

Rolla Day 2 Judges Instructions

General

- Meet team and introduce yourselves at working area and show them where to set up and lay out equipment and communication line.
- Team captain will make statement that team is there to offer help. Reply thank you; their services are required.
- Do not hand out problem and maps until captain has started clock.
- Observe donning of apparatus and condition of equipment.
- Team will count off and travel into mine. A 50' apparatus check will be made. After this check, all future checks cannot exceed 20 minutes.
- Roof and rib checks, gas tests made at all openings – so no instructions at team stops.

Team Stop 1

- Gas placard – Irrespirable atmosphere in front of barricade. Cannot breach before ventilating.
- Barricade. Miner yells “Help!” Team must now find means to rescue.
- Unsafe roof - Captain must D&I.

Team Stop 2

- Ignition source. Battery utility vehicle.
- Clear air separation from explosive gas placard.
- Can travel through water knee deep. (Will not have to be pumped for problem).

Team Stop 3

- Gas placard – Explosive.
- Ventilation shaft checked. It is safe to explore and travel.
- Unsafe roof - Captain must D&I.
- Can travel through water knee deep. (Will not have to be pumped for problem).

Team Stop 4

- Check curtain. Does not require D&I and can be used for temporary stopping.

Team Stop 5

- Ignition source. Battery haul truck.
- Clear air separation from explosive gas placard.
- 4 timbers found. Team has material to rescue, but must continue exploration.

Team Stop 6 thru 9

- Nothing of significance.

Team Stop 10

- Gas placard – Irrespirable. Cannot breach before ventilating.
- Barricade. Miner yells “Help!” Team must not rescue as they are tied to first miner encountered. Will be discounted if they delay.

Team Stop 11

- Gas placard – Irrespirable. Cannot breach before ventilating.
- Barricade. Unconscious miner inside.

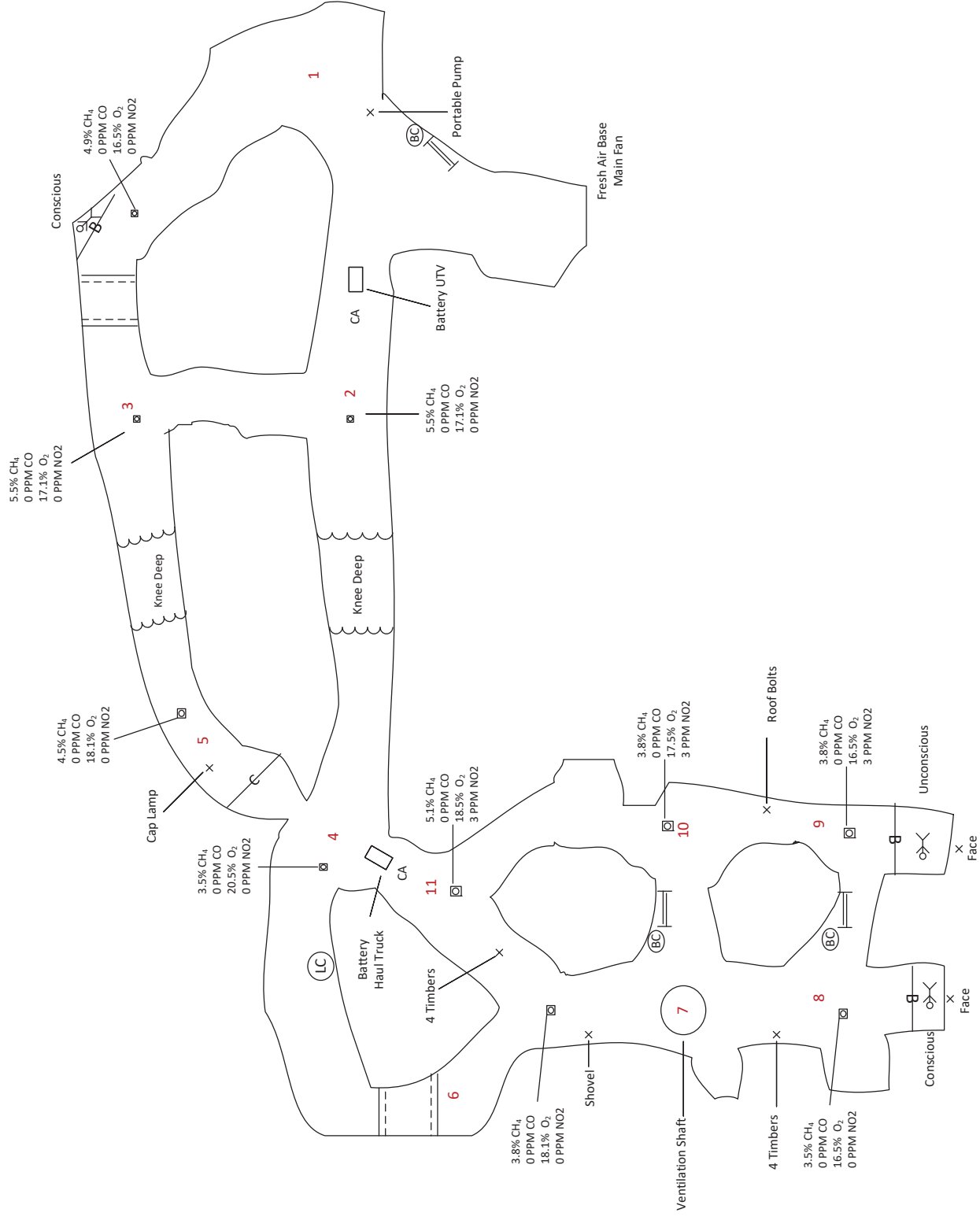
Systematic Requirements

- Once team stop 11 is complete, Team must promptly work to rescue first miner in barricade. No other work allowed.
- **SEE VENTILATION 1 STEPS**

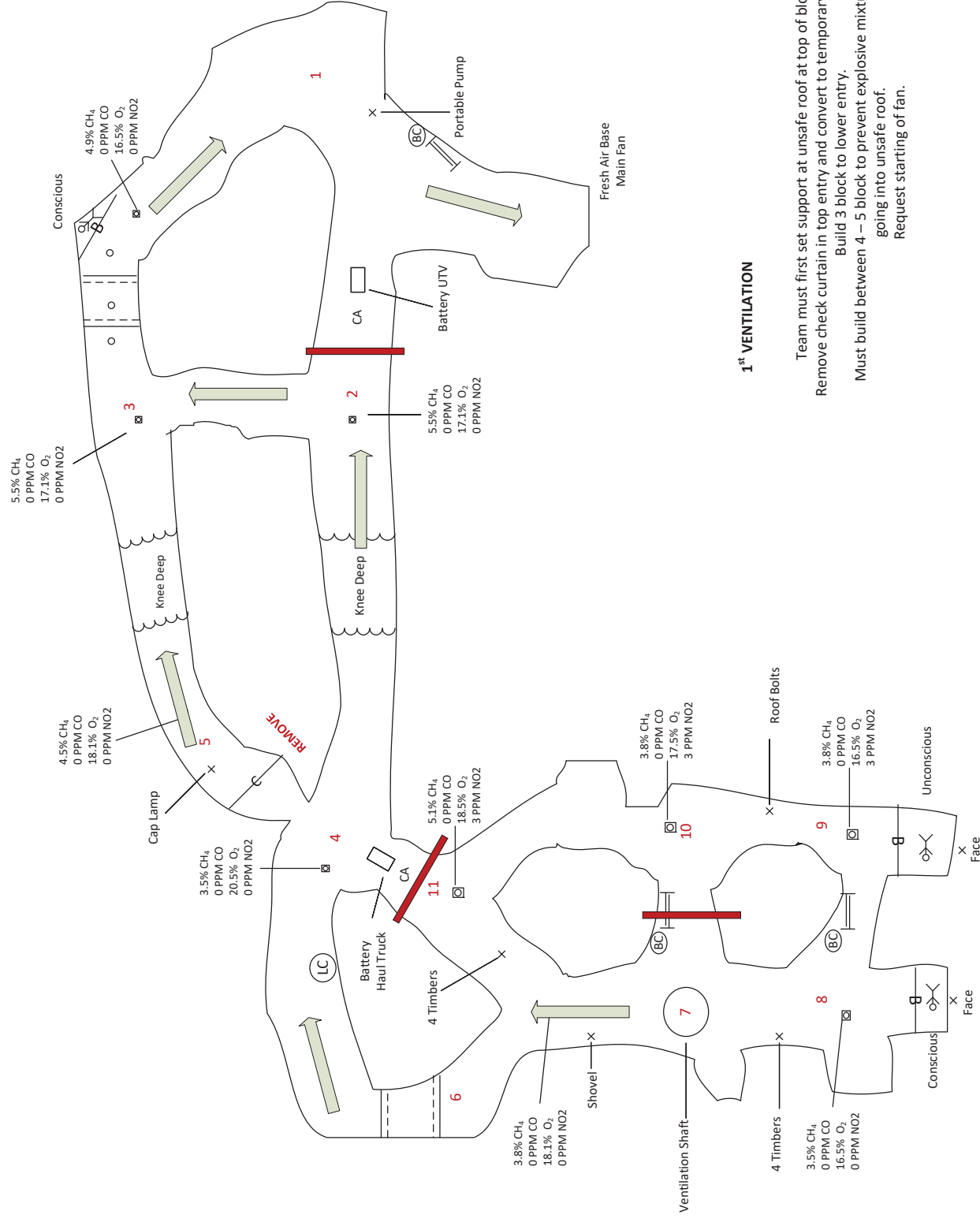
- **SEE VENTILATION 2 STEPS**

End of problem.

Kennedy



Kennedy



1st VENTILATION

Team must first set support at unsafe roof at top of block 1.
Remove check curtain in top entry and convert to temporary stopping.
Build 3 block to lower entry.
Must build between 4 – 5 block to prevent explosive mixture from going into unsafe roof.
Request starting of fan.

Kennedy

