

Statement 7.1.21 JA

- You are located on the Surface
- 5 miners are missing
- The blowing fan is off at this time. The fan can be reversed by using the fan control switches located in the Command Center
- Once started, the fan can only be stopped for the purpose of reversing airflow
- You will be entering the mine by using the intake shaft equipped with an elevator. The fan is on top of this same shaft
- The maps are up to date
- BO and CCA are on the Surface
- We have recently put in three new shafts and two of them are separated by equipment doors and coal faces. The mine maps given to you will show the location of shafts, faces and equipment doors located in this mine
- There is a non-permissible pump on the section that is powered from the surface and it cannot be turned off at this time

Written Instructions:

- Explore all accessible areas
- Fan cannot be stalled while in operation
- Bring all survivors to the Surface
- Team must make an apparatus check of all team members each time they are located between the equipment doors and both doors are close
- Only carry two brattice cloths at a time while traveling
- Teams cannot use permanent stoppings erected along the outside entries of no. 1 or no. 3 entry for any purpose

Problem Keys

Surface:

Follow Rule 30 H for checking an elevator

Team Stop 1 – 6

Could vary because of contaminate being in both no. 1 and no. 2 entry

Team stop 3, 4

Patient will yell “help” It’s airtight behind me from barricade... Team will not have enough brattice cloth or line brattice to rescue patient until further exploration

Team stop at equipment doors

Team must airlock into equipment door and also make app check inside area when both doors are closed. (Doors cannot be moved, only opened or closed)

Team stop 8

Patient will yell “Help” at barricade. Team must airlock in and rescue patient at this team stop. No irrespirable at barricade.

Team stop 10

Team should now have 3 brattice cloths and line curtain to vent first barricade in no. 1 entry

See vent map 1 ...

After vent 1

Team must not stall fan after vent 1. See map and written instructions

Team stop 11

After exploring area at team stop 11, Team must now do vent 2 and vent 3 to find unconscious patient behind barricade at team stop 10. Team will also find seven

timbers behind barricade **SEE vent 2 and vent 3 maps. Team will need all the air when using blowing system to clear gases**

After rescue of patient at team stop 10, team must timber to person in elongated unsafe roof in last open xcut and then timber either unsafe roof going into no. 3 entry

Team stop 12

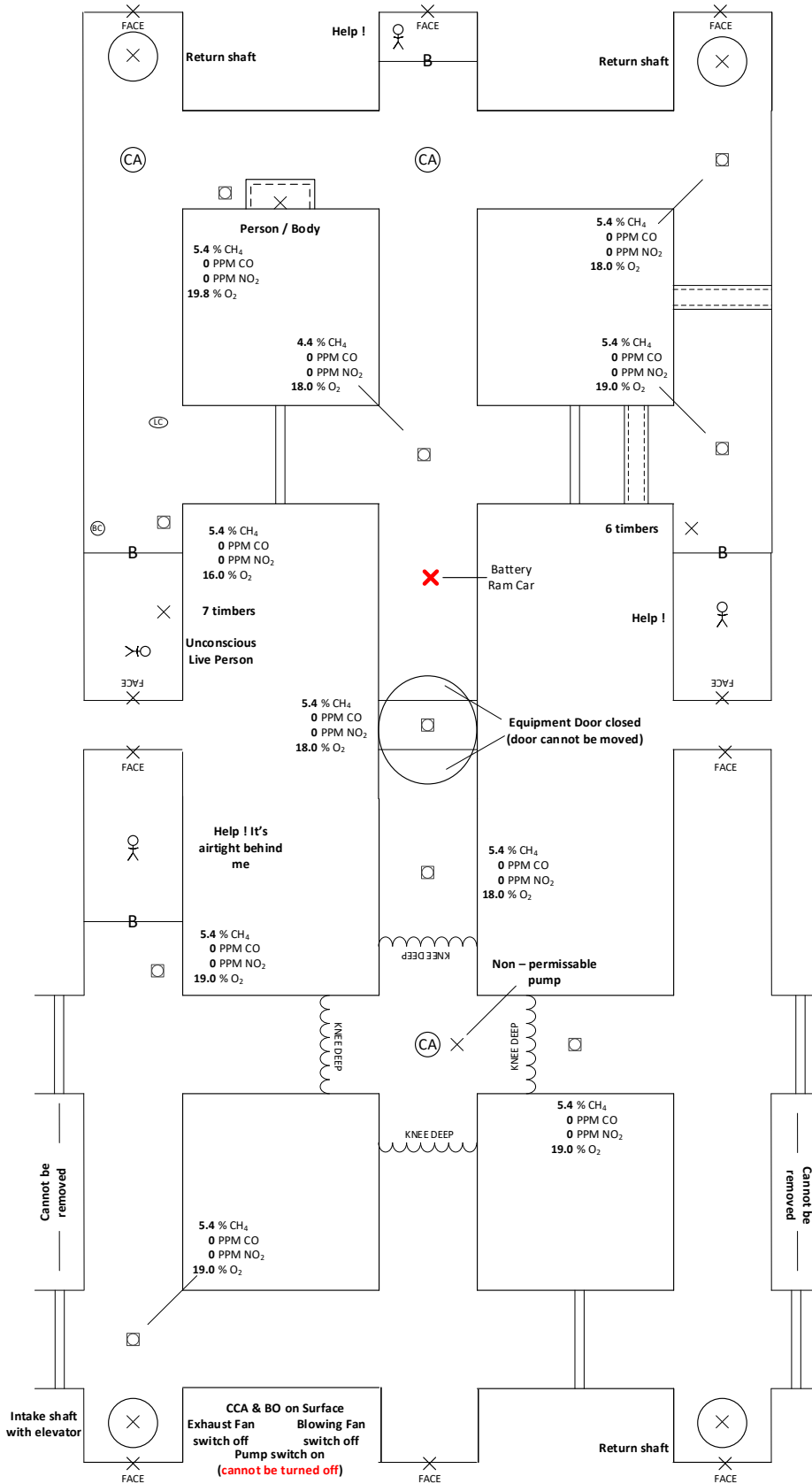
Patient behind barricade will yell "help"

See vent 4 to rescue patient behind barricade

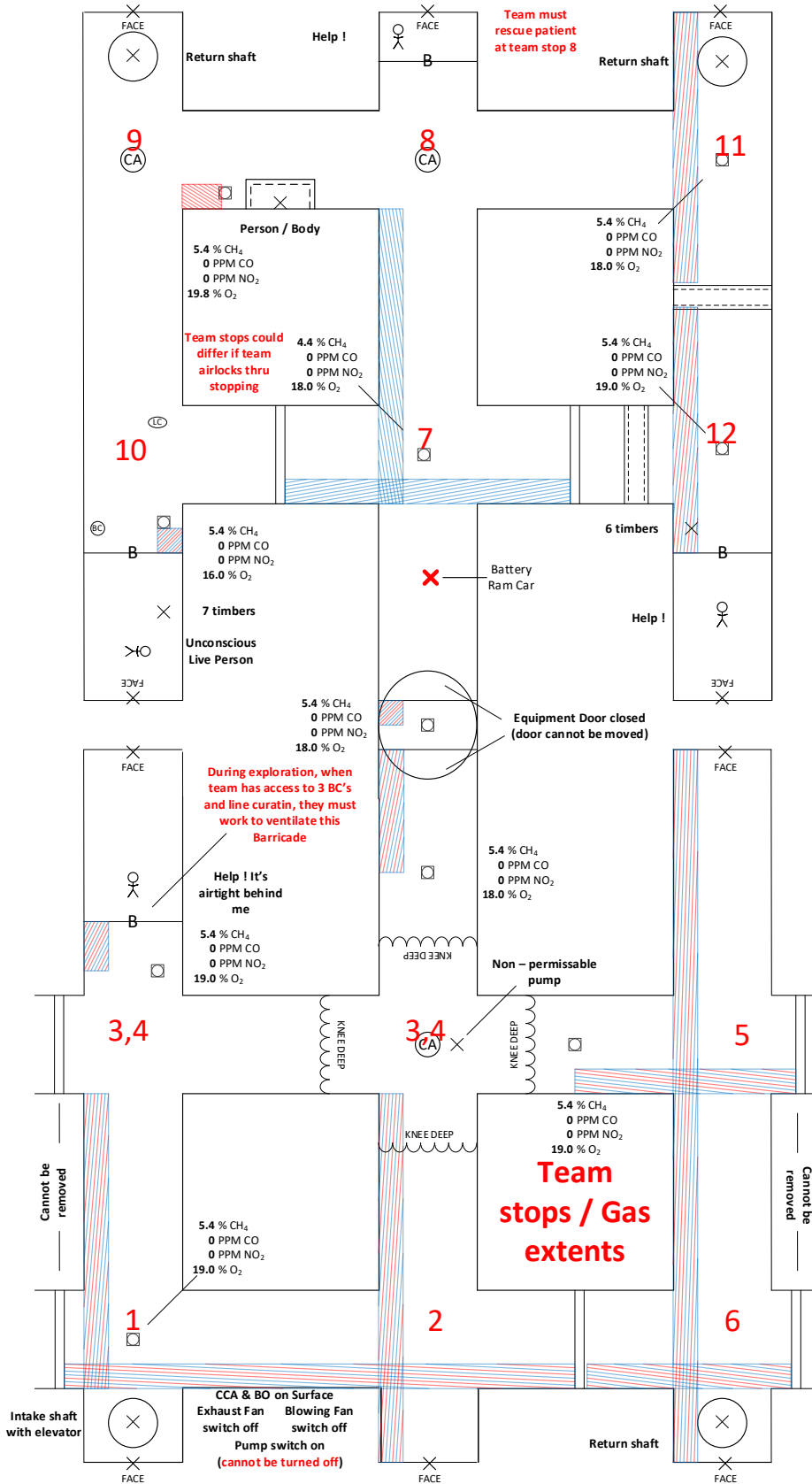
Major Key to problem: Not stalling fan and have stoppings in place before each vent when opening or closing airlock doors in no. 2 entry

End of problem

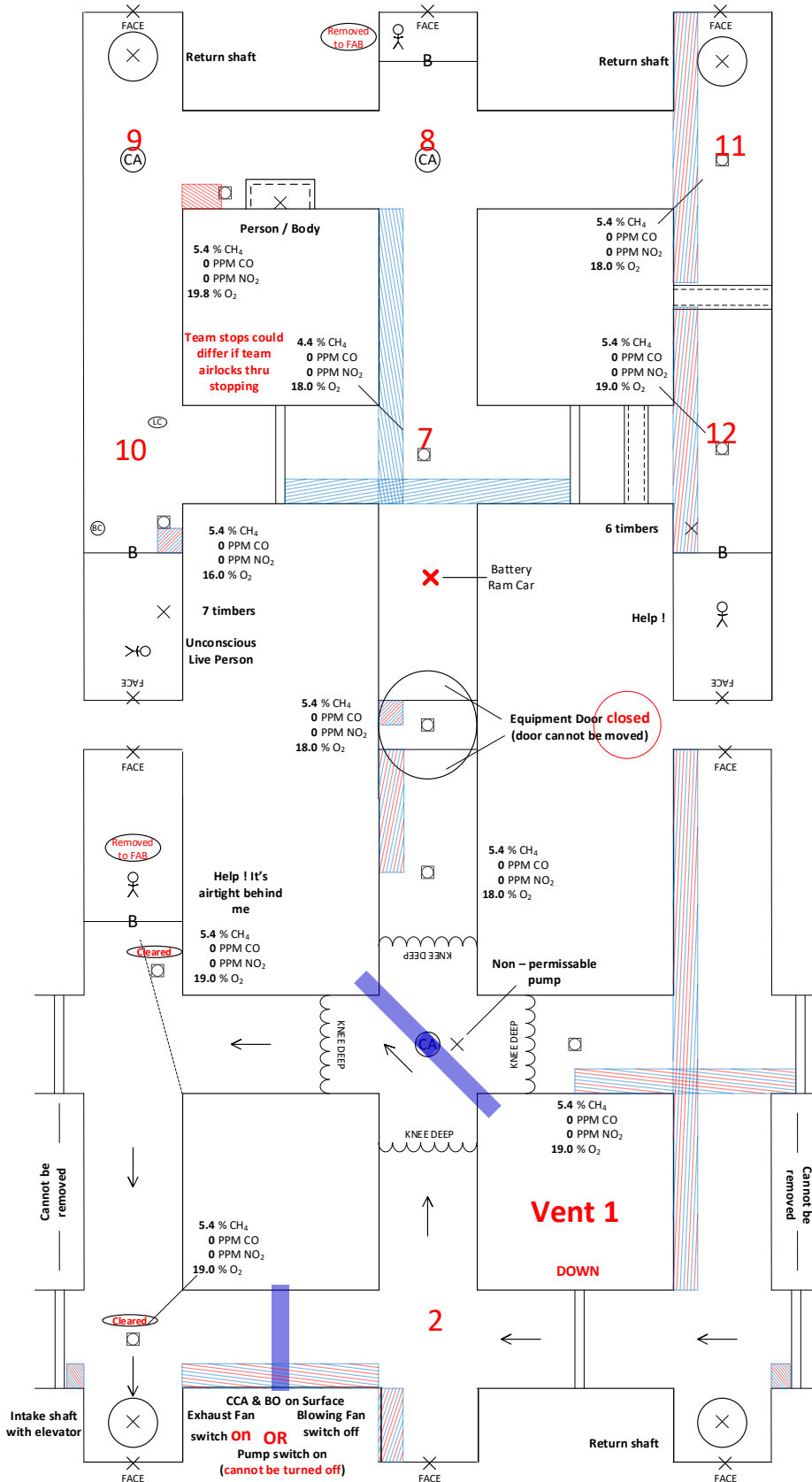
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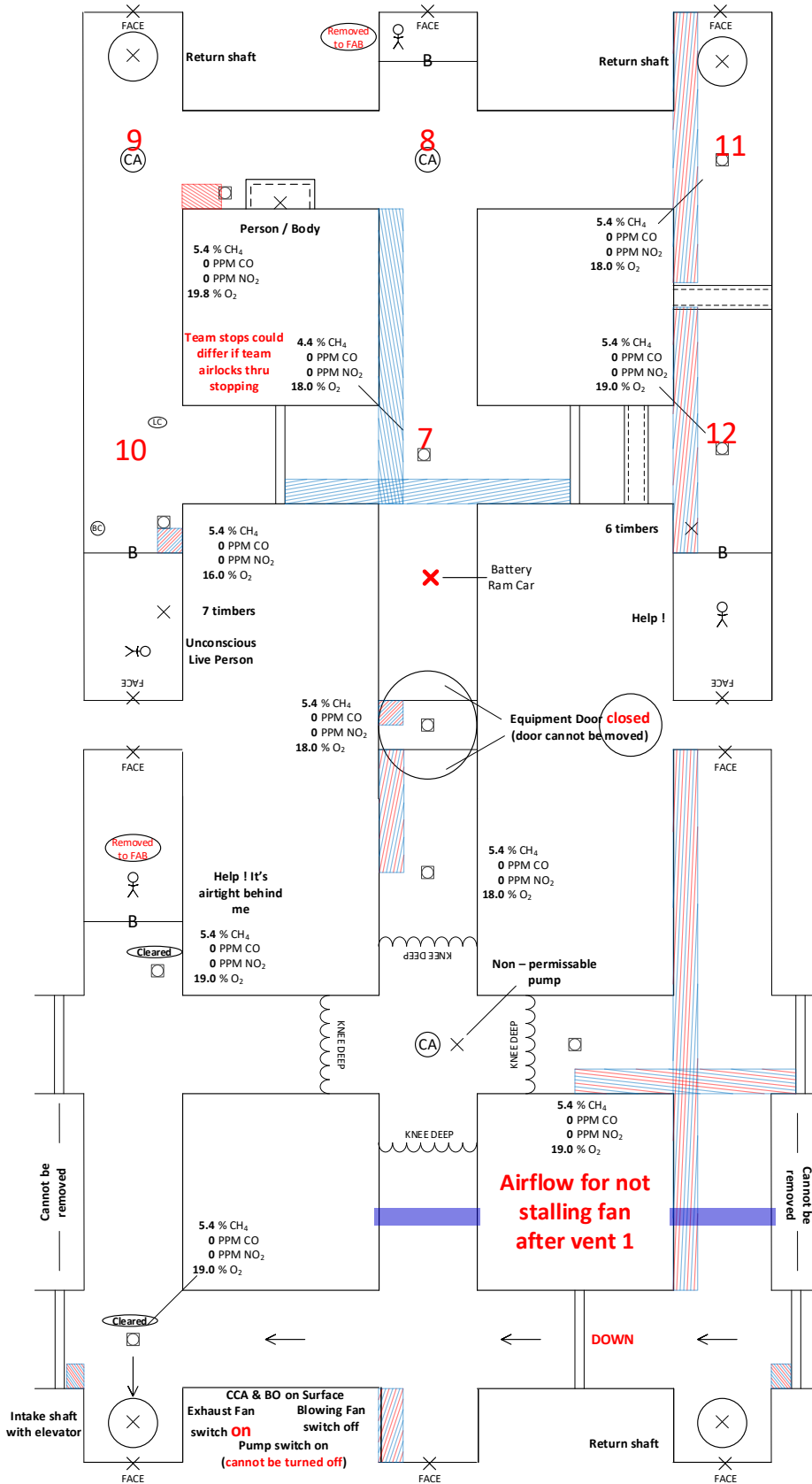
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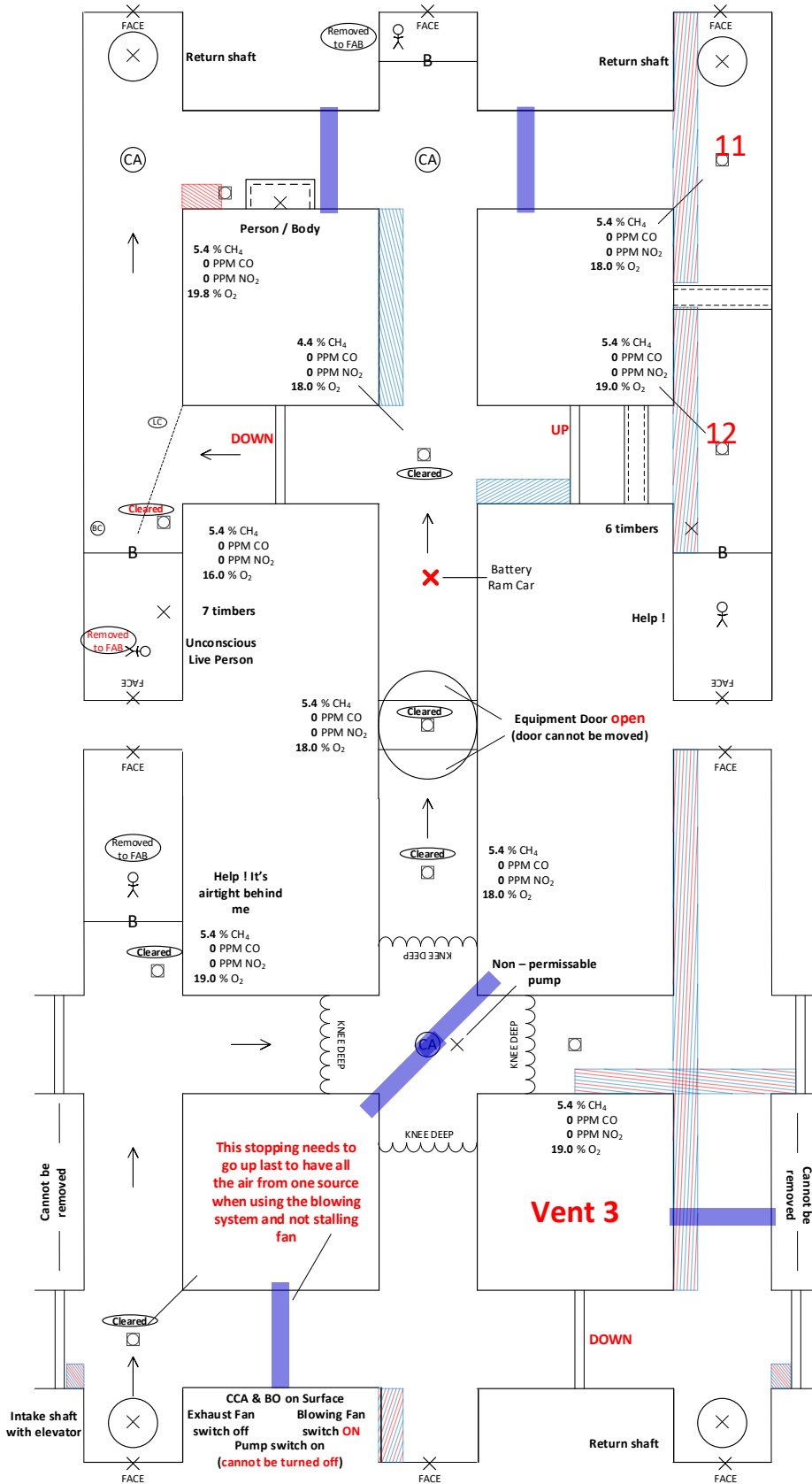
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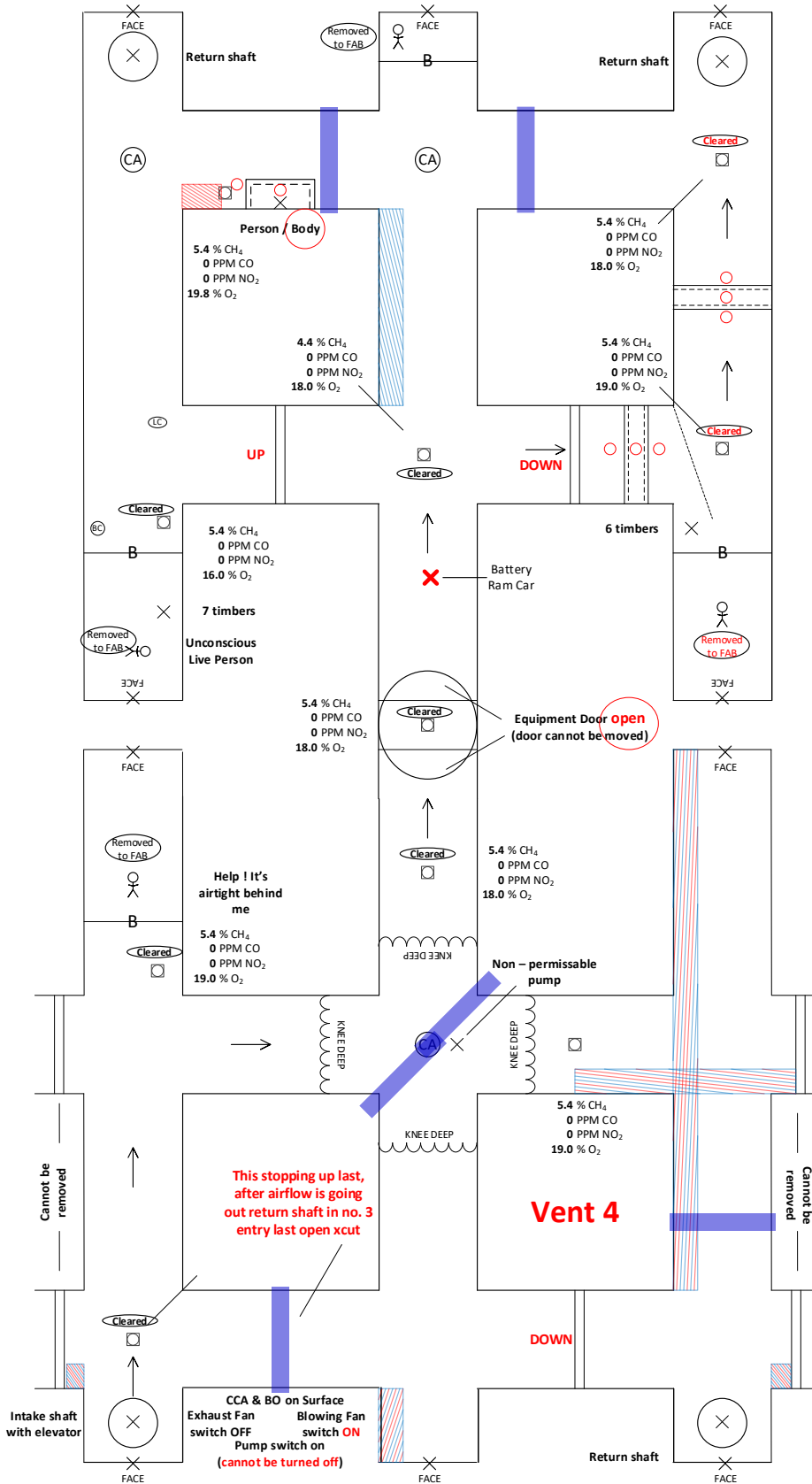
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