

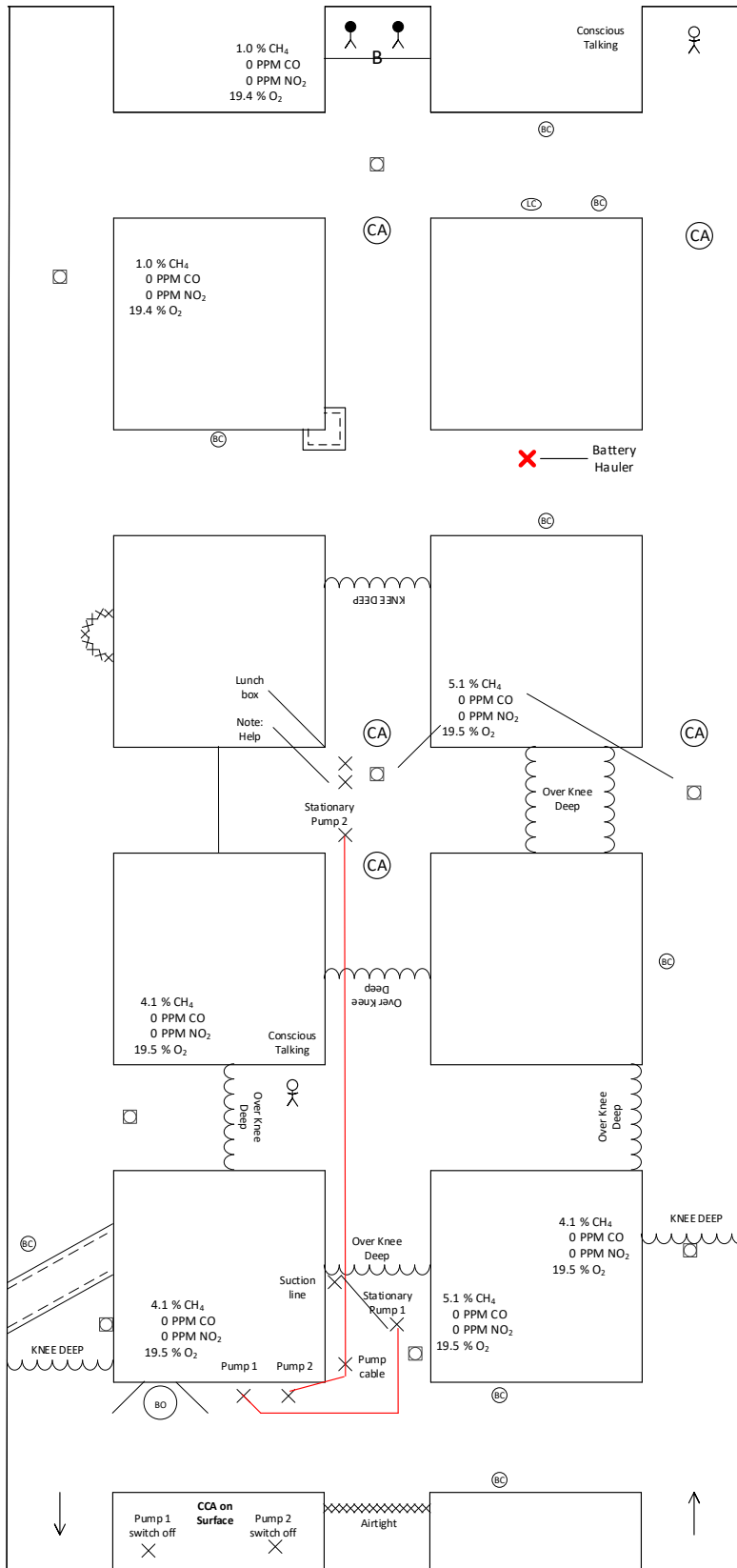
Statement 6.17.21 DC

- You are located in the FAB established by our responsible person about 30 minutes ago
- 4 miners are missing
- The Exhaust fan is outby no. 1 entry
- The mine maps are up to date
- BO is in crosscut between no. 1 and no. 2 entry in the FAB
- This section has 2 pumps installed and either pump can reduce water down to knee deep and below
- If both pumps are down, some areas will rise to over knee deep over a short period of time. The water tends to rise first in the outby xcuts
- Power has been restored to the surface area, but all power going into the mine is locked out and guarded

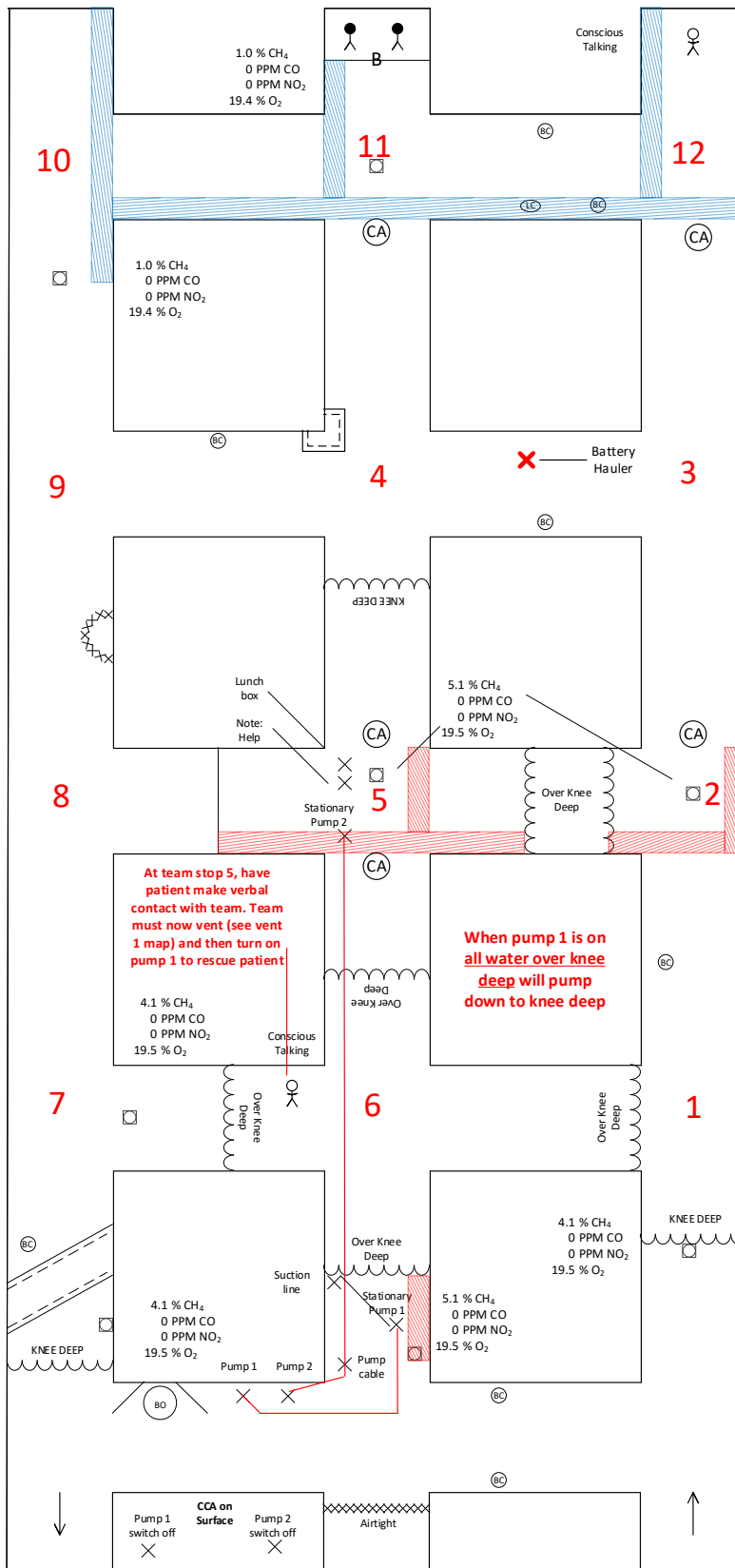
Written Instructions:

- Explore the entire mine
- Carry only 3 brattice cloths while traveling
- Exhaust fan is on and cannot be stopped, stalled or reversed
- Bring all survivors to the FAB
- Clear all explosive mixtures from the mine before stopping the clock

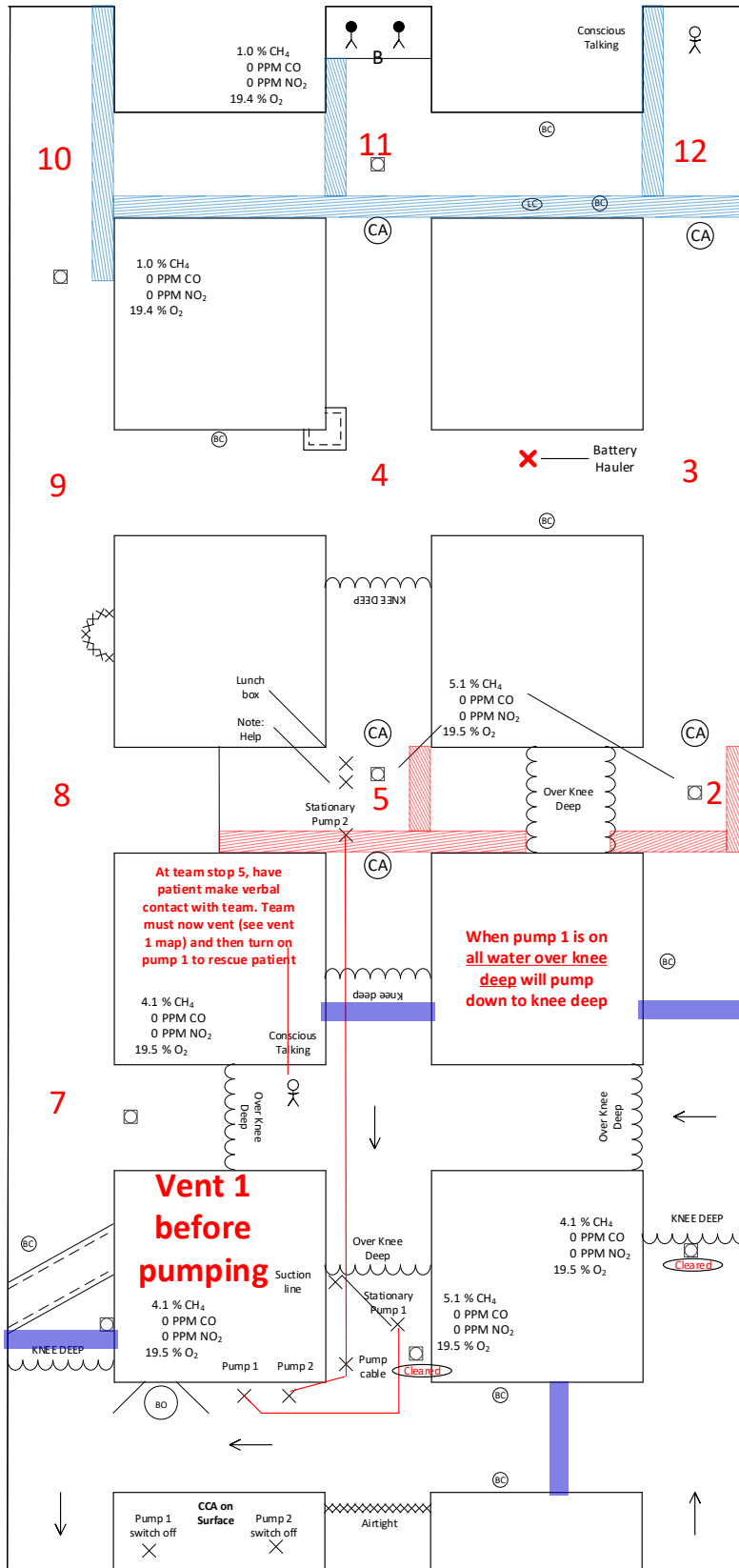
6.17.21 D.C.



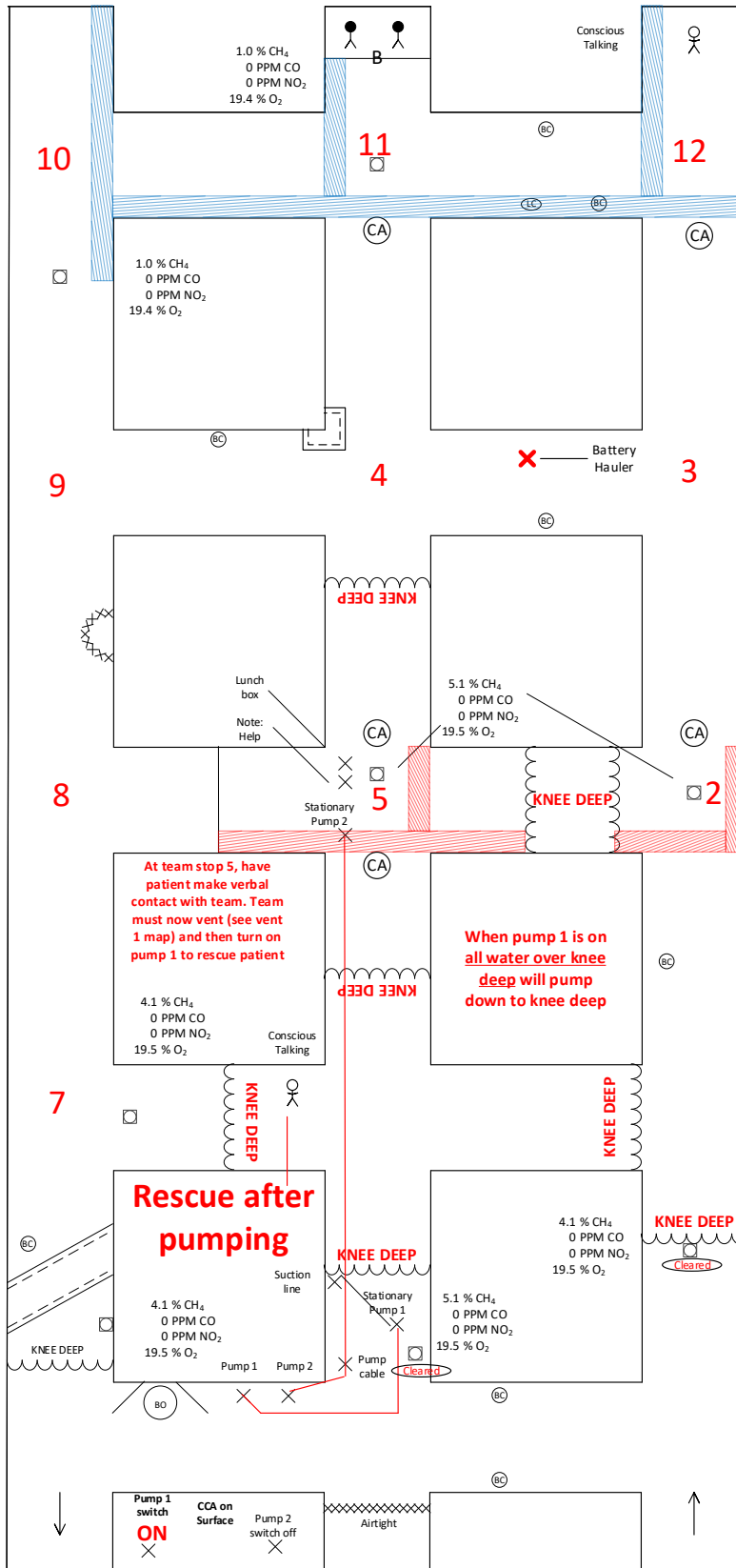
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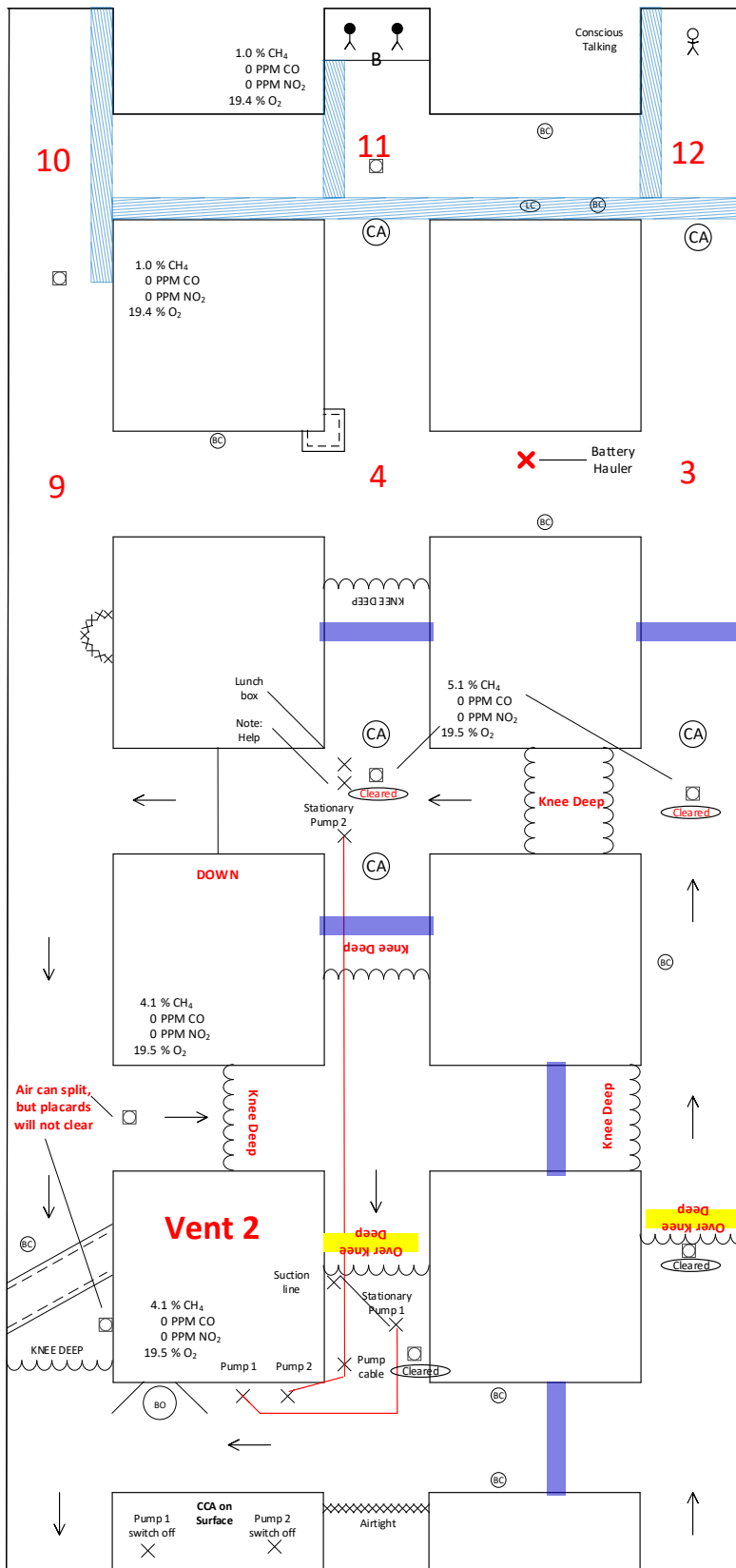
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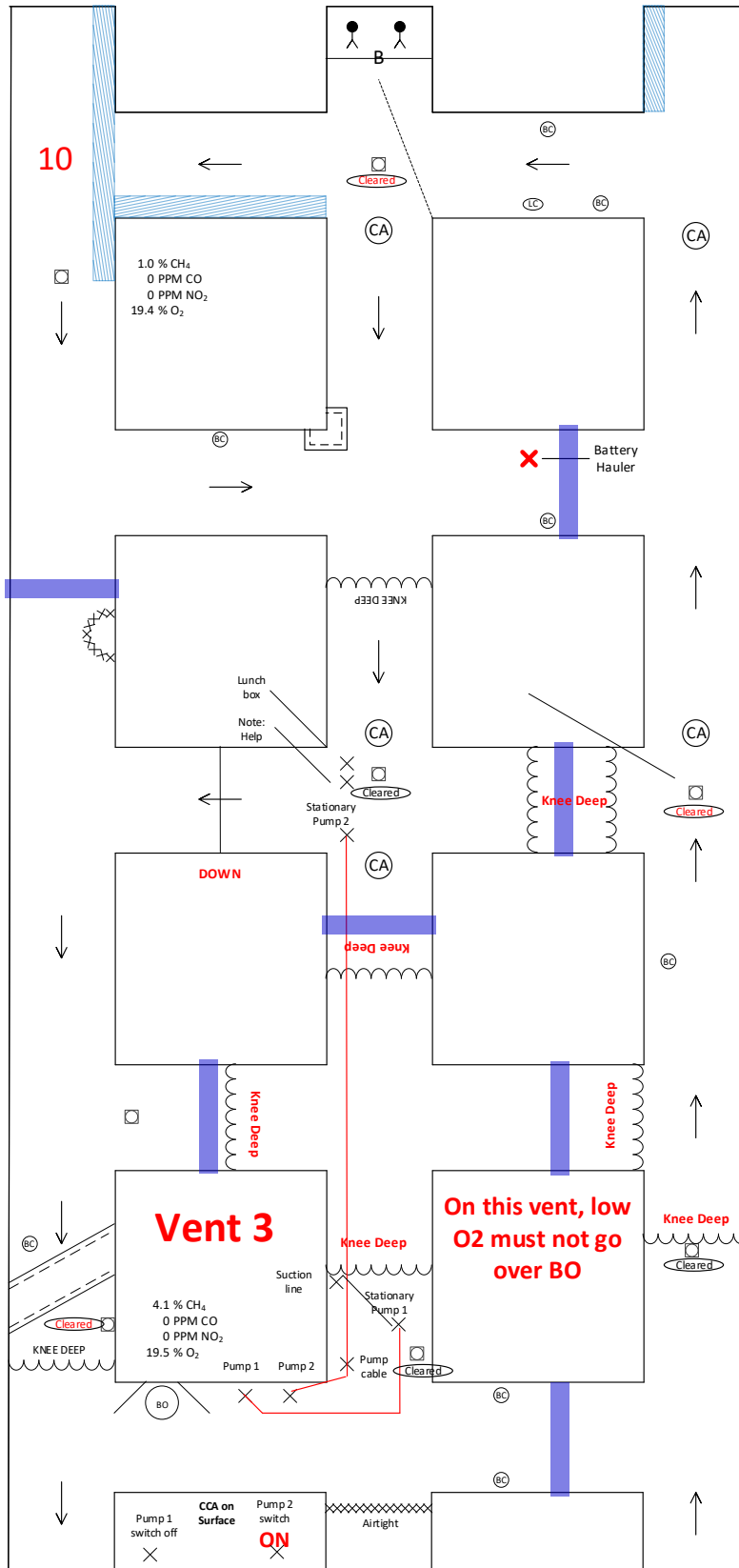
6.17.21 D.C.



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Steps to problem in order

1. No power to pumps until team reaches team stop 5
2. At stop 5, tell team power has been restored to both pumps and tell patient outby in water over knee deep to yell “ Help “
3. Team now can do vent 1 and then pump water and rescue patient. Pump 1 will bring all water down to knee deep (see vent 1 map and pumping after vent 1 map)
4. After team rescues patient, team must tie in all areas where the water pumped down before going inby to team stops 10, 11
5. Team must travel inby in entries 1 or 2 to follow contaminant in no. 1 entry
6. When team reaches conscious patient at team stop 12, Give note to tail captain:
7. The no. 1 pump is down and cannot be restarted

8. Change water knee deep placard in no. 3 entry, just inby FAB to OVER KNEE DEEP and the water that was pumped just inby pump 1 in no.2 entry has now gone to water OVER KNEE DEEP (See water levels placards on vent 2 map)

9. As team retreats to FAB, the water knee deep at the mouth of 2 and 3 entry will have risen to over knee deep. NO way out until team ventilates the explosive mix in the intersection off pump 2 (See Vent 2 Map)

10. Team should have put care-vent on patient and should be checking it every 5 minutes as they work to vent & pump water using pump 2

11. When team has completed vent 2 and turned on pump 2, all water will go back to "KNEE DEEP" and they can now bring out 2nd patient

12. Team has made all areas where water over knee deep was located and then pumped, so they will be sending CH₄ and low O₂ over explore areas

13. Team will now work to vent barricade in no. 2 entry. (See Vent 3 map)

14. Team must not send low O₂ over BO station on 3rd vent

15. End of problem