

A

B

C

5

5

4

4

3

3

2

2

Answer:
Team members cannot go in by the captain's location prior to him making the proper roof test for that area

Question:
If captain takes roof and rib test to the right (going toward #2), can the gas man go gas test prior to captain finishing roof test in by #1?

1

1

A

B

C

5

5

4

4

3

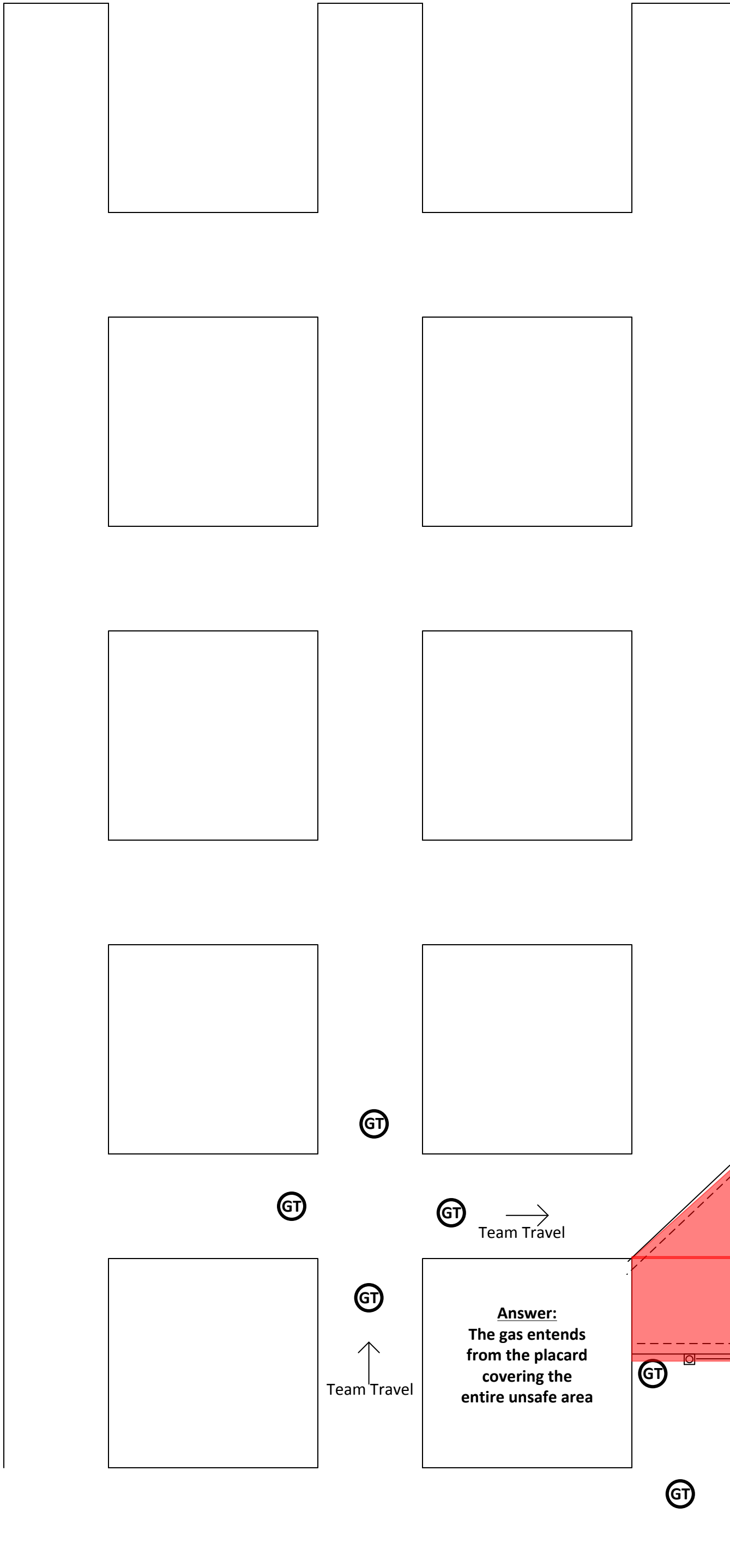
3

2

2

1

1



GT

GT

Team Travel

GT

Team Travel

Answer:
 The gas extends
 from the placard
 covering the
 entire unsafe area

GT

GT

5 % CH₄
 1 PPM CO
 19.0 % O₂

Question:
 Where does
 the gas extend
 to?

A

B

C

5

5

4

4

3

3

2

2

1

1

3.1 % CH₄
55 PPM CO
18.1 % O₂

B

←
Question:
If both sides of a barricade have been made and an irrespirable is in front of it, do you have to vent it out before taking the barricade down even though you have been on both sides?

Answer:
NO!

Question:
What would be the correct way to timber to this temp in unsafe roof?

Can you timber through with just 3 timbers?

5'

Answer to both:
The rules do not allow this, it should not be in a problem design.

A

B

C

5

5

4

4

3

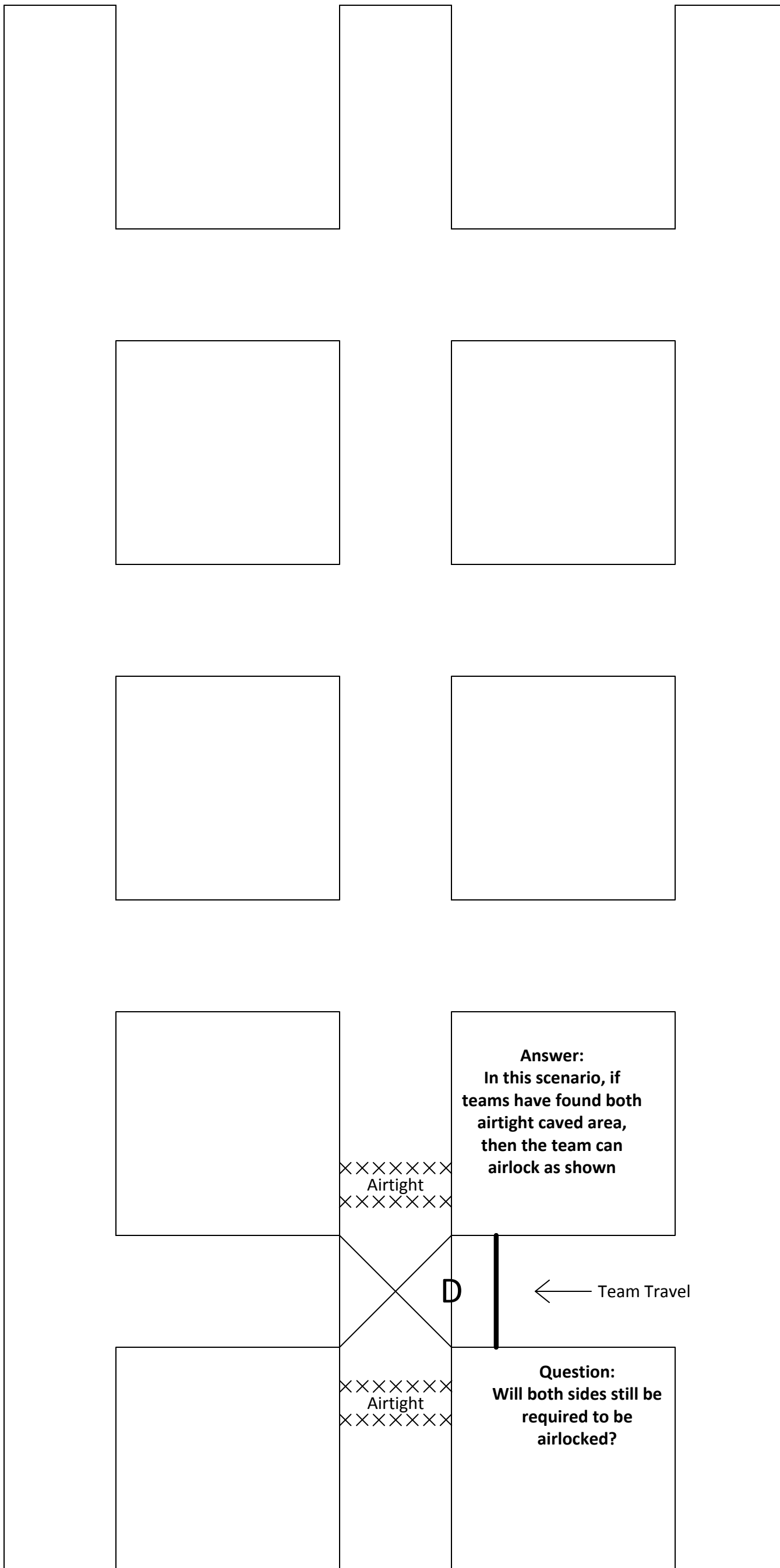
3

2

2

1

1



Answer:
 In this scenario, if
 teams have found both
 airtight caved area,
 then the team can
 airlock as shown

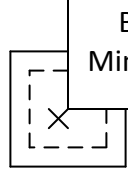
D ← Team Travel

Question:
 Will both sides still be
 required to be
 airlocked?

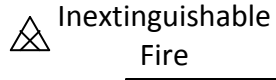
A

B

C



5.5 % CH₄
 6 PPM CO
 19.5 % O₂



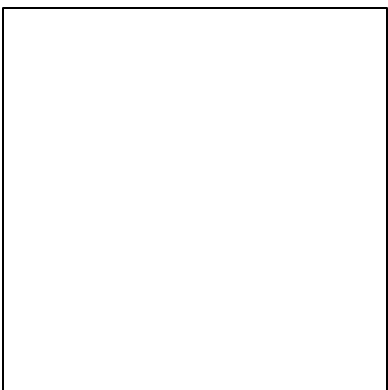
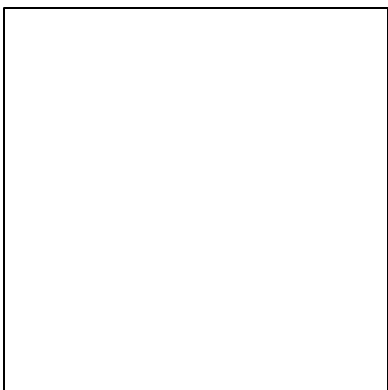
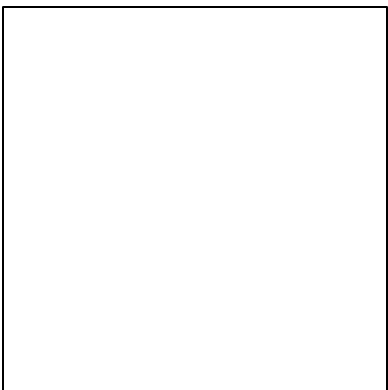
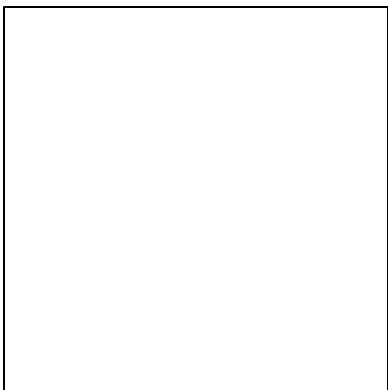
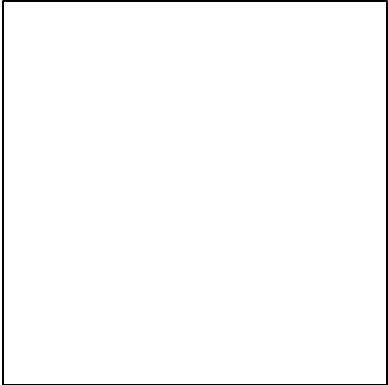
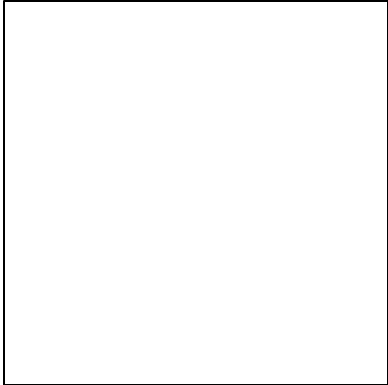
5 % CH₄
 4 PPM CO
 19.0 % O₂



Q5 – Map entire unsafe or just in intersection?
Answer:
 Just in the intersection up to the ignition source. FPA in 2 areas and withdraw.



Q6 – (R23) Can team see & map gas or caved?
Answer:
 No--- problem designers should design problems and provide a means/materials to address all placards that require an action in an intersection



5

5

4

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2

2

1

1

A

B

C

5

5

4

4

3

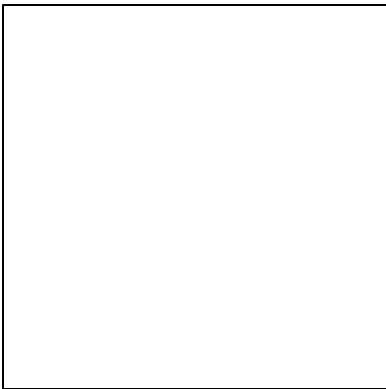
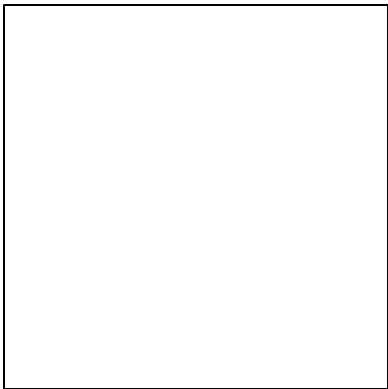
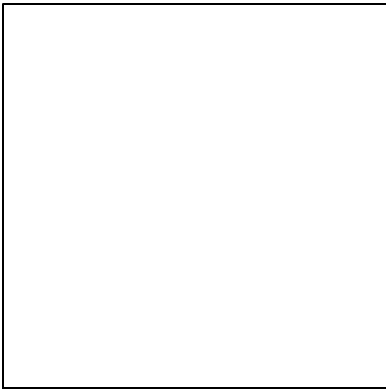
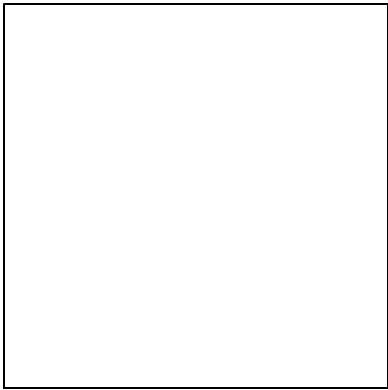
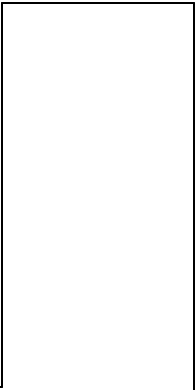
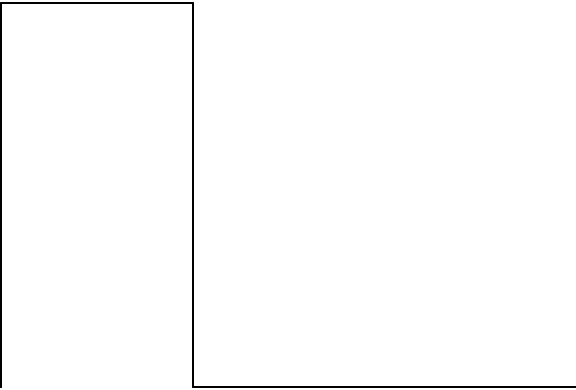
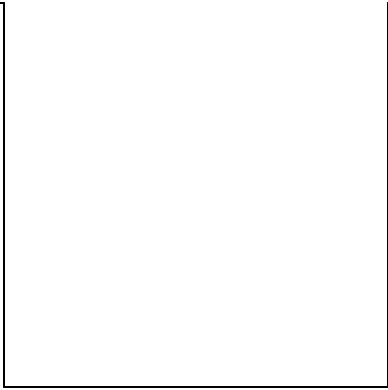
3

2

2

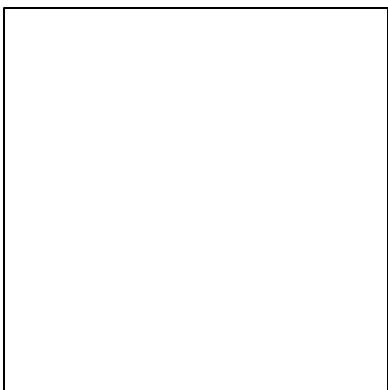
1

1

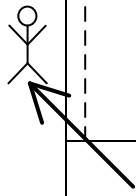


Question:
 Please show proper procedure for this situation to comply with rule 23, (No team member may perform work...!)
 Rule #32 / Rule #29

Answer:
 No team member can pass patient until the captain touches patient. The team cannot work on patient until captain makes roof and rib test at least to patient location.



→
 Team Travel



**Uncon.
 Live Person**

A

B

C

5

5

4

4

3

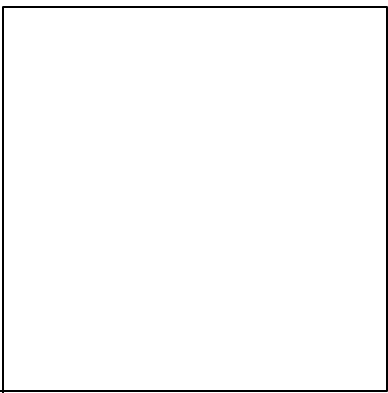
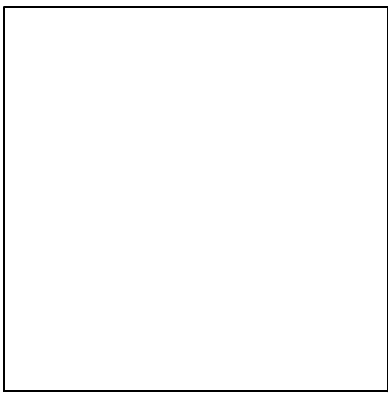
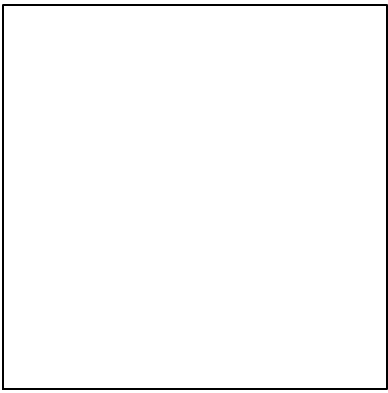
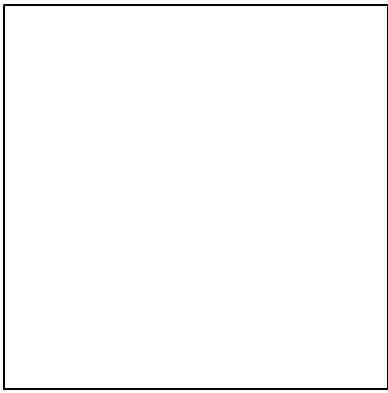
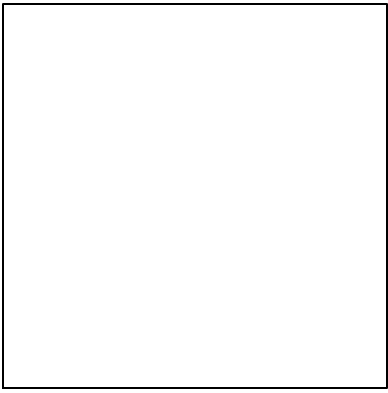
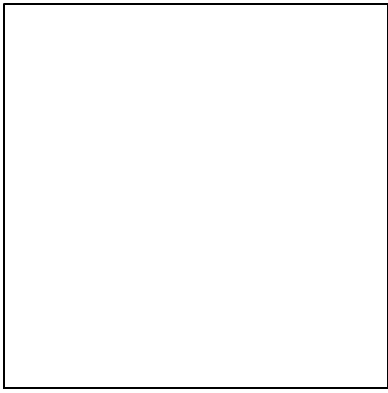
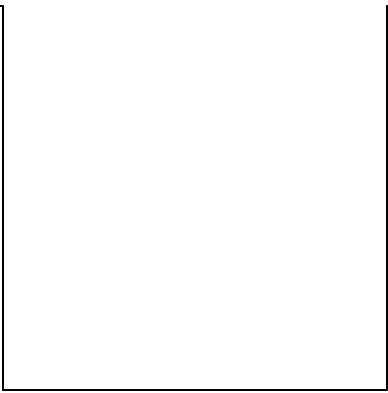
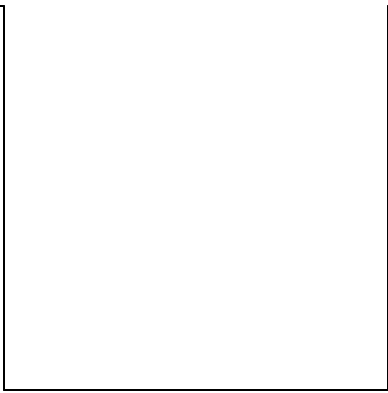
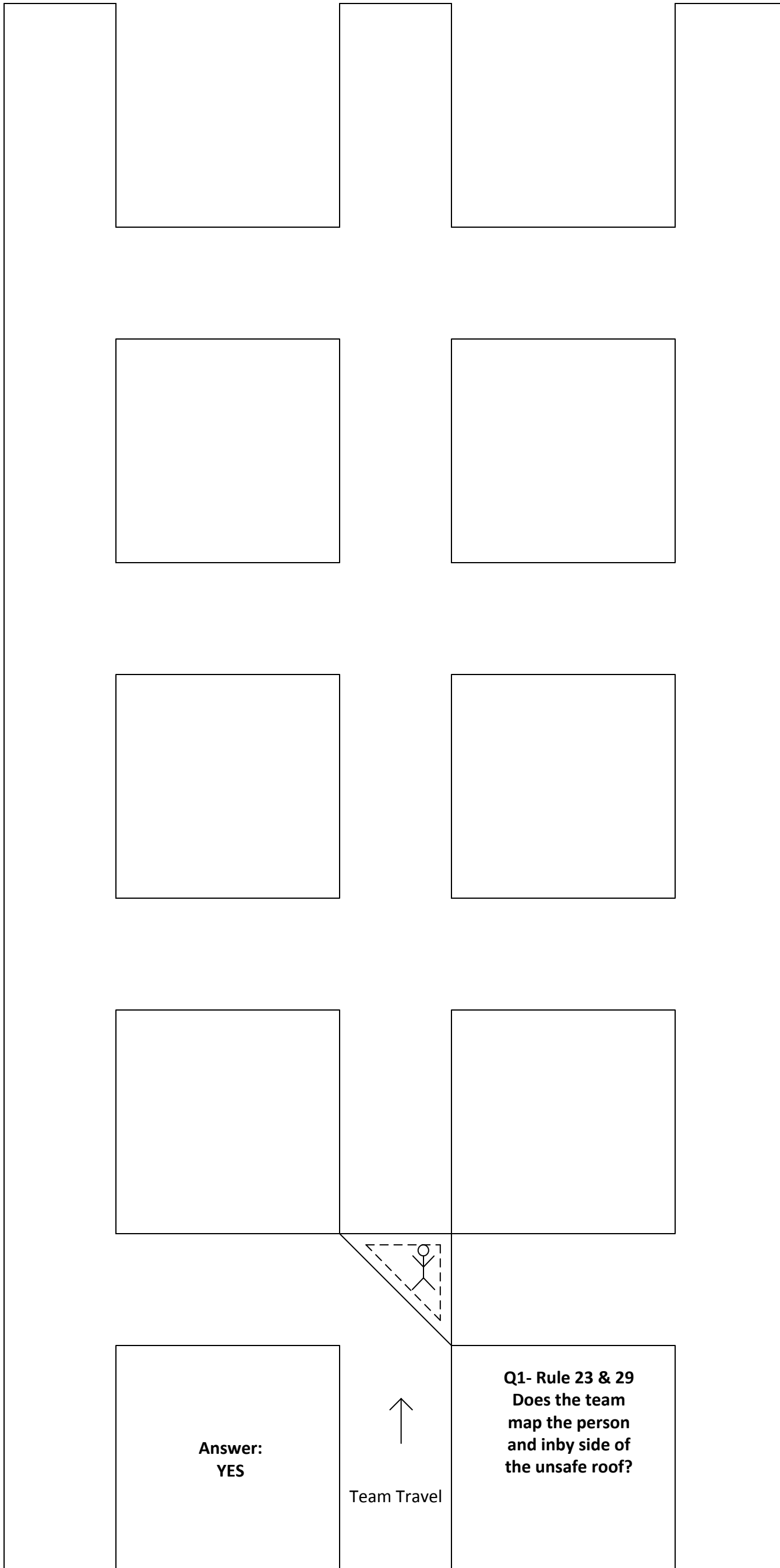
3

2

2

1

1



Answer:
YES

Q1- Rule 23 & 29
Does the team
map the person
and inby side of
the unsafe roof?

↑
Team Travel

A

B

C

5

5

4

4

3

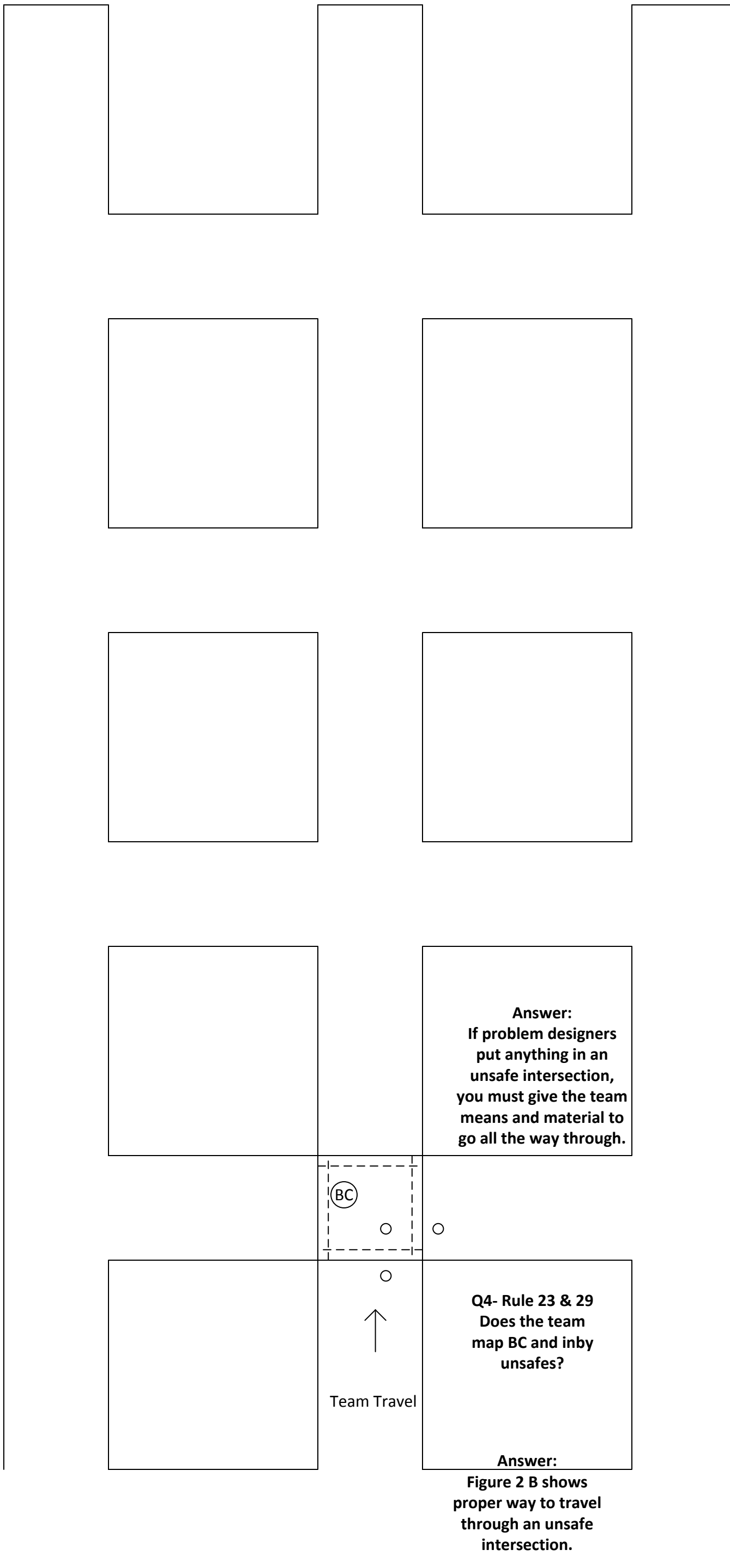
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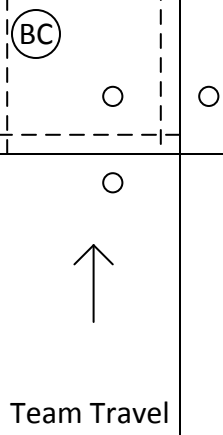
2

1

1



Answer:
 If problem designers
 put anything in an
 unsafe intersection,
 you must give the team
 means and material to
 go all the way through.



Q4- Rule 23 & 29
 Does the team
 map BC and inby
 unsafes?

Answer:
 Figure 2 B shows
 proper way to travel
 through an unsafe
 intersection.

A

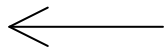
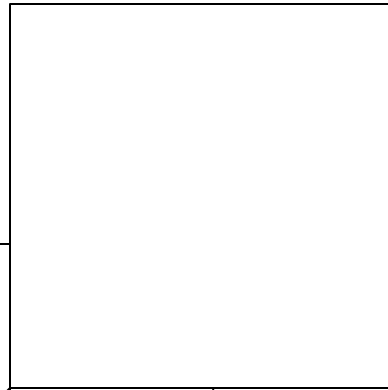
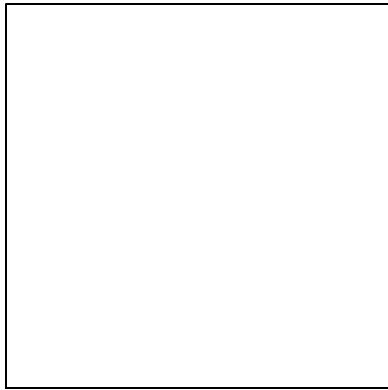
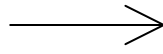
B

C

Question:
How do teams
(captain) perform R&R
test to comply with
Rule 23

Answer:
Test all areas in the
intersection before
breaching planes into
unexplored areas

Team Travel



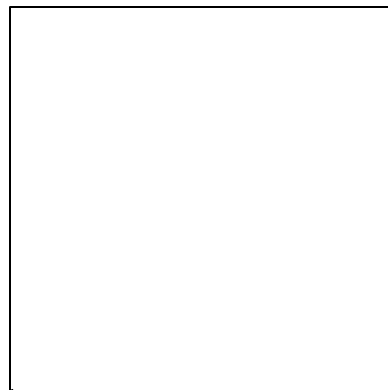
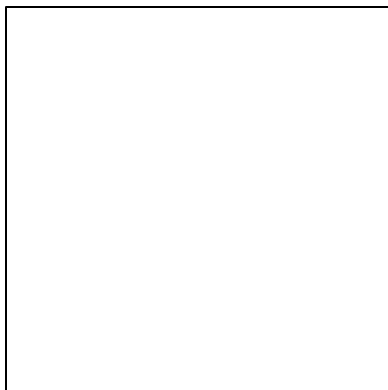
D
Open



Answer:
Gas will NOT clear and
it cannot be winged
out.



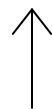
Question:
If air is going through
door and over the
overcast will it clear
the gas in front of the
barricade? If "No",
then how do you clear
the gas?



B

Question:
What would be the
procedure for checking
this intersection?

Team Travel



Answer:
Bad problem design.
Does not allow team to
ensure area safe for
them.

5

5

4

4

3

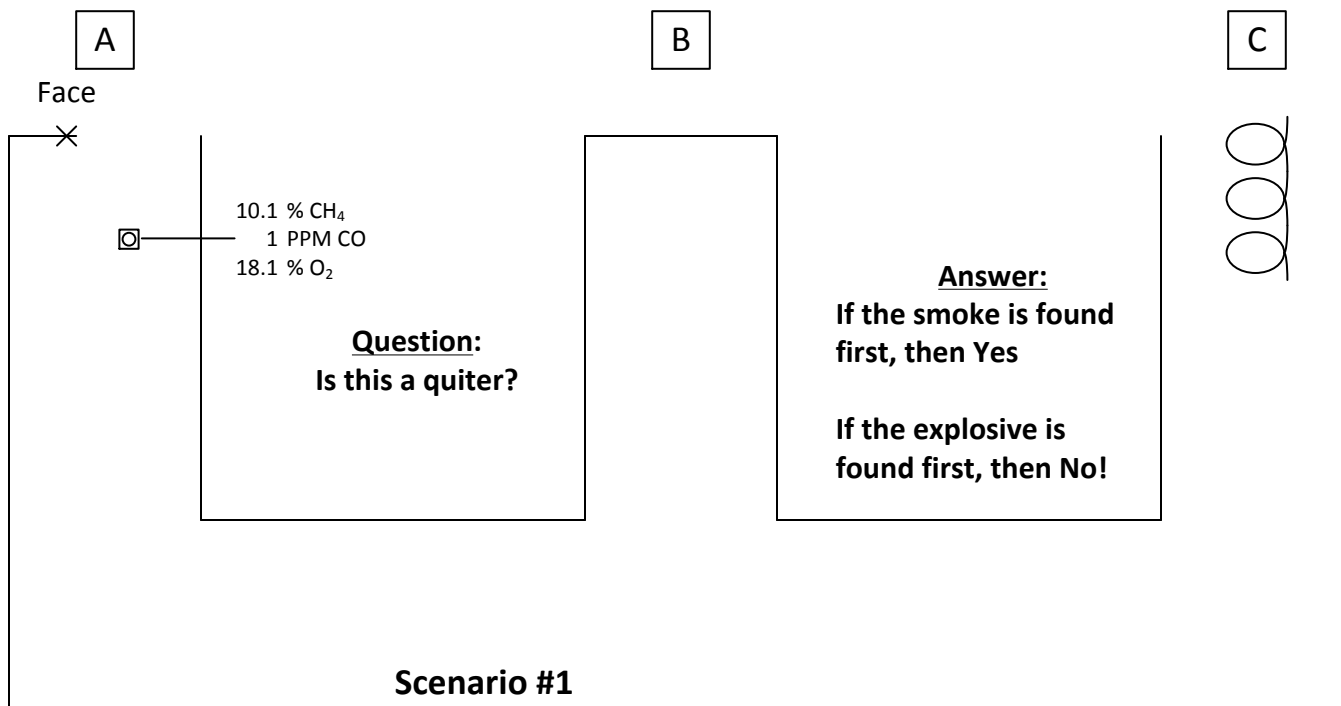
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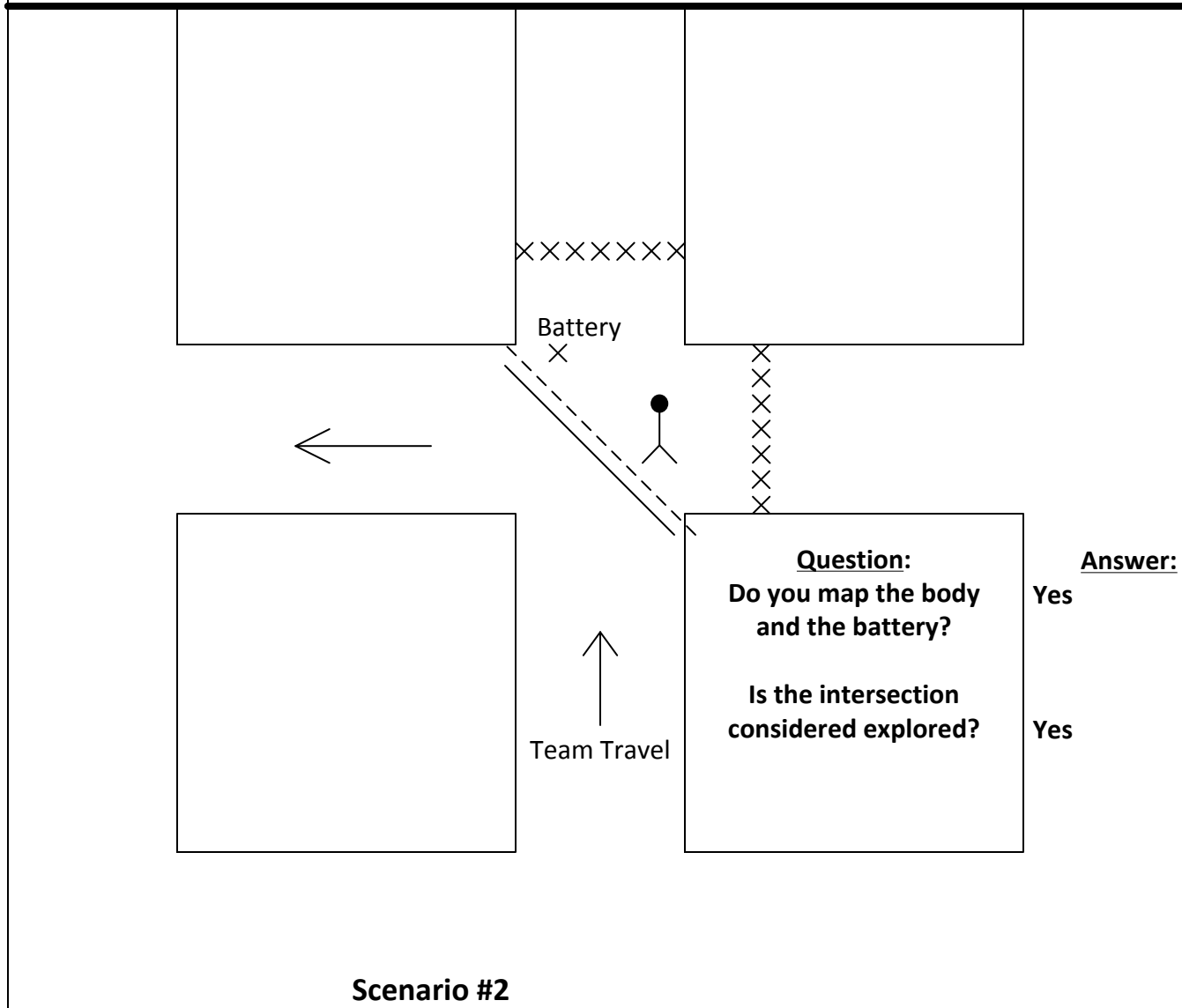
2

1

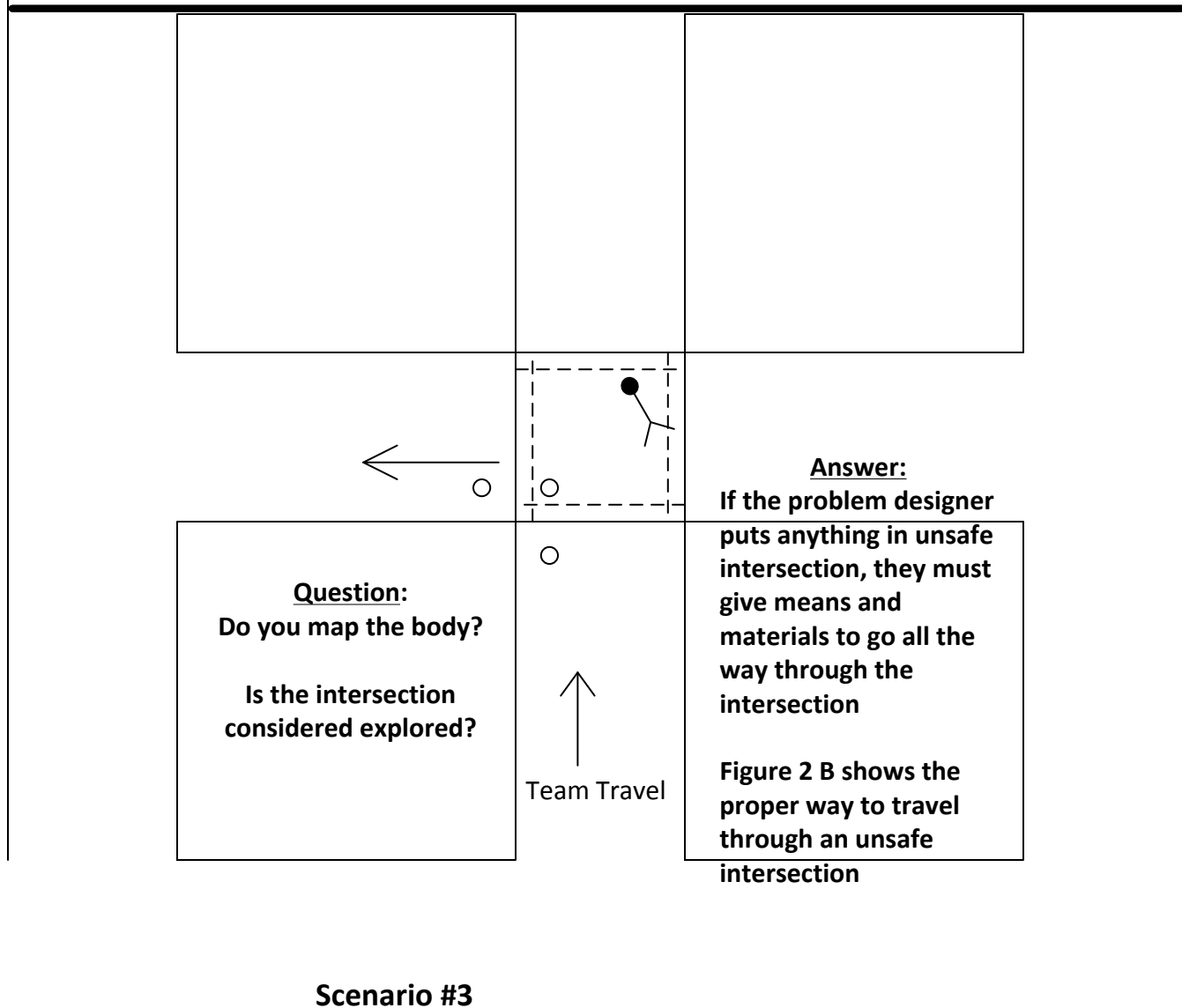
1



Scenario #1



Scenario #2



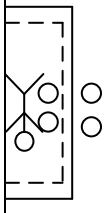
Scenario #3

A

B

C

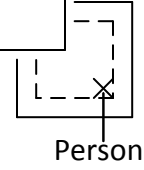
Answer:
Timbers should be set as necessary up to 5' apart. 5' is more than enough room to recover patient



Question:
How can team safely remove person without entering an area that is outside of the timbered area?

How can you remove the person and not lift him over the timbers?

Question:
I have timbers, do I finish the R&R past plane lines before dealing with person??



Answer:
Conduct R&R test in intersection, then timber into the person before breaching planes into unexplored areas.

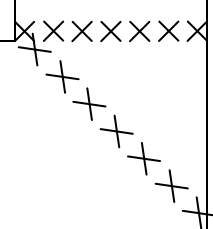
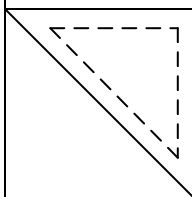
5

5

Scenario #1

4

4



↑
Team Travel

Question:
Does team map in by sides of unsafe roof?

Answer:
Yes

↑
Team Travel

Question:
Does team map in by side of caved?

Answer:
No

↑
Team Travel

3

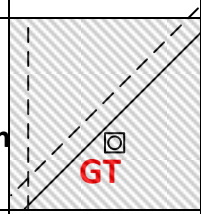
3

Scenario #2

2

2

Answer:
As shown for both



↑
Team Travel

Question:
Where are the required gas test in the intersection?

Where is the gas extent?

1

1

Scenario #3

A

B

C

Face

Cut into old works

Question:
Are 2 gas test required?

Answer:
Yes

Question:
Does cut into old works stop travel?

Answer:
No, however problem designers should not require travel into old works.

5

5

Cut into old works

×

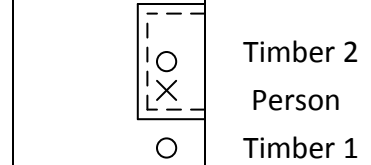
Question:
Does cut into old works stop travel in this situation?

Answer:
No, however problem designers should not require travel into old works.

Question:
Can I touch person before setting 2nd timber?

Answer:
Team should make area safe. Timber should be set in by patient, but to comply with all rules the captain should not pass the patient while doing so.

↑
Team Travel



↑
Team Travel

4

4

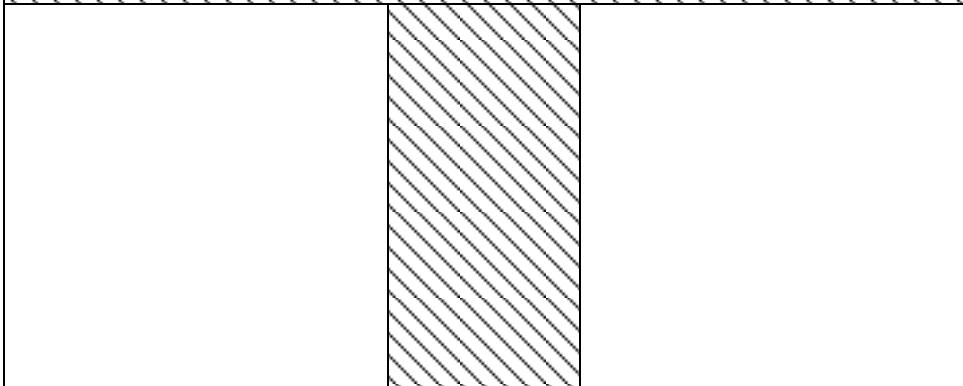
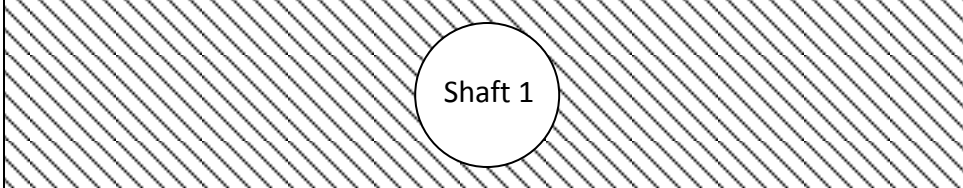
3

3

Scenario #2

Question:
What are the limits of travel when team comes down shaft?

Answer: As shown



2

2

Shaft 3

Shaft 2

Scenario #3

1

A

B

C

5

5

→
Team Travel

D
Closed

Question:
If team cannot make both sides of the overcast, can you airlock through the door?

Answer: Problem designers should NOT force teams to break a rule.

XXXXXXXXXX

4

4

Scenario #2

3

3

→
←

Question:
Show any possible air movement?

Answer:
As shown

↓ ↑

2

2

←
→

→

1

1

↑

↓

→

Scenario #3