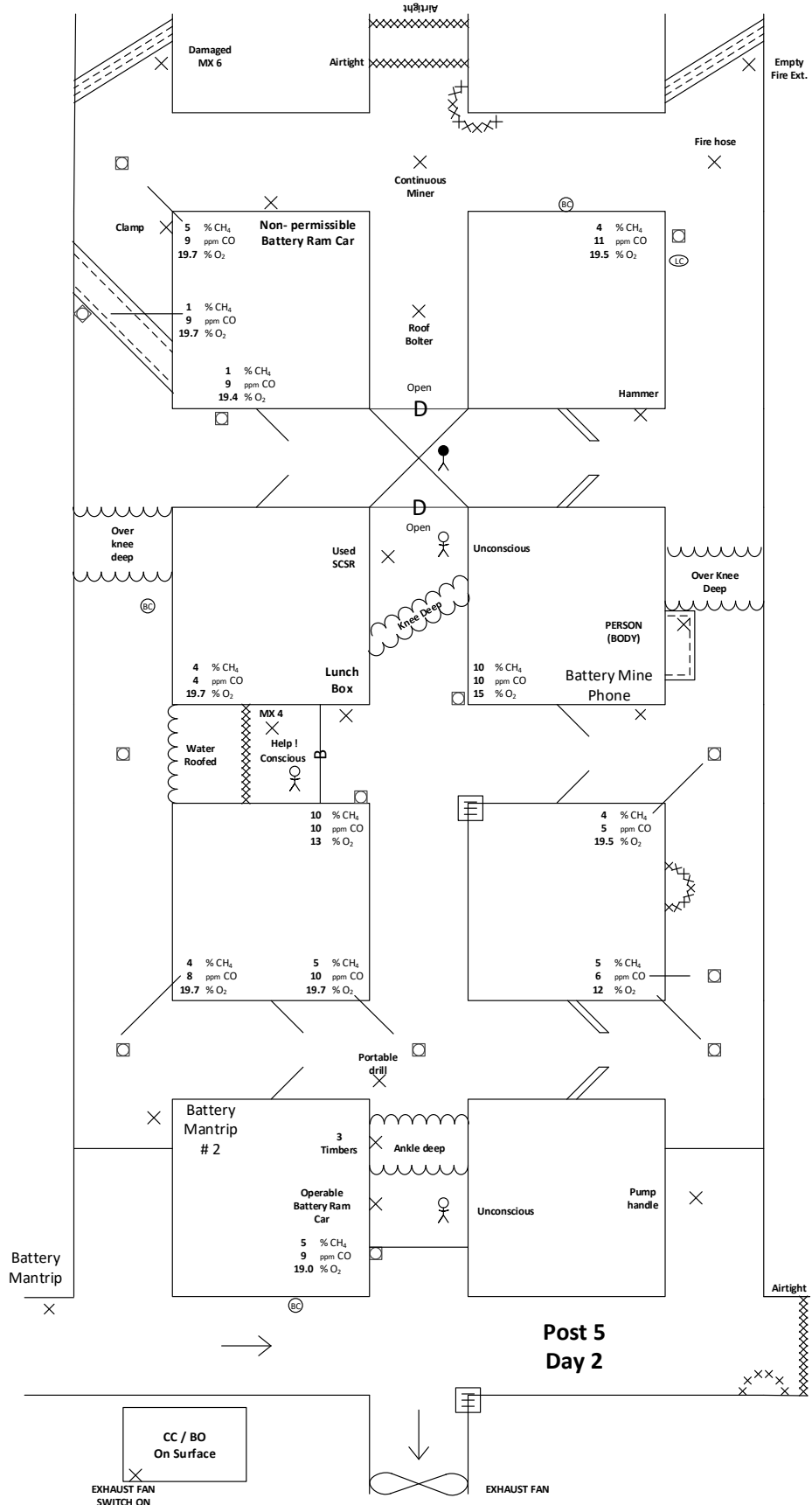
**The Blue Gold #4 rescue team has explore from their mine to the cut – through of this Blue Gold #3 mine and found all three entries block by either unsafe roof or caved conditions. The Blue Gold #4 mine has been explored thoroughly and can be ventilated through if necessary.**

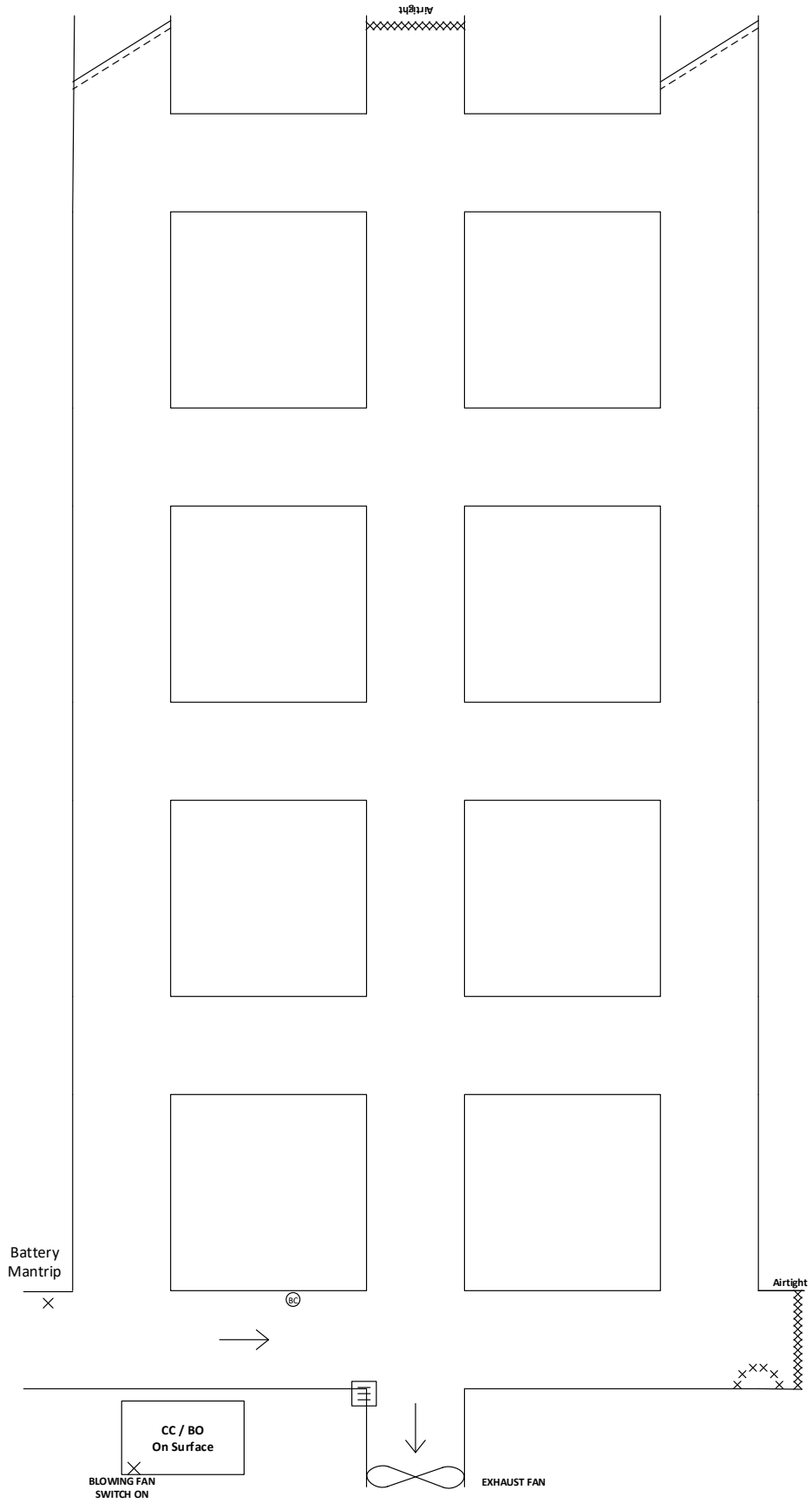
**All authorities have been notified and a backup team is here. The mine maps will show where the Blue Gold #4 rescue team explored to before being stopped by the unsafe roof and caved conditions.**

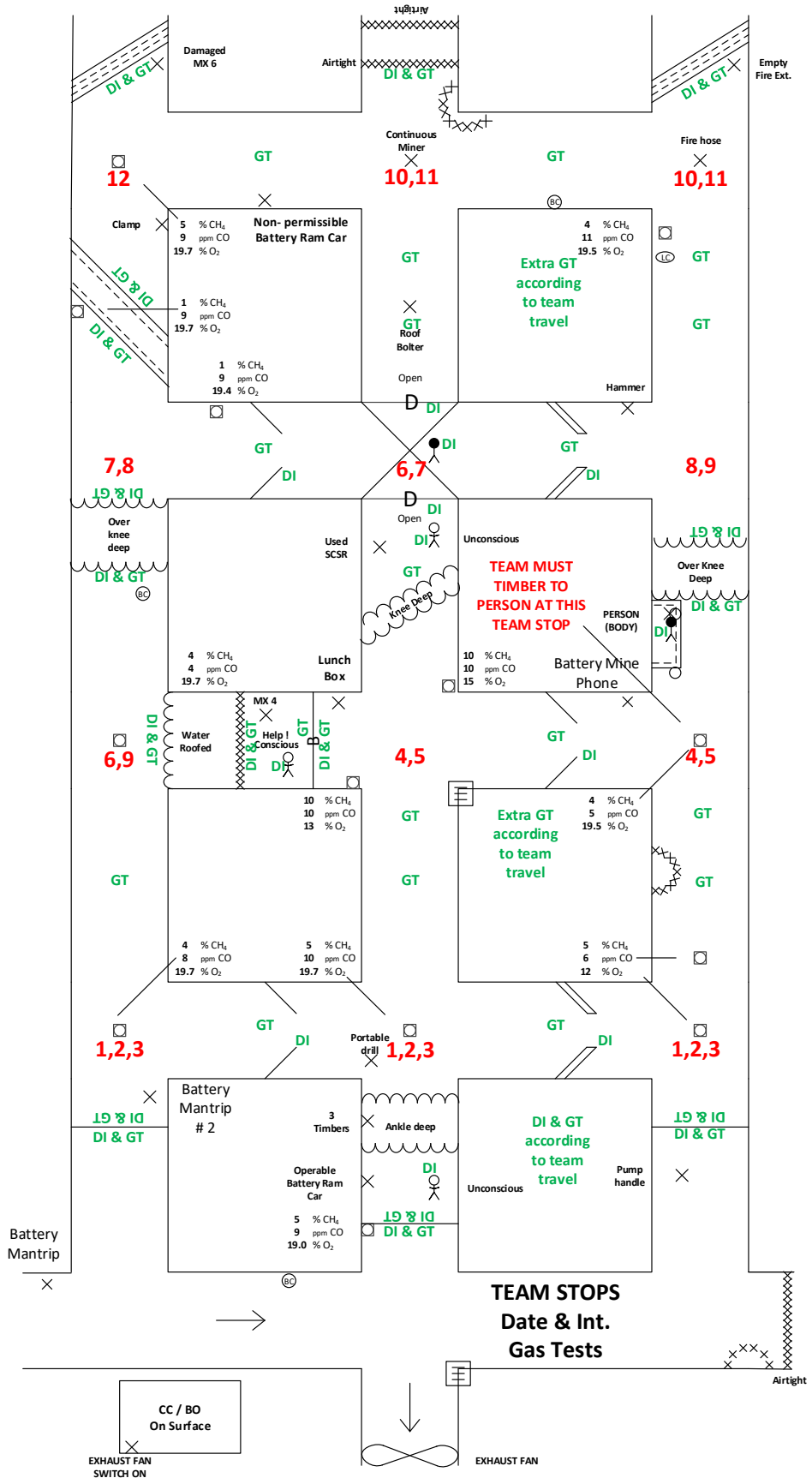
**Please be careful during your exploration and thank you for your help....**

## **Team Instructions**

- **The exhaust fan cannot be stopped, stalled or reversed**
- **Account for all missing miners and bring survivors to the fresh air base**
- **Explore all accessible areas of the mine**
- **Remove all explosive mixtures from the mine before stopping the clock**
- **Team cannot carry more than two brattice cloths while advancing or retreating**
- **The Command Center Attendant and/or Briefing officer is on the surface**







### **Team Stop No. 1, 2, 3**

**(See team stop map)**

Team can airlock thru no. 1, no. 2 or no. 3 entry temporary stopping to first intersection in by FAB. No response from behind temporary stopping in no. 2 entry, so clearing the gas (5 % CH<sub>4</sub>, 9 PPMCO, 19.0 % O<sub>2</sub>) just out by temporary stopping is not required to enter. Team will need to protect patient from low O<sub>2</sub> if patient is taken out no. 2 entry.

### **Team Stop No. 4, 5**

Team will find a contaminant (5% CH<sub>4</sub>, 6 PPMCO, 12% O<sub>2</sub>) in no.3 entry and must travel in by to the second intersection either in no. 2 or no. 3 entry. If travel is in no. 3 entry, team must timber to person at this team stop. If travel is no. 2 entry, team must rescue unconscious patient (found in low O<sub>2</sub>) and also will be tied to conscious behind barricade between no. 1 and no. 2 entry.

### **Team Stop No. 6, 7**

Team may travel either to no. 1 entry second intersection or in by to third intersection in no. 2 entry. If travel is to second intersection in no. 1 entry, team will find water roofed and water over knee deep. Team will now be tied across in second intersection and can travel to third intersection in no. 2 entry. Team will find body under overcast and captain will need body before passing him.

### **Team Stop No. 7, 8**

Team must travel to no. entry 1 in third intersection before going to no. 3 entry in the third intersection. Team must follow contaminate 1 % CH<sub>4</sub>, 9PPMCO, 19.4 % O<sub>2</sub> in crosscut between no. 1 and no. 2 entry.

### **Team Stop No. 8, 9**

Team must tie across to no. 3 entry third intersection and must have made the second intersection in no. 1 entry before exploring in by to the fourth intersection. Team must also vent the barricade and rescue patient before traveling to the forth intersection. **(See vent map 1 and vent map 2)**

### **Team Stop No. 10, 11**

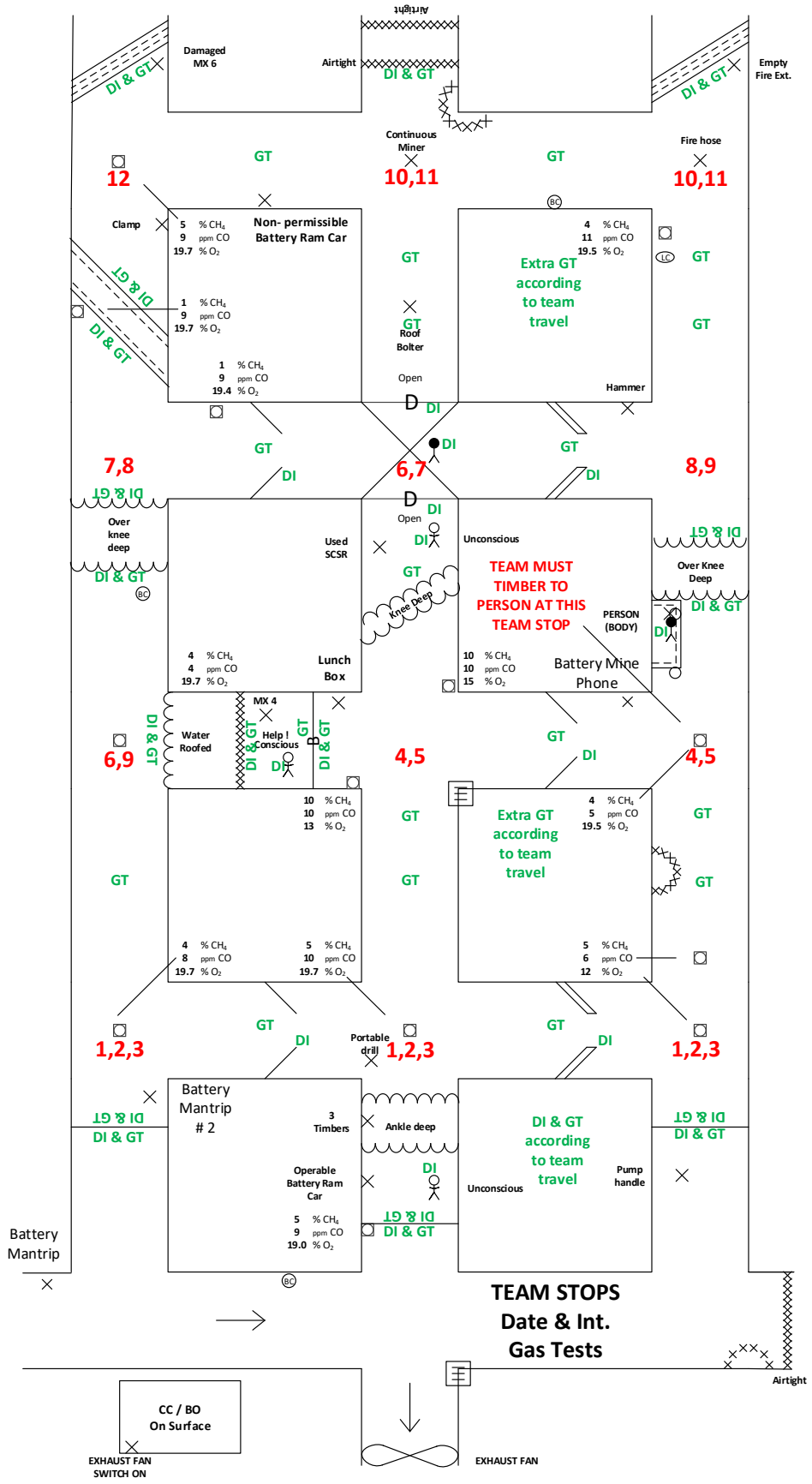
Team can travel either in no. 2 or no. 3 entry to forth intersection. If travel was in no. 2 entry, team must follow contaminate found in no. 3 entry (4 % CH<sub>4</sub>, 11 PPMCO, 19.5 % O<sub>2</sub>) and tie across toward no. 3 entry forth intersection before going to no. 1 entry forth intersection.

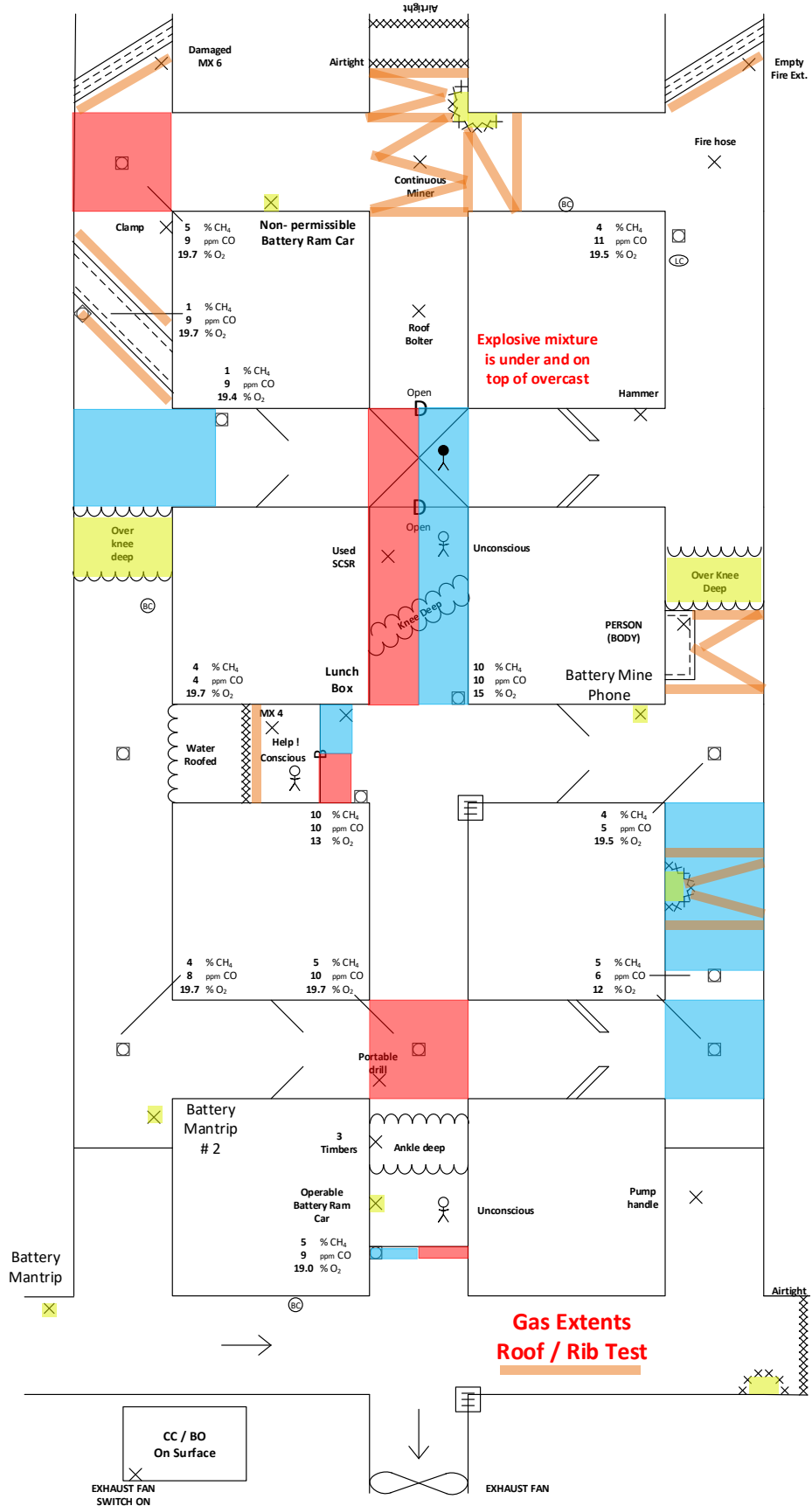
### **Team Stop No. 12**

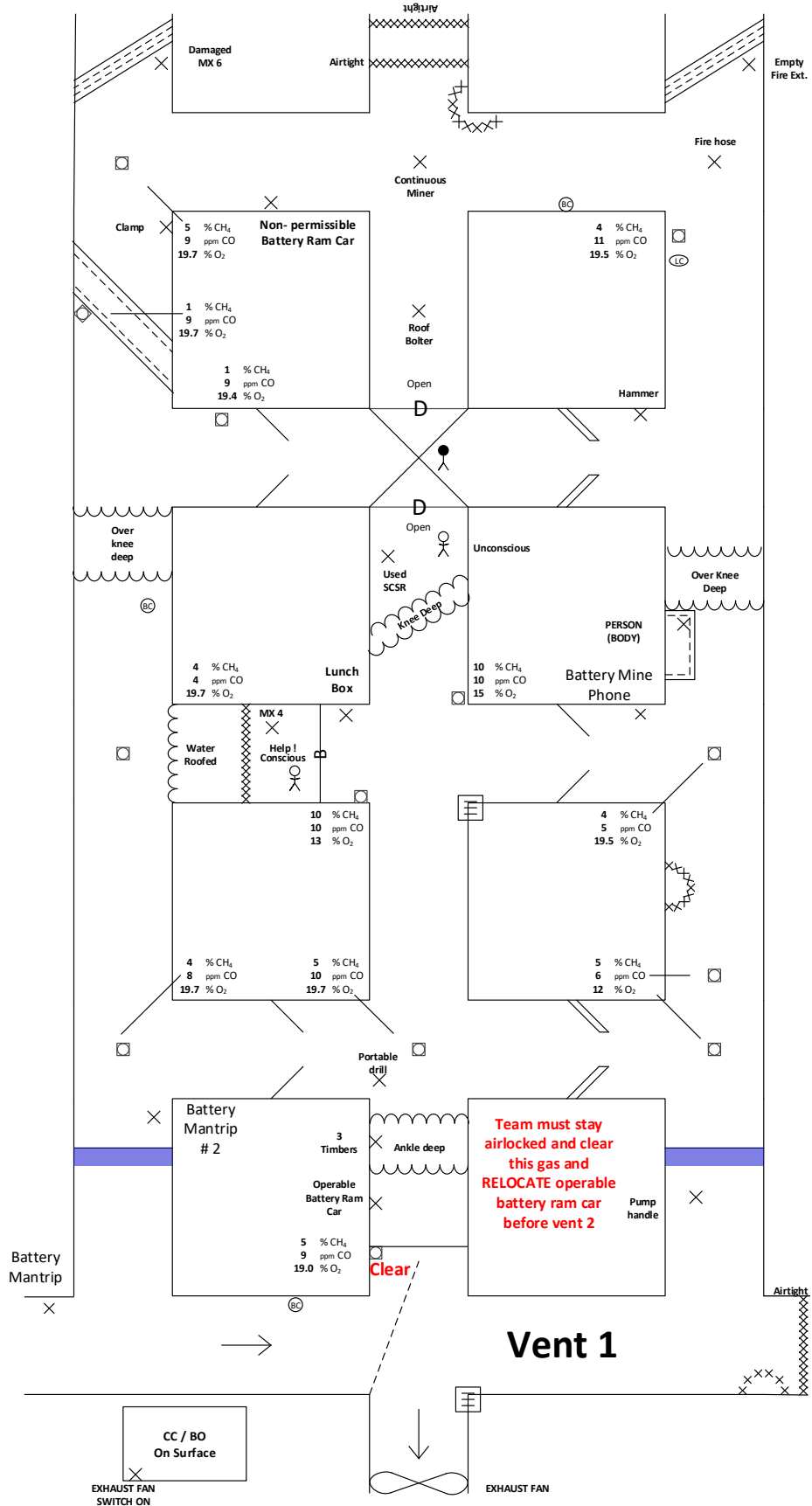
Team has explored all accessible areas and must remove all explosive mixtures before stopping the clock. **(See vent map 3)**

\*Team must stay airlocked during most of the problem and not let any explosive mixture move over an ignition source or unexplored area while working the problem. Team will sometimes need to short circuit the air at the fresh air base to keep from stalling the fan during the working of the problem.

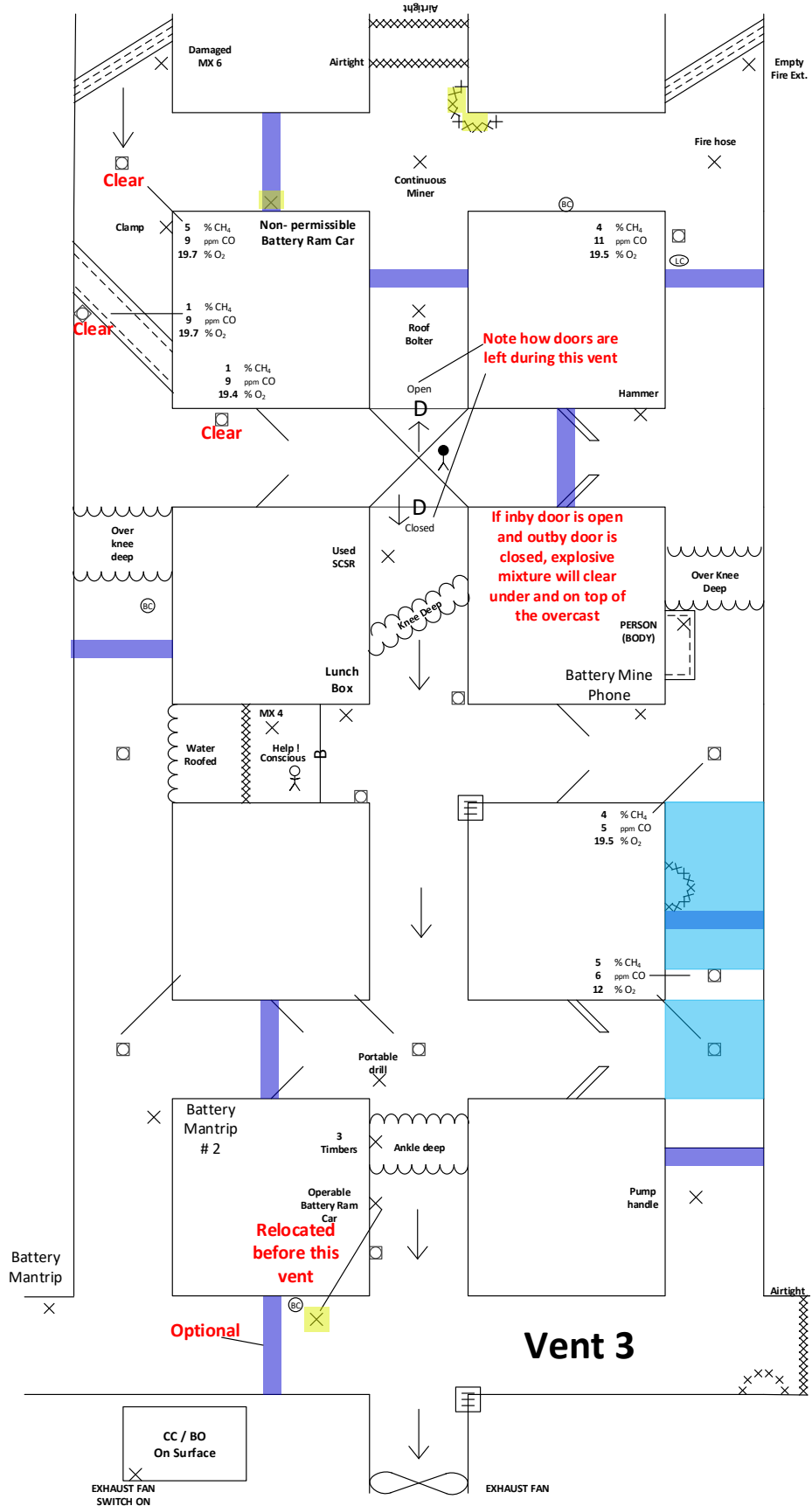
End of problem











# **Patient Statement behind Barricade**

# **Help!**

