

**2004 KMI MINE RESCUE CONTEST**  
**Sept. 9, 2004**  
**SUPERINTENDENT'S STATEMENT**

MY NAME IS \_\_\_\_\_. I AM SUPERINTENDENT OF THE NEW BLUE No. 8 MINE. THANK YOU FOR ANSWERING OUR CALL FOR HELP. YOU ARE LOCATED OUTSIDE.

EARLY THIS MORNING, FIVE (5) MEN ENTERED THE No. 1 SECTION TO RUN COAL. AT APPROXIMATELY 5:00 A.M. A LOUD EXPLOSION WAS HEARD AND POWER TO THE MINES WAS KNOCKED. ALL FIVE MINERS ARE STILL MISSING.

THIS IS A NEW MINES THAT IS BEING DEVELOPED NEAR THE OLD BLUE No. 7 MINES. THE UNIT HAS 3 ENTRIES WITH STAGGERED CROSSCUTS FOR BETTER ROOF SUPPORT. THE POWER IS OFF INBY THIS POINT. VENTILATION IS PROVIDED BY AN EXHAUST FAN ON THE SURFACE. THE FAN IS OFF AND BEING MONITORED AND GUARDED. ALL REGULATORY AGENCIES AND BACK-UP MINE RESCUE TEAMS HAVE BEEN NOTIFIED AND ARE PRESENT.

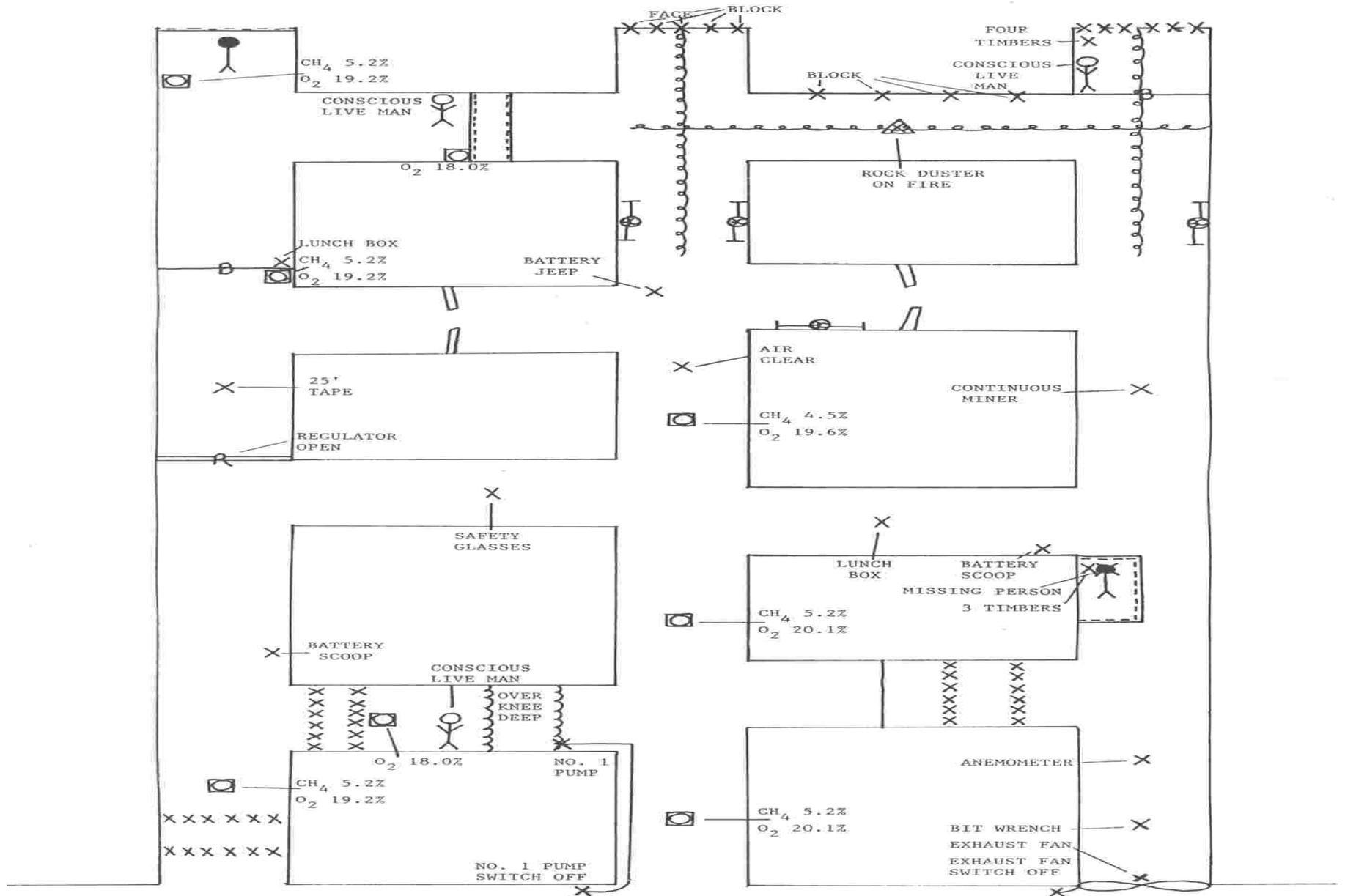
THIS MINES HAS PROBLEMS WITH WATER, BAD ROOF AND METHANE.

THE MINE MAPS ARE NOT UP-TO-DATE.

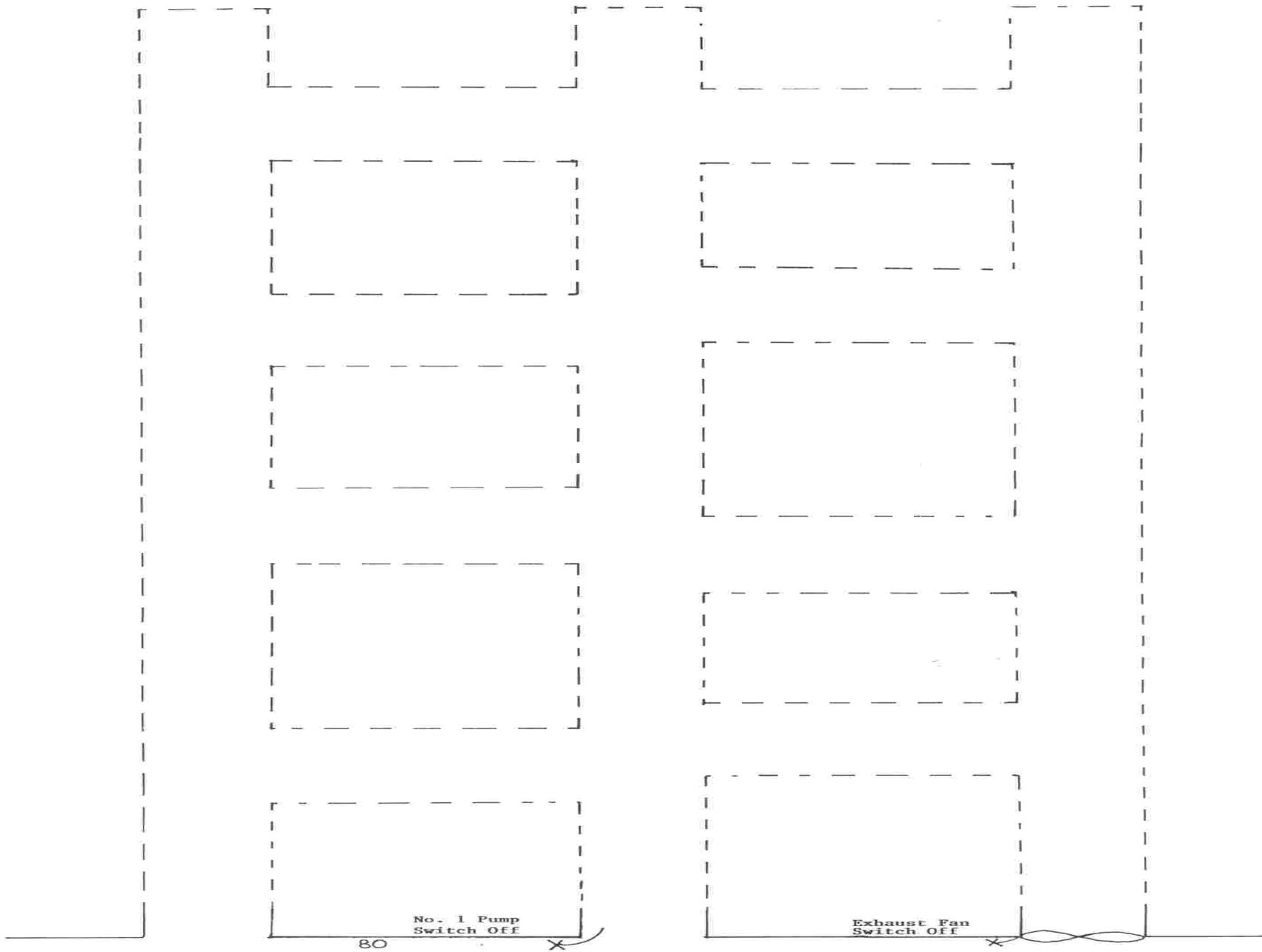
WE HAVE A COMPETENT LIFELINE PERSON TO GIVE AND RETURN SIGNALS (POINT THIS PERSON OUT).

WRITTEN INSTRUCTIONS AND MINE MAPS WILL BE PROVIDED WHEN YOU ARE READY TO WORK.

2004 KMI



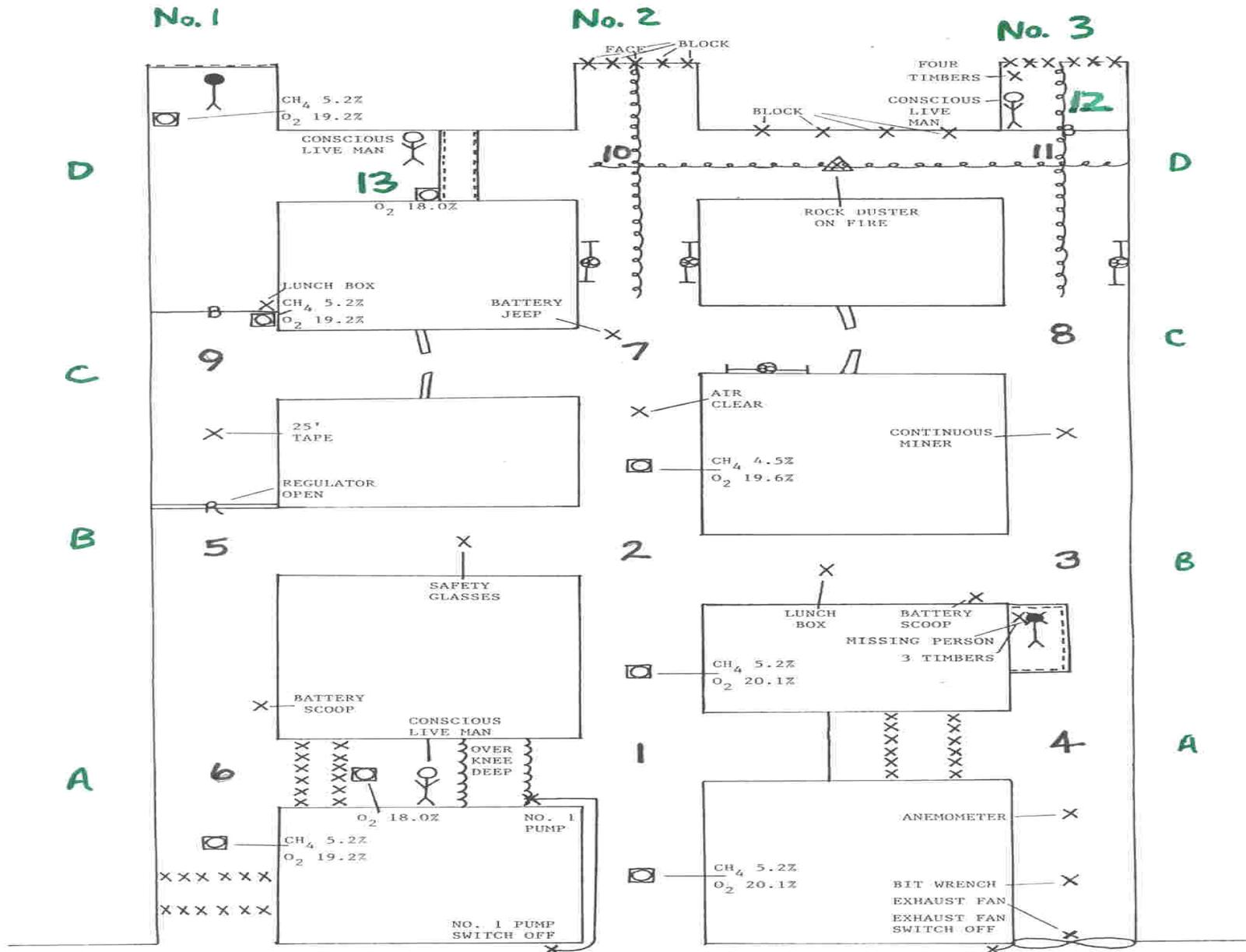
TEAM MAP



**2004 KMI Mine Rescue Contest**  
**SEPT. 9, 2004**  
**Written Instructions**

- 1. Account for all missing miners.**
- 2. Explore the entire mine.**
- 3. The Exhaust fan cannot be reversed and cannot be turned off once started.**
- 4. The No. 1 Pump cannot be turned off once started.**

# "Possible" Team Stops



**JUDGES EXPLORATION BRIEFING  
2004 KMI MINE RESCUE CONTEST  
SEPTEMBER 9, 2004**

**SURFACE**

GT at all openings (including GT at exhaust fan)

R & R and D & I at caved in No. 1 Entry

D & I at exhaust fan

**TEAM STOP NO. 1**

Team must travel to “A” intersection of No. 2 Entry

Team must do 50’ apparatus check

When captain is in intersection

**(Have patient read statement No. 1) “Help! Get me out! It’s caved in behind me!”**

GT and D & I at temporary stopping

GT at other openings

D & I at water over knee deep

**TEAM STOP NO. 2**

Team must advance to “B” intersection in No. 2 Entry

GT at all openings

Examine Lunch Box

**Team has option to go left or right**

**TEAM STOP NO. 3**

Team may advance to “B” intersection on No. 3 Entry

GT at both openings

R & R in intersection and outby for unsafe roof

***LEGEND:***

DI = date and initial

GT = gas tests

R & R = roof and rib

**TEAM STOP NO. 4**

Team must advance to “A” intersection of No. 1 Entry

GT at opening toward caved area

Captain must do R & R and D & I at caved area

D & I and GT at exhaust fan

**TEAM STOP NO. 5**

Team must retreat and then advance to “B” intersection of No. 1 Entry

GT in both openings

D & I at regulator

If Team travel is this direction, then Team must tie behind to “A” intersection of No. 1 Entry

**TEAM STOP NO. 6**

GT at opening outby and crosscut going to No. 2 Entry

R & R and D & I at both caved areas

**Team must use open regulator frames to airlock into temp stop in “A” crosscut before #5 man goes inby “B” crosscut**

**TEAM STOP NO. 7**

Team can travel any entry

Team may travel to “C” intersection of No. 2 Entry

GT at all openings

D & I at both permanent stoppings not intact

**Team can go either way, to No. 1 or No. 3 entry**

### **TEAM STOP NO. 8**

Team may travel to “C” intersection of No. 3 Entry

GT at both openings

Make sure all on lifeline when in smoke

Tie outby to No. 3 team stop if team stops were this way, team must ventilate to get patient inby water over knee deep in “A” crosscut (see 1<sup>st</sup> Ventilation map)

After 1<sup>st</sup> Ventilation and pumping water. Wait 5 seconds once pump is on then turn over water placards.

Captain must touch and D & I patient.

R & R and D & I at caved area.

### **TEAM STOP NO. 9**

Team may travel to “C” intersection of No. 1 Entry

When captain is in intersection

**(Have patient read statement No. 2) “Help! Get us out! Me and my buddy are having trouble breathing!”**

GT at barricade and opening outby

If Team travel was this direction, then team must ventilate for 1<sup>st</sup> patient inby water over knee deep, before advancing to “D” crosscut (see 1<sup>st</sup> ventilation map)

### **TEAM STOP NO. 10**

Team must travel to “D” intersection of No. 2 Entry

GT at both openings and at face inby

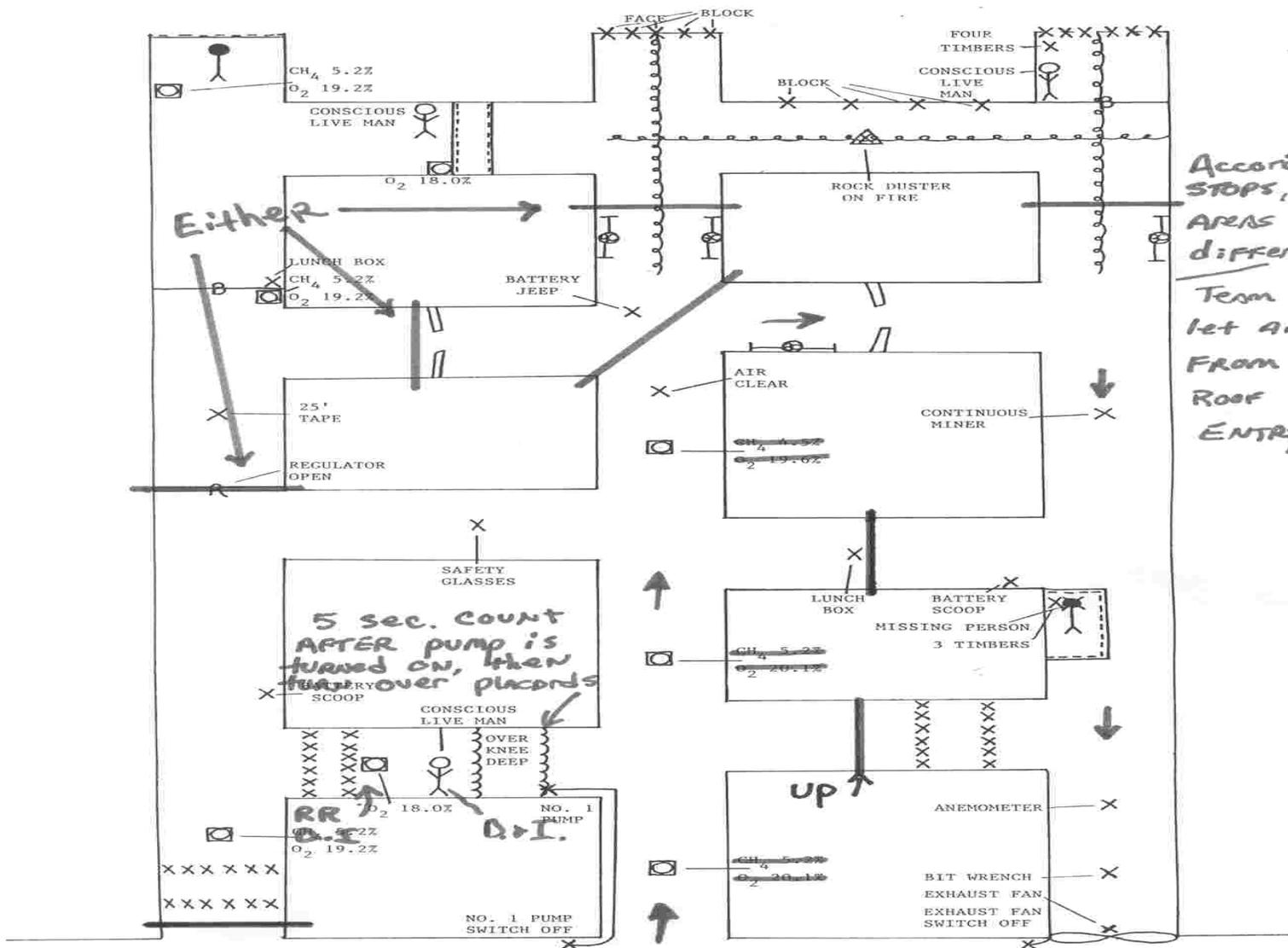
R & R and D& I at face

R & R and D& I at unsafe roof

Team must extinguish fire (rock duster on fire)

R & R and GT at fire **(watch that all team members on lifeline in smoke)**

# 1<sup>ST</sup> VENT. TO PUMP WATER



According to Team STOPS, AIR LOCKING AREAS MAY BE different.

Team MUST NOT let air be pulled FROM UNSAFE ROOF in No. 1 ENTRY.

- FAN CANNOT BE STOPPED ONCE STARTED
- MUST MAINTAIN AIRLOCK OF UNSAFE ROOF & CAVED AREA IN No. 1 & No. 3 ENTRIES

**TEAM STOP NO. 11**

Team must advance to “D” intersection of No. 3 Entry

When captain enters intersection

**(Have patient read statement No. 3) “Help! Get me out!”**

GT at opening outby and at barricade **(team is in smoke – all team members on lifeline)**

D & I at barricade **(team is in smoke – watch lifeline)**

Team must ventilate for barricade if travel was this way (see 2<sup>nd</sup> ventilation map)

**TEAM STOP NO. 12**

After ventilation team must airlock to breach barricade as shown on airlock map (see airlock map)

Captain does GT after barricade is down

Team will be in smoke behind barricade **(watch team members on lifeline)**

Captain must touch and D & I conscious live man

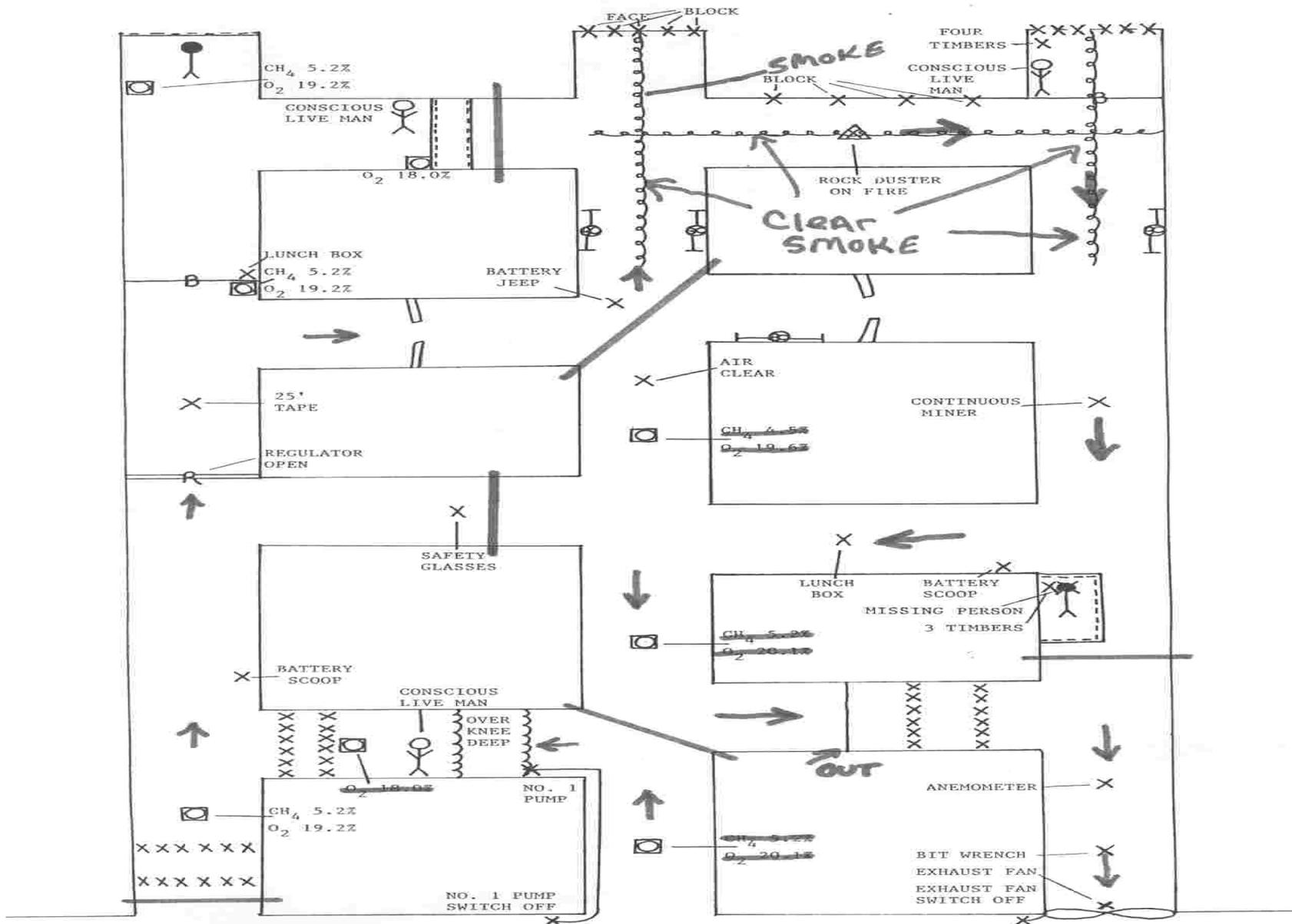
Must use apparatus or SCSR on conscious man

R & R and D & I at caved area

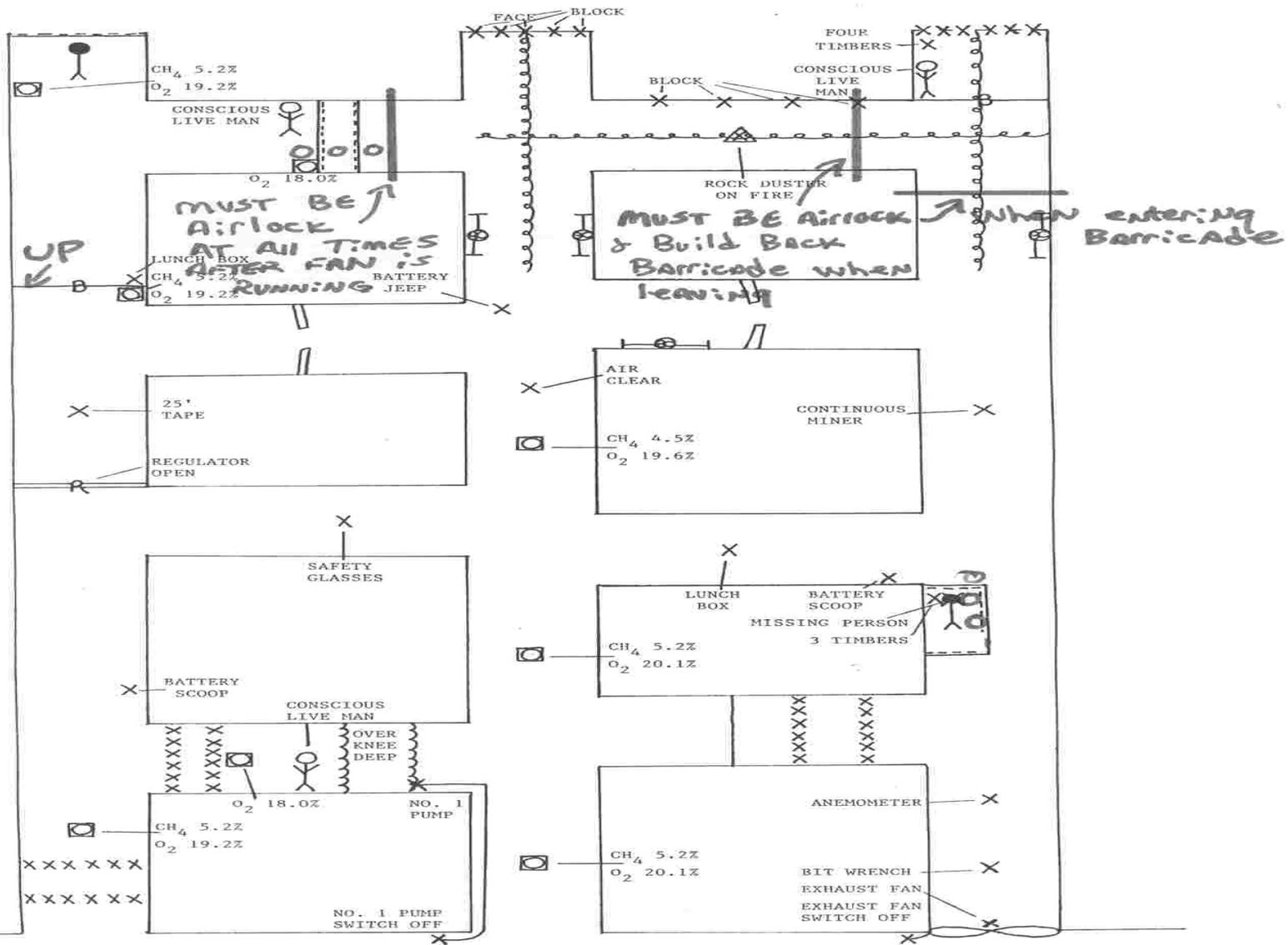
Team must airlock out of barricade

**(After taking patient outside, Team must timber to missing person in unsafe roof in No. 3 Entry “B” crosscut) (See timber and airlock map)**

# 2ND VENT. TO CLEAR BARRICADE



# AIR LOCKING & TIMBERING



### **TEAM STOP NO. 13**

Team may advance to “D” intersection of No. 2 Entry

Team must be airlock when entering unsafe roof going to No. 1 Entry

Set timbers as shown (see Timber map)

Captain must touch and D & I patient

Must use apparatus or SCSR on conscious live man

At their team stop, captain can go 25’ from patient

**Dock if captain goes to lunch box on this stop (lunch box is 28’ from patient)**

**Dock if captain goes in by  $\text{Ch}_4$  5.2  $\text{O}_2$  19.2 placard (explosive mixture in No. 1 and smoke in No. 3 Entry)**

**Team must airlock out when going outside**

**Team may take patient out and come back (can then explore to lunch box and barricade - must not pass explosive mixture)**

**Team must examine lunch box and make backside of barricade**

**FPA at explosive mixture**

**End Problem**