

## Statement

Thank you for responding to our call for assistance my name is \_\_\_\_\_ and I will oversee this operation, and I will brief you on the information we have at this time.

We are in the process of reopening this idled mine for the production of coal. This mine is a drift mouth from the surface with an exhausting fan that is currently running at the drift mouth and mined into the coal seam from there. The entries are numbered from left to right with #1 entry on the left. We have rehabbed the mine's roof and ventilation system from the drift mouth to break # 59 there is an air shaft between entries #2 & #3 at break #59 which has an equipment elevator in it. This equipment elevator is being used to drop men and equipment into the mine at break #59. As far as we know there are no know opening to the surface inby break #59, but there are old worked out mines in the area. Located at break # 59 there are stoppings built across all three entries to prevent air migration inby and there is an airlock made in the stoppings in #2 entry that the doors are wide enough to move equipment through. Air is currently coming down the air shaft through the fresh air base to #1 entry and out to the surface.

Last night on the night shift we sent a supervisor and two men to this area to drop a battery scoop and charger to the mine level where they were to set up a charging station and move a portable pump up to a location between breaks #61 and #62 where water has been accumulating so it can be pumped. There is a drop or roll in the coal seam between breaks #61 and #62 in all three entries across the section which will allow water to even roof if not pumped constantly. The water build up is site specific at those locations.

At 4:00 am the supervisor called out that the charger was set up and they were moving inby to start scooping up gob and timbering bad roof. At 4:30 am the supervisor called by radio that the scoop batteries were shorting out and they all felt lightheaded. Their radio went dead, and we have not been able to raise the crew since. The equipment elevator went down at that time as our electrician tried to use it to go down to help the crew. We sent our team in from the drift mouth and they traveled up to break #59 and confirmed that the stoppings were intact up to and just inby break #59 and air was still coursing properly. That is when their radios failed so they returned to the drift mouth for charged batteries and fresh oxygen bottles.

The mine is walking height supported with resin bolts, methane and low oxygen accumulations have been encountered and water flows out of the old works constantly. All agencies are on site to assist you and since you have arrived here at the fresh air base located at break #59 our team will serve as you back up. Your Command Center Attendant will be placed in the command center on the surface, and there are switches there to turn on and off the pump and the battery charger.

God luck you may start when you are ready

## **Instructions to the Team**

**The command center is located on the surface at the drift mouth your CCA will be located there, the Briefing Officer (B/O), will be in the Fresh Air Base that is underground. The on/off switch for the pump is in the fresh air base and must be turned on or off by the B/O. The power switch for the battery charger located underground has been disabled.**

**The exhausting fan is running, and we do not want it turned off, stalled, or reversed for any reason.**

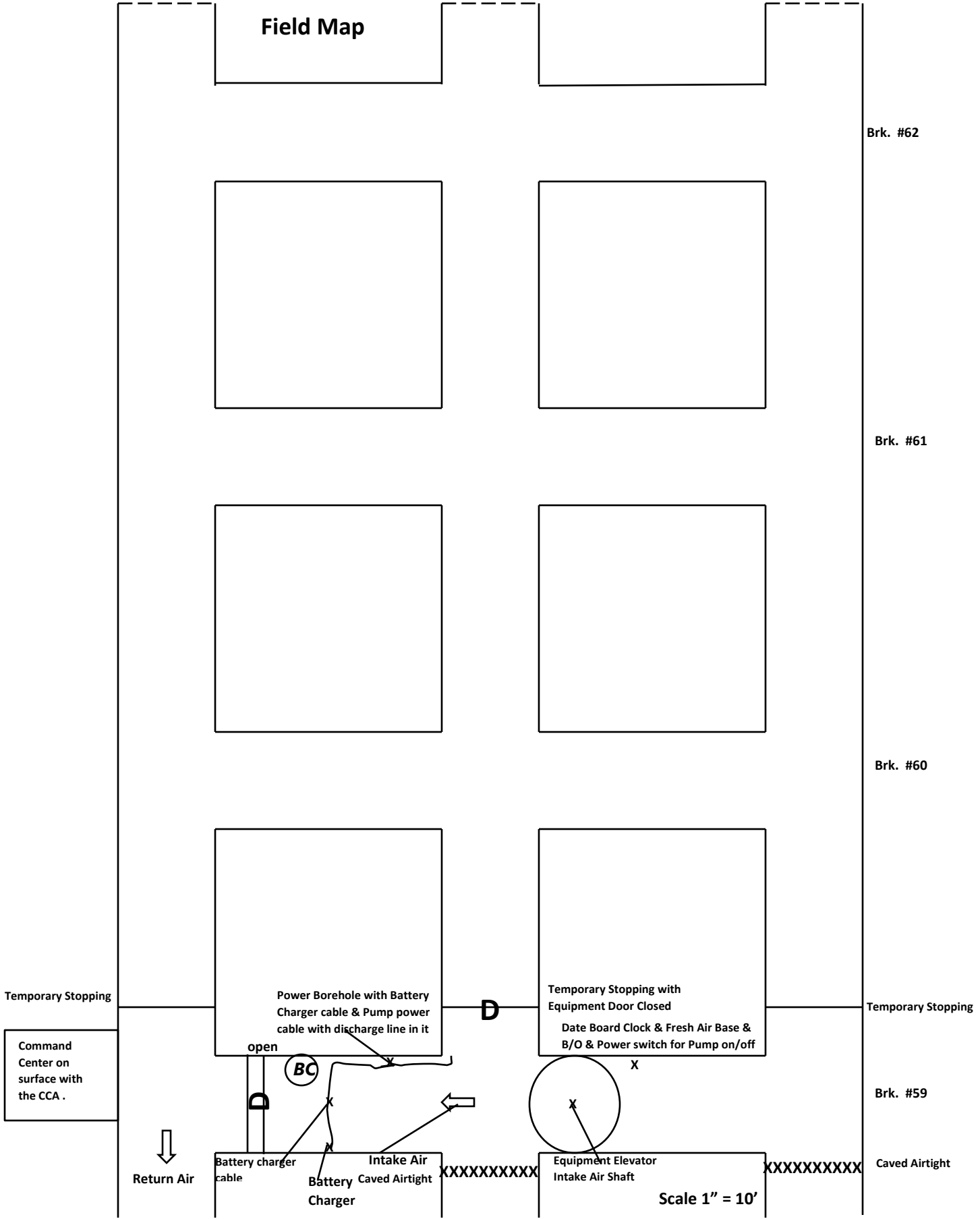
**The equipment elevator has been repaired and is ready for use**

**All areas of the mine from the portal to break #59 have been explored and are safe to ventilate through, areas inby break #59 have not yet been totally explored and are not safe at this time to ventilate through until they are explored.**

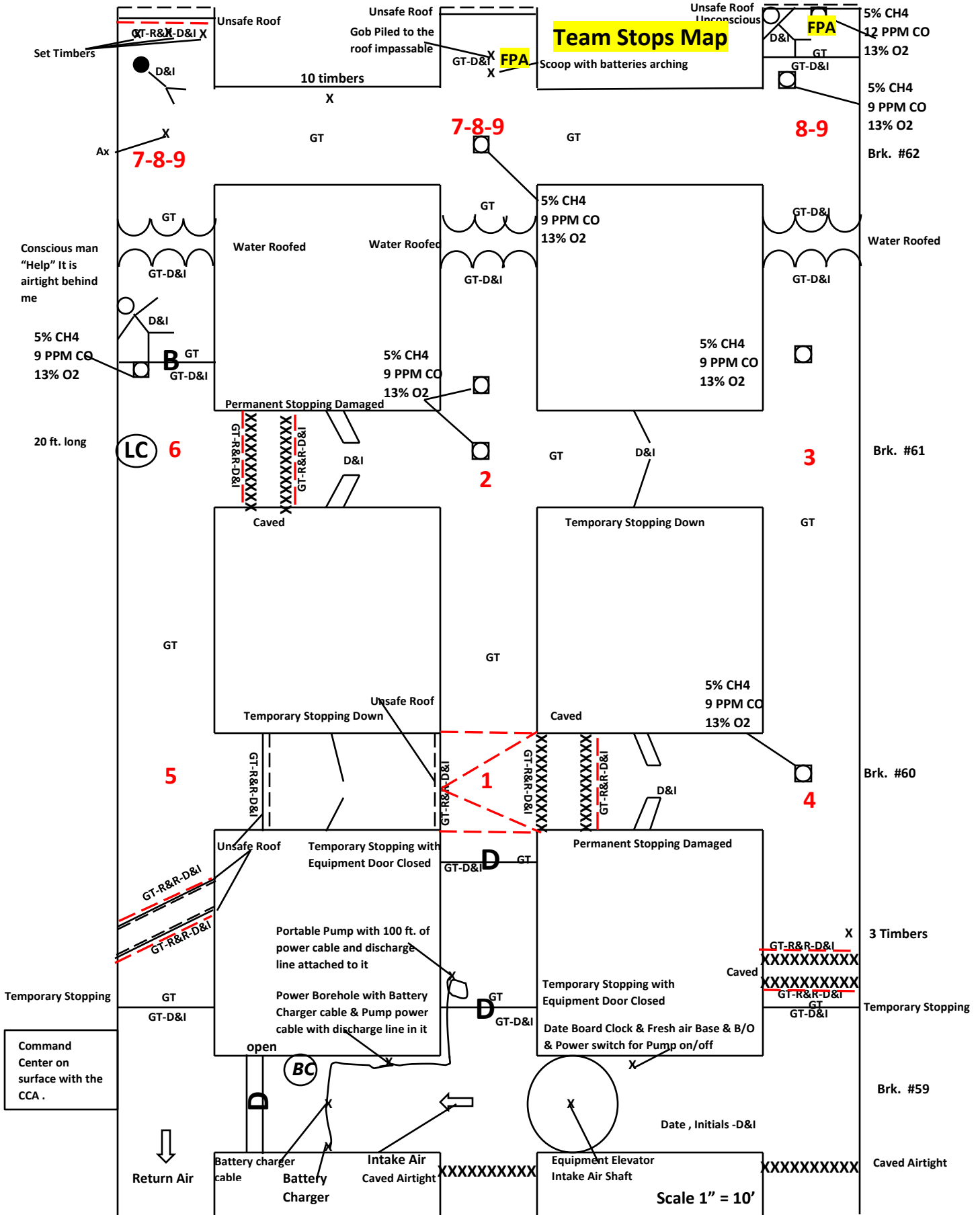
**No one besides your team and the missing miners are in the mine at this time.**

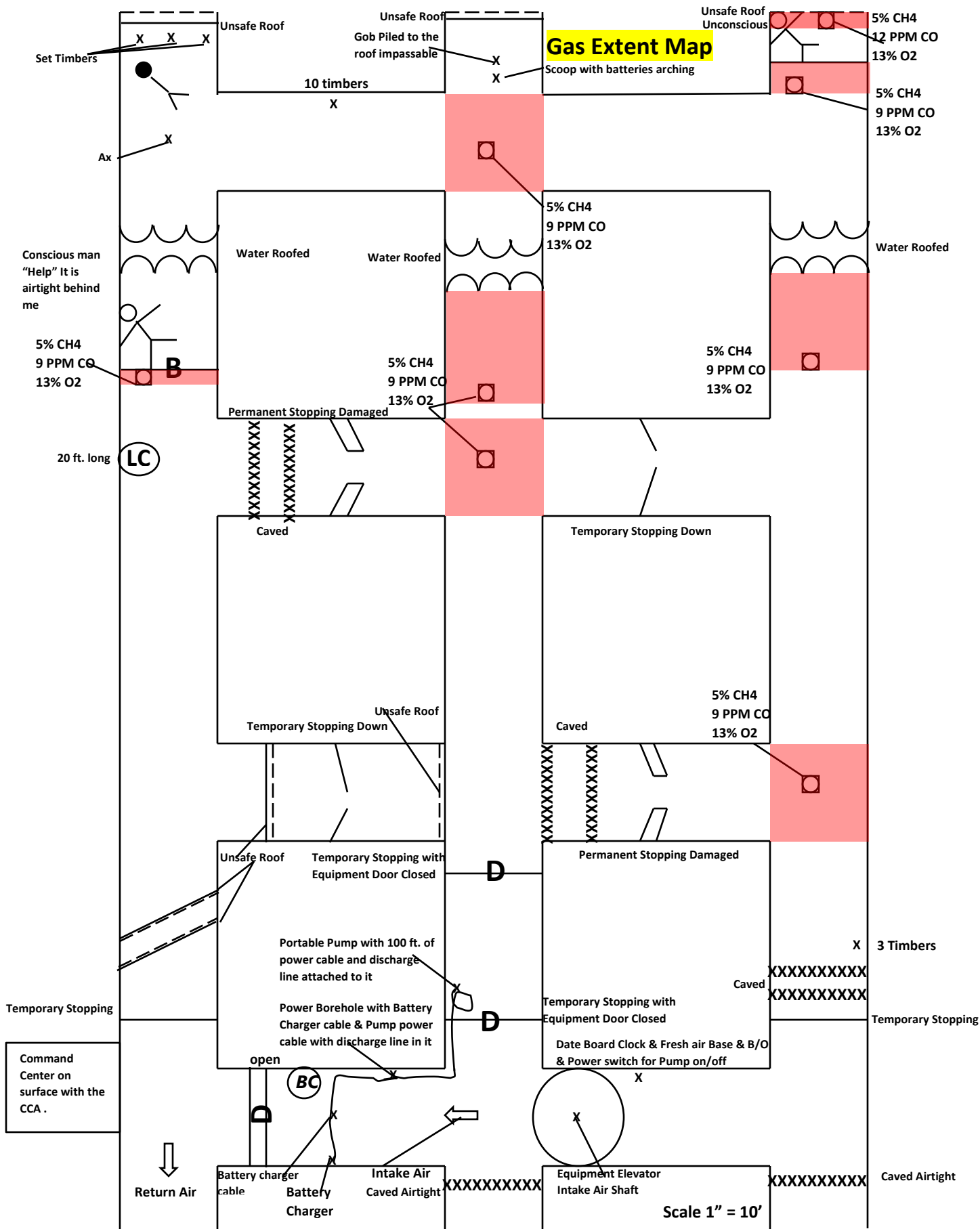
**Abandoned mines are in the area**

**Bring all survivors to the fresh air base, explore all areas that can be safely explored**

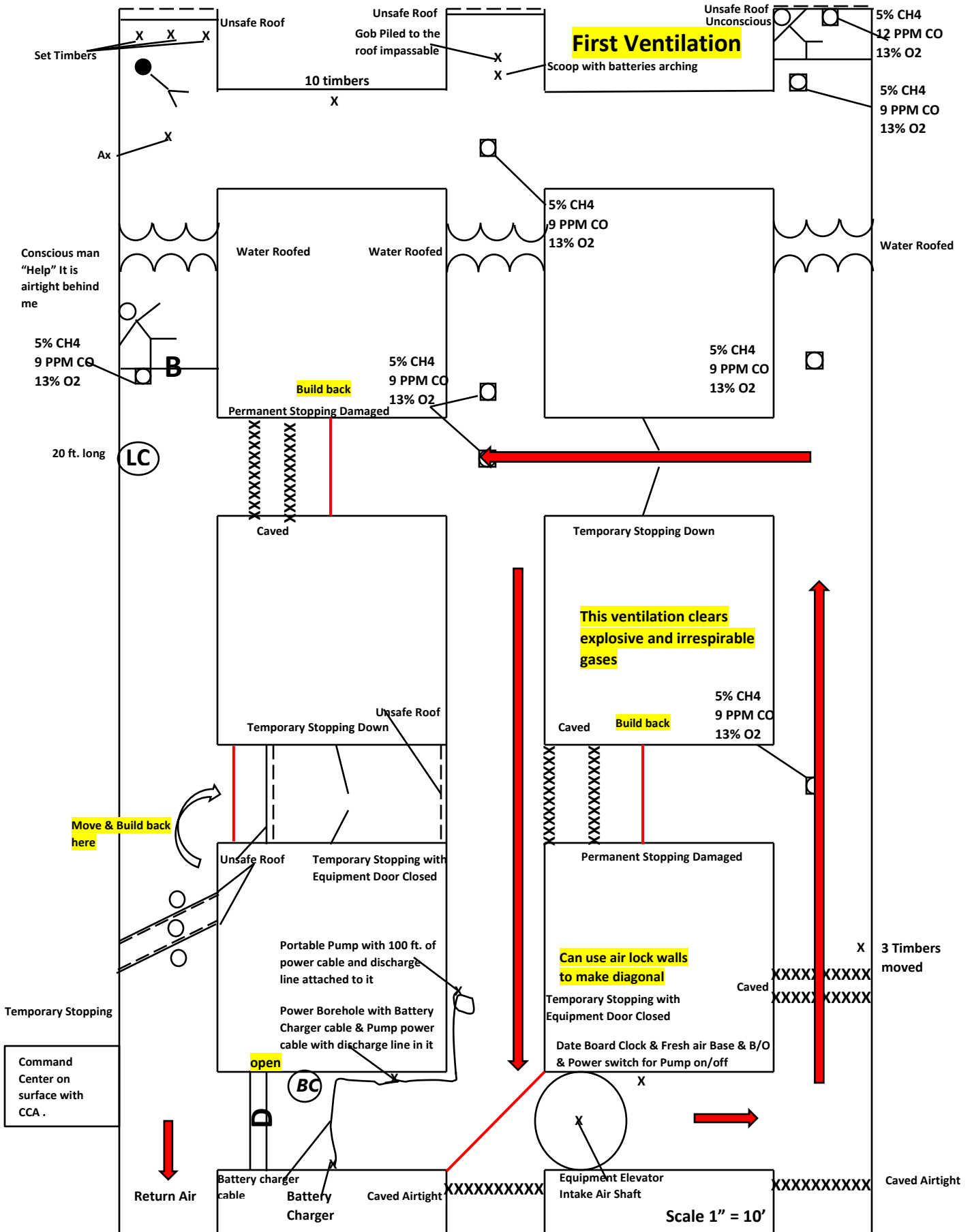


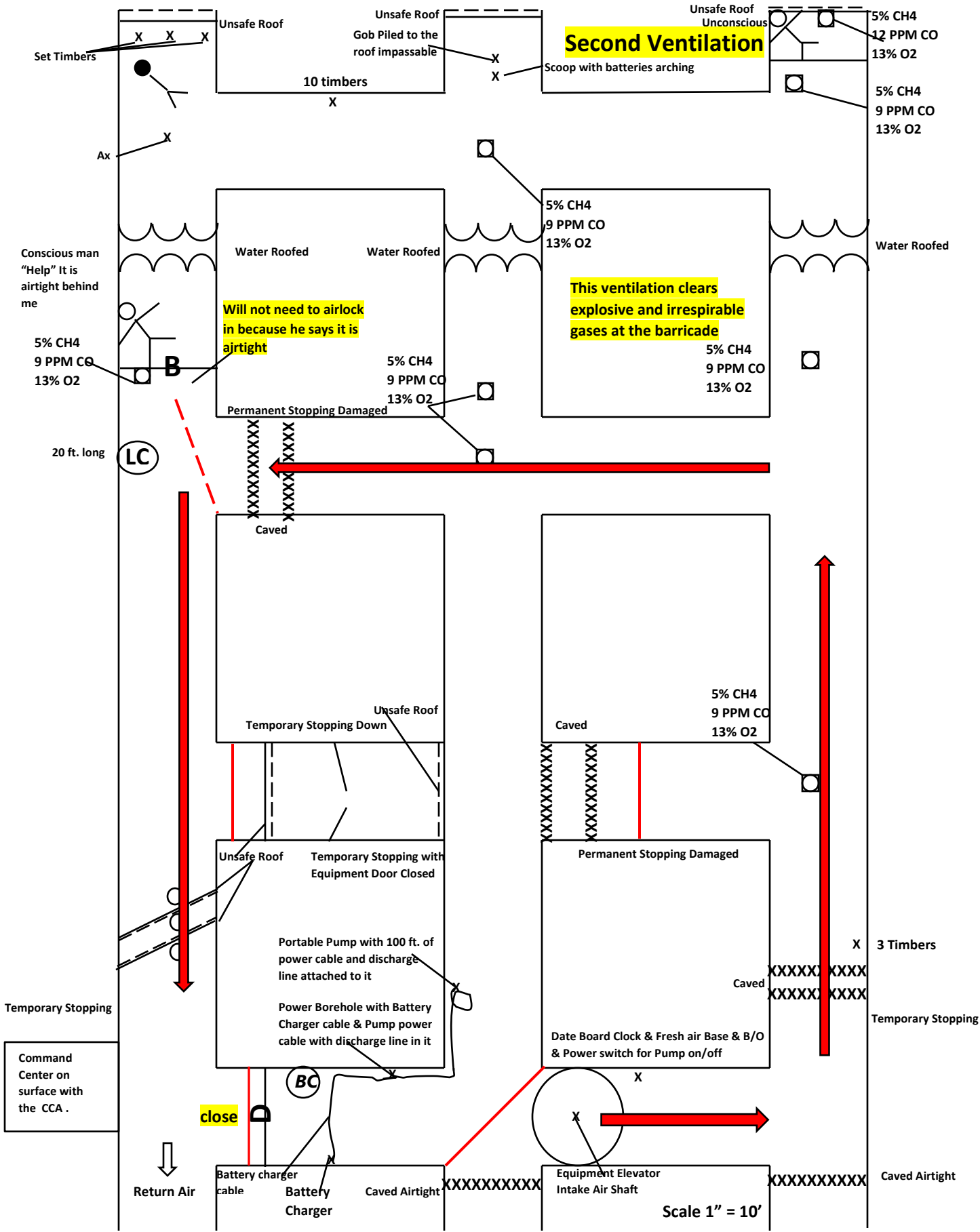
















# Judges Instructions

- 1. All portals need examined under Rule #24 C teams may use the brattice build in the FAB to airlock through in each entry as described under Rule #42 paragraph #2 if they wish. Please note that in each location the Captain is responsible for making the gas test when an airtight separation is breached under Rule #24 D. The team can make their portal checks in #1 and #3 entries just up to the temporary stoppings located there without breaching them but will need to come back later and breach them to explore and ventilate through them. The team will be stopped in entries #1 and #3 by conditions, so as they explore in # 2 entry they will find a second stopping with a door in it closed in #2 entry. The Captain may decide to close the outby door and open the inby door to gain access to achieve maximum reach. This allows the team to explore up to the outby corner of the intersection of #2 entry without a team move if they wish. The Captain may also decide to bring the entire team in between the two stoppings and make the team's first stop so he can then take the initial pack check.**
- 2. Team Stop #1** should be in A line of #2 entry this can be the first stop depending on how the portal checks were completed and that would require a pack check in that case. As the Captain enters the intersection under Rule #29, he is aware of all conditions and must address them before the entire team passes them. This will require a zig zag roof and rib test in the entire intersection gas test at the unsafe roof and caved and date & initials. Reaching inby the team encounters nothing.
- 3. Team Stop #2** will be in B line of #2 entry where an explosive/irrespirable air gas mixture is found in the intersection only. Reaching inby there is an explosive irrespirable air gas mixture is found then an area of water roofed. Towards #1 entry the team finds a permanent stopping damaged which requires a date and initial then a caved requiring a roof and rib test/gas test and date and initials. Toward #3 entry they find a temporary stopping down which also requires a date and initial.
- 4. Team Stop #3** will be in #3 entry of B line due to the open accessible and everything else blocked. Inby toward C line there is an explosive irrespirable gas air mixture extending to the water roofed which stops the gas at the airtight separation under Rule 24. Outby toward A line in #3 entry is nothing.

5. **Team Stop #4** will be in A line of #3 entry where they find an explosive irrespirable air gas mixture in the intersection only. Outby toward the fresh air base the team finds 3 timbers and caved across the entry where a roof and rib test are required under Rule #23, a gas test under Rule #24 and date and initials under Rule #27. Reaching toward #2 entry in A line the team finds a permanent stopping damaged which requires a date and initials under Rule #23 then a caved that requires a roof and rib test, gas test, and date and initials under Rule #27.
6. **Team Stop #5** will be in #1 entry of A line however, to reach this location the team has come to this choice. They have not yet found a line curtain to sweep with, so venting out explosive gases to use the pump is not an option. They have found 3 timbers to use and since the unsafe roof between #2 and #1 in A line is straight across the team does not know wide it is and if 3 timbers will get through it. If they made their portal checks and explored inby to the temporary in #1 entry they found the diagonal unsafe roof across the entry. This diagonal area of unsafe allows the Captain to travel from below to above with his presence allowing him to know how wide the unsafe roof is. If they did not breach that stopping in #1 that would be the next option to explore then. Either way this is why the team knows it can use 3 timbers to post through it. **At this team stop** the team will find unsafe roof across the entry in the crosscut back toward #2 entry in A line.
7. **Team Stop #6** will be in B line of #1 entry where in the intersection the team finds a 15 ft. long line curtain in the crosscut toward #2 entry the team finds a caved across the entry and inby toward C line there is an irrespirable/explosive air gas mixture. Then they find a barricade, **(have the person inside the barricade start yelling "HELP" it is airtight behind me)** as soon as the Captain breaks the inby imaginary line of the intersection. Under Rule #41 the team is now tied to this person because of verbal contact. Under Rule #35 the team must remove the irrespirable from in front of the barricade before breaching it. **The team now has means to ventilate** since they have found a line curtain. Please look on page 8 for the first ventilation which will remove explosive and irrespirable air gas mixtures without send them through an unexplored area. After the first ventilation look on page 9 for the second ventilation which will send the intake over an unexplored area and with the use of the line curtain sweep the barricade and send the irrespirable out. **The team now can breach the barricade because the person told them it is airtight behind them without building an airlock under Rule #42 paragraph #3. The captain is responsible for taking the gas test after breaching the barricade under Rule #24 D. Now the person found inside will require an**

assessment under Rule #12, touch by hand under Rule #32, and date and initial the person under rule 27. The captain will be allowed to reach in by from this stop, and allowing his team to attend to the patient, to the water roofed and address it. Once that is completed, they will need to bring the live person to the fresh air base.

8. For the team to make **Team Stop #7** the team now has a choice to make as to which entry to explore next. If they choose #1 entry which is the easiest choice because it will not require the team to change ventilation in any way. All they have to do is move the portable pump with the cable and discharge line from #2 entry over and up #1 entry. Put the pump in the water roofed and build back the barricade that they tore down. The team must airlock before pumping the water under Rule #42 paragraph 2. Then ask the B/O to turn on the pump switch in the command center. **The water will be totally removed in #1 entry not in #2 or #3 entries because the statement tells the team that the water build up is site specific in the areas between breaks #61 and #62 across all three entries. However, if the team does not bring an extra build with them, they might not be able to airlock out.** The captain again will need to take the gas test after pumping the water roof since that is an airtight separation under Rule 24 C. **If the team chooses to move the pump up #2 or #3 entries to pump the water at either location then the team will need to ventilate out the explosive air gas mixtures that were found in by break #61, (look at alternate pump locations after second ventilation map on page 11).** **Also note that the 20 ft. line curtain will be short of the water roofed in #2 and #3 entry, it will be within 5 ft. of the extent of the gas and under Rule #19 paragraph #2 that will clear the explosive gas mixture.**
9. **Team stop #7** likely will be in C line of #1 entry but depending on which entry the team chooses to advance in it could be Team Stop #8 or #9. If it is in #1 entry the team finds a body in the intersection this will require the captain's touch by hand under Rule #32 and his date and initials under Rule #27. In by there they find unsafe roof across the entry. Reaching toward #2 entry they find 10 timbers.
10. **Team Stop #8** will be in #2 entry of C line where the team encounters an explosive/irrespirable air gas mixture in the intersection only. Out by they will find water roofed across the entry. In by they will encounter a scoop with batteries arching. **Note: this is not a fire so it will not require a roof and rib test, extinguishing it or a separate gas test however a gas test is required in this opening. Also, this is not a withdraw situation because there is a clear air separation, and it is not a fire.** Just in by the scoop the team encounters gob piled to the roof impassable. This will stop the

teams advance so it requires a gas test, and date and initials. The reach towards #3 entry finds nothing. Also this will be an FPA for the team which for the field is the date and initial and gas test the team just made but for the map an FPA is required since it is not one of the conditions described for not righting FPA under Rule #5 & #6.

11. **Team Stop # 9** will be in C line of #3 entry where the team finds nothing in the intersection, outby they find water roofed inby the find an irrespirable /explosive air gas mixture then a temporary stopping. This is not a barricade and there is no response from inside so the team will not need to ventilate as described under Rule #35. They will need to air lock in as described under Rule #42 paragraph #5. **Now comes an issue has the team brought an extra build with them if they have not then they do not have material to air lock in or air lock out, but since there are no openings shown on the map inby there location then none exist air would only have one way in and out.** The team can however since they built back the barricade in #1 entry and it is up and that will form an airlock under Rule # 42. Once inside the stopping they find an unconscious man then an explosive air gas mixture with the Carbon Monoxide level indicating evidence of fire, **(This is a withdraw situation)** and the team should not go past this placard. The Captain must touch the person and D&I the person then let the team access him under Rule #12, load him onto a stretcher under Rule #11, then since he will be taken back through irrespirable atmosphere he will need an apparatus properly put on him also under Rule #11 and Rule #34. Then transport him to the fresh air base to clock out.

