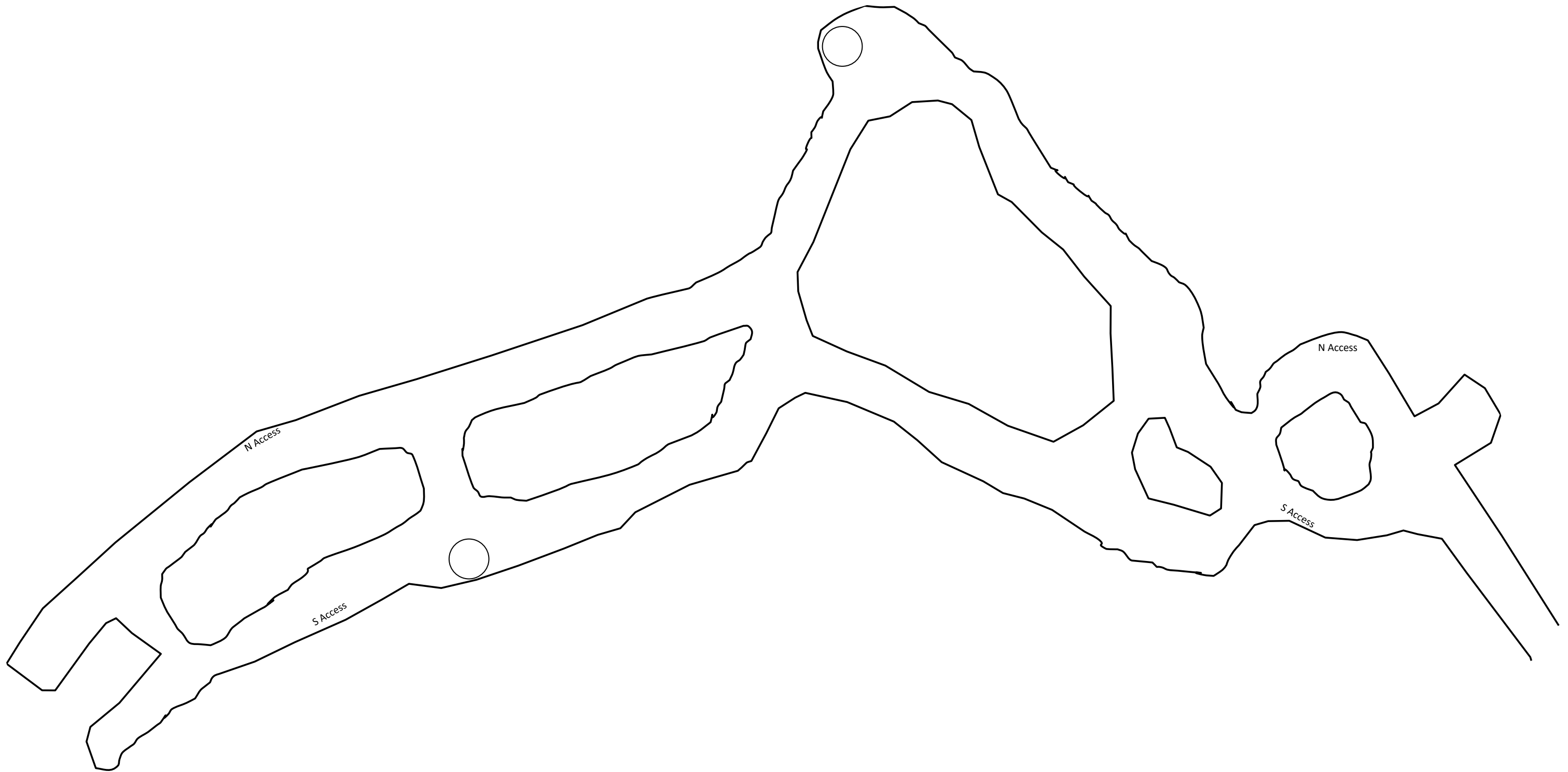


Team Map Day 1

Team Name: _____

Team Draw # _____



Wheeler Mine



Team Stop #8

The team will return to the S. Access and continue exploration to identify the other approach to the fire. The team will examine up to the next intersection and identify an “B” gas placard. Stretching south the team will identify a “Permanent Stopping”.

Team Stop #9

The team will continue exploration to the N. Access until they reach the next intersection. Examining this intersection the team will identify a “B” gas placard (see solution map for concentrations), stretching south the team will identify a set of “Air Doors”, with the first air door open and the second air door closed. North of the intersection the team will identify an “A” gas placard.

Team Stop #10

The team will continue exploration north until they reach “Fire (intense heat)”. The team must seal or regulate this approach to the fire. Once complete the team will likely return to the other approach and close the regulator to completely seal the area.

Note: If the team chose to use the building materials at the other approach to the fire, they will need to return to gather the concrete block to build the temporary stopping.

Team Stop #11

The team will continue exploration south in the N. Access, due to the concentration in front of the air doors, the team will be permitted to use the air doors to create an air lock to continue exploration south by closing one air door and opening the other. The team will examine this intersection and identify “Clear Air”. The team will also identify a “Permanent Stopping” in the crosscut.

Team Stop #12

The team will continue exploration south in the N. Access to the next intersection. Examining the intersection the team will identify “Clear Air”, stretching south the team will identify a “Winze” to the lower level.

Team Stop #13

The team will continue exploration to the intersection of the S. Access, examining the intersection the team will identify “Clear Air”. Stretching south the team will identify a “Barricade”, knocking on the barricade the team will make contact with “Jack Nicklaus” the miner will provide the following statement: “My name is Jack Nicklaus, I barricaded myself in here after seeing smoke when I was trying to escape. I’m completely enclosed, I am not hurt and the air in here is good. Get me out of here!”. The team knows the condition behind the barricade and they are in clear air, the team will be permitted to enter the barricade to rescue the survivor. Examining the area the team will identify “Brattice Cloth and Brattice Frames (1set)”.

Note: The team will need to provide respiratory protection for the survivor since they will travel through IDLH atmosphere. This can include an approved 1-hour oxygen generating unit.

Team Stop #14

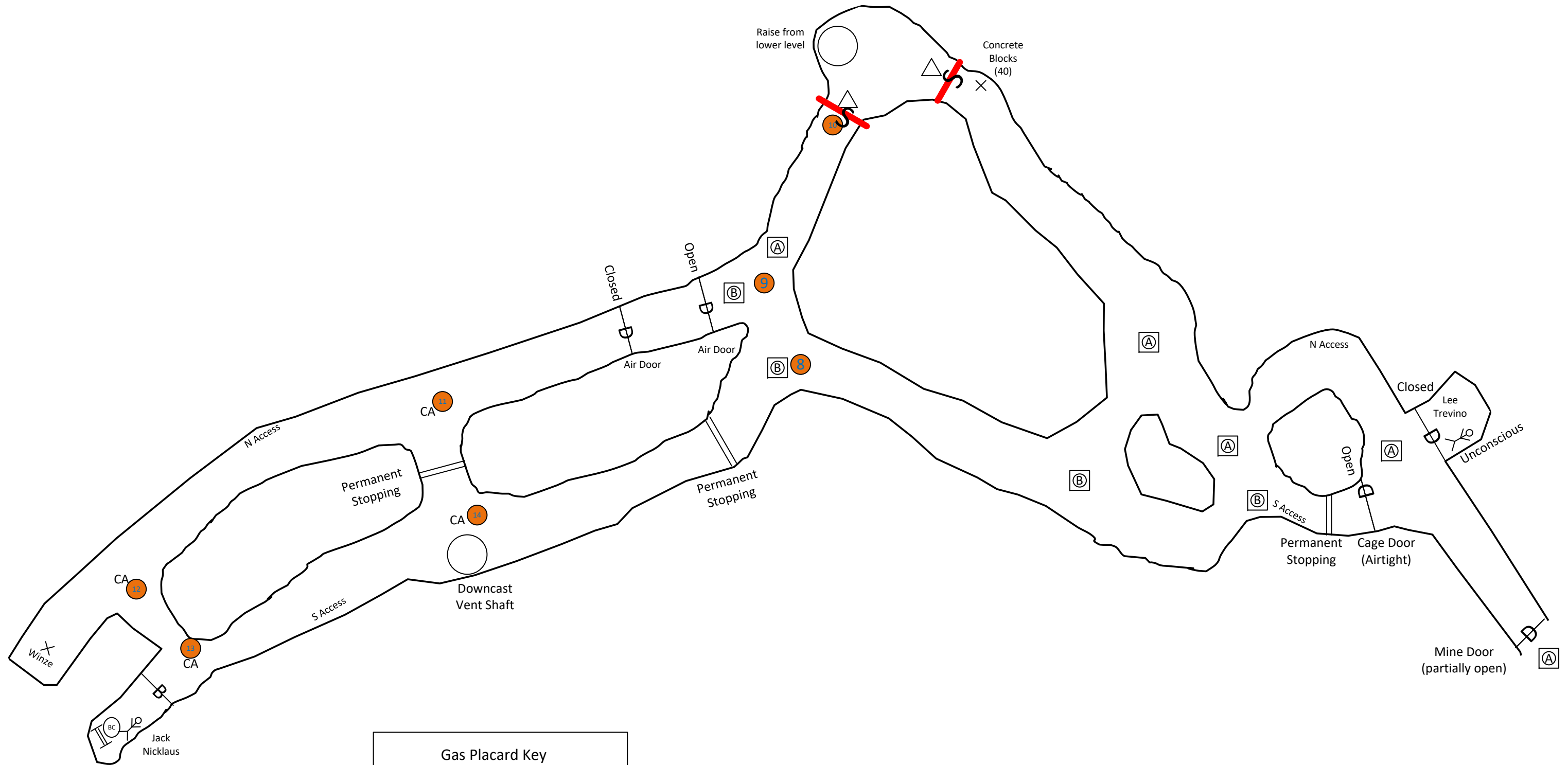
The team will return to the area they last explored and continue north in the S. Access until they reach the next intersection. Examining the intersection the team will identify “Clear Air” and a “Downcast Vent Shaft” overhead. The team will identify the backside of the “Permanent Stopping” in the crosscut. Stretching north the team will identify a “Permanent Stopping”.

Note: The team has explored all accessible areas of the mine to this point and now have the means to execute the ventilation change.

Solution Map Day 1

Team Name: _____

Team Draw # _____



Gas Placard Key	
CA	= Clear Air
(A)	= O ₂ - 16% CO - 0.15% NO ₂ - 0% CH ₄ - 0% Heavy Smoke
(B)	= O ₂ - 17% CO - 0.115% NO ₂ - 0% CH ₄ - 0% Heavy Smoke



Ventilation Change to enter the Hoistroom (See attached map)

The team will request a ventilation change, once granted the following steps will be required to clear the area in front of the Hoistroom.

- Build a temporary stopping in front of the Winze
- Open both air doors
- Close the Cage door
- Utilize the guard on surface to start the fan

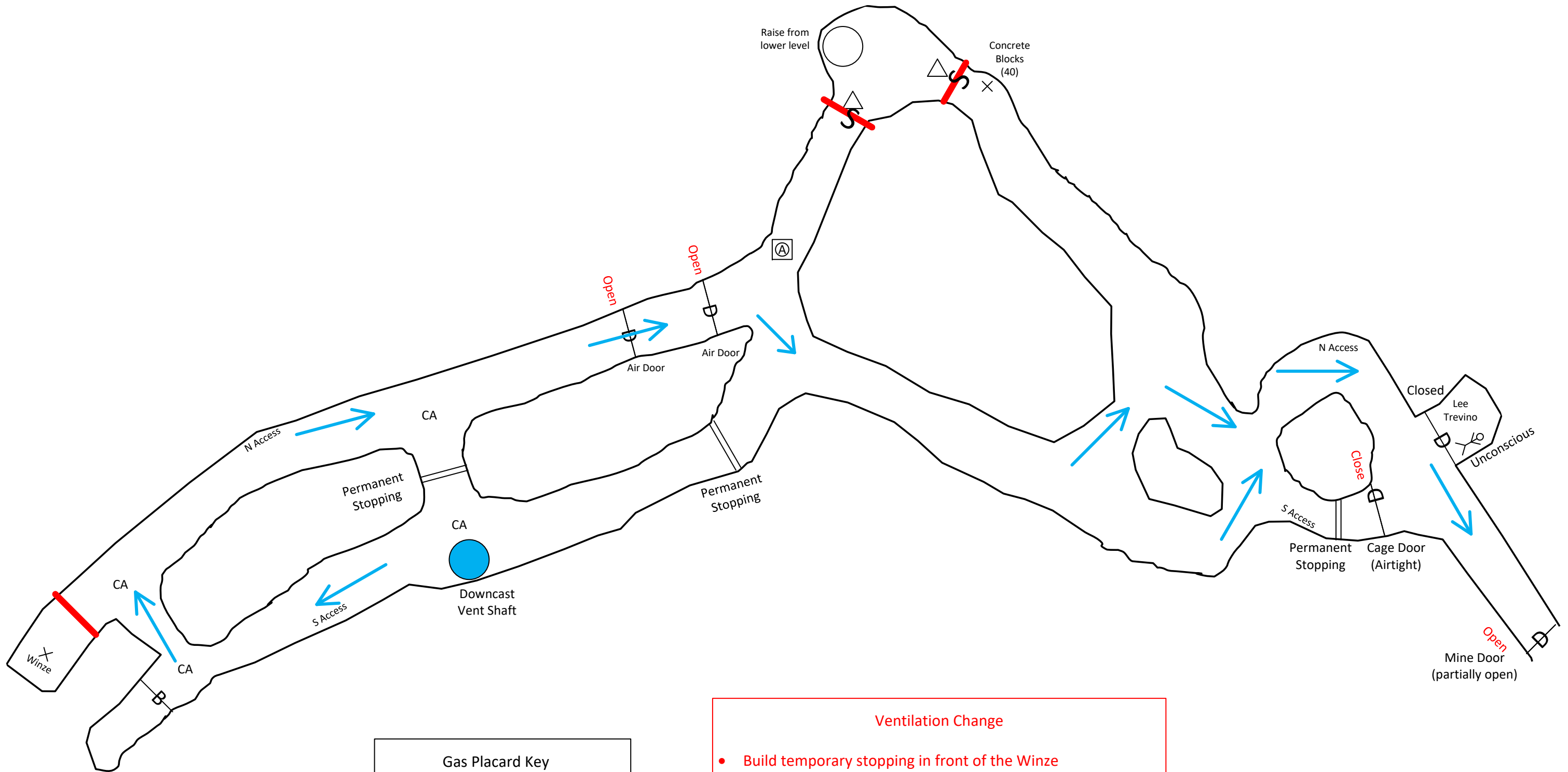
Note: Ventilation path is indicated by blue arrows on the map and will clear gases in front of the Hoistroom.

Note: Upon reentry into areas cleared of smoke and toxic or dangerous gasses, teams shall make gas tests rib to rib at all openings along the route they travel.

Ventilation Map Day 1

Team Name: _____

Team Draw # _____



Gas Placard Key	
CA	= Clear Air
Ⓐ	= O ₂ - 16% CO - 0.15% NO ₂ - 0% CH ₄ - 0% Heavy Smoke
Ⓑ	= O ₂ - 17% CO - 0.115% NO ₂ - 0% CH ₄ - 0% Heavy Smoke

- Ventilation Change**
- Build temporary stopping in front of the Winze
 - Open both air doors
 - Close the Cage door
 - Utilize the guard on surface to start the fan

Wheeler Mine



Team Stop #15

The team will request that the guard on surface turn “OFF” the fan. The team will need to utilize a set of building materials and the barricading materials to build in front of the Hoistroom due to the not knowing the conditions behind the Hoistroom door. The team can now enter the hoistroom, where they will identify the final missing miner. The team will identify “Lee Trevino” the miner is unconscious and has no visible signs of injury. The team will need to use an approved 4-hour oxygen breathing apparatus equipped with a full face-piece to properly rescue the miner.

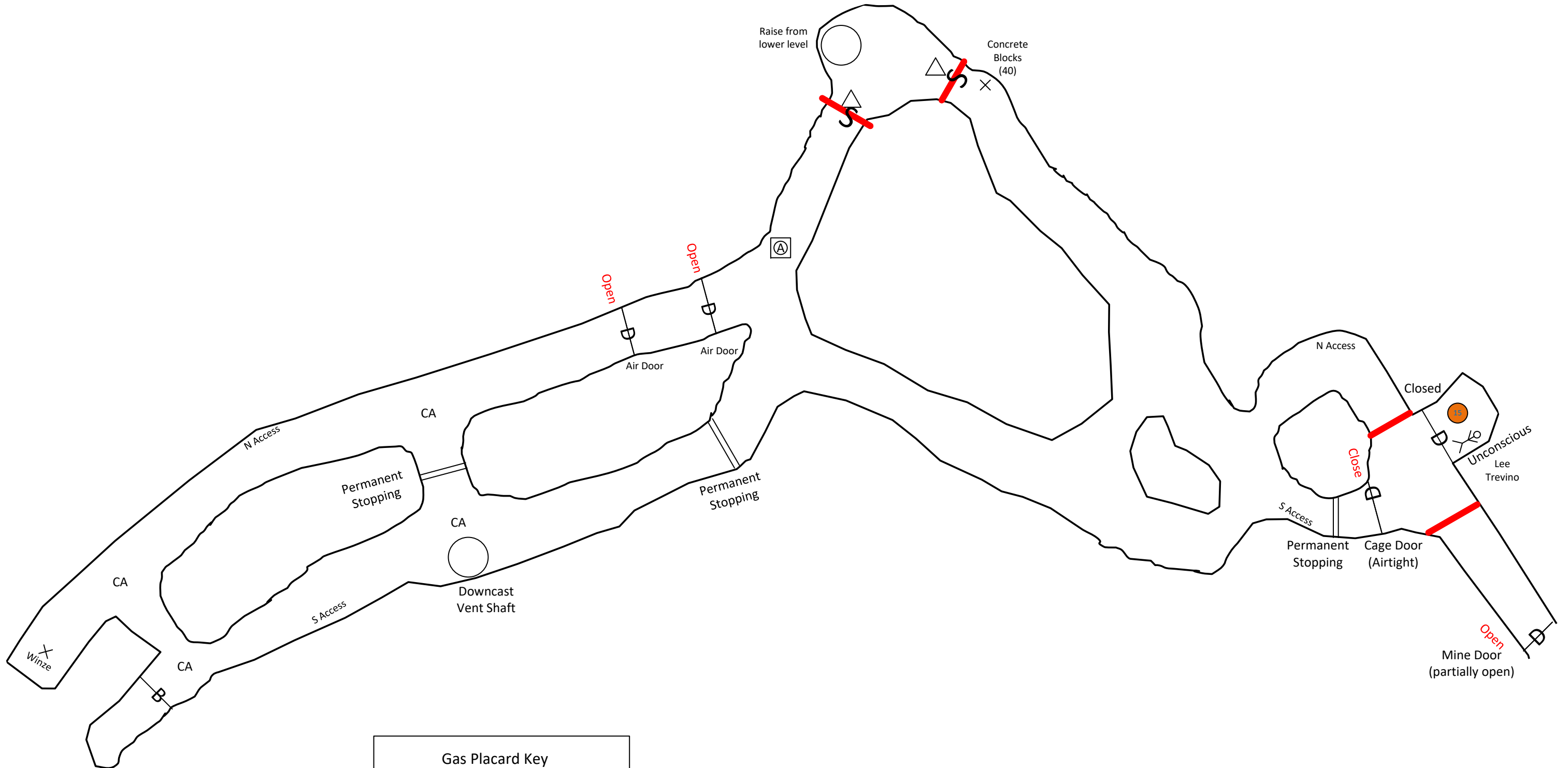
Note: There will be no simulation, the team will have to demonstrate proper donning procedures, once the team is ready for transport, the #2 Judge will acknowledge the team and they can disconnect the breathing hoses and turn off the unit. The face mask must remain on and the breathing apparatus must be kept in close proximity (as if it were used) to the patient during transport out of the mine.

The team will transport the final missing miner to surface, relay any information necessary to the mine manager, turn in all maps and stop the clock. THE END!

Enter Hoistroom Map Day 1

Team Name: _____

Team Draw # _____



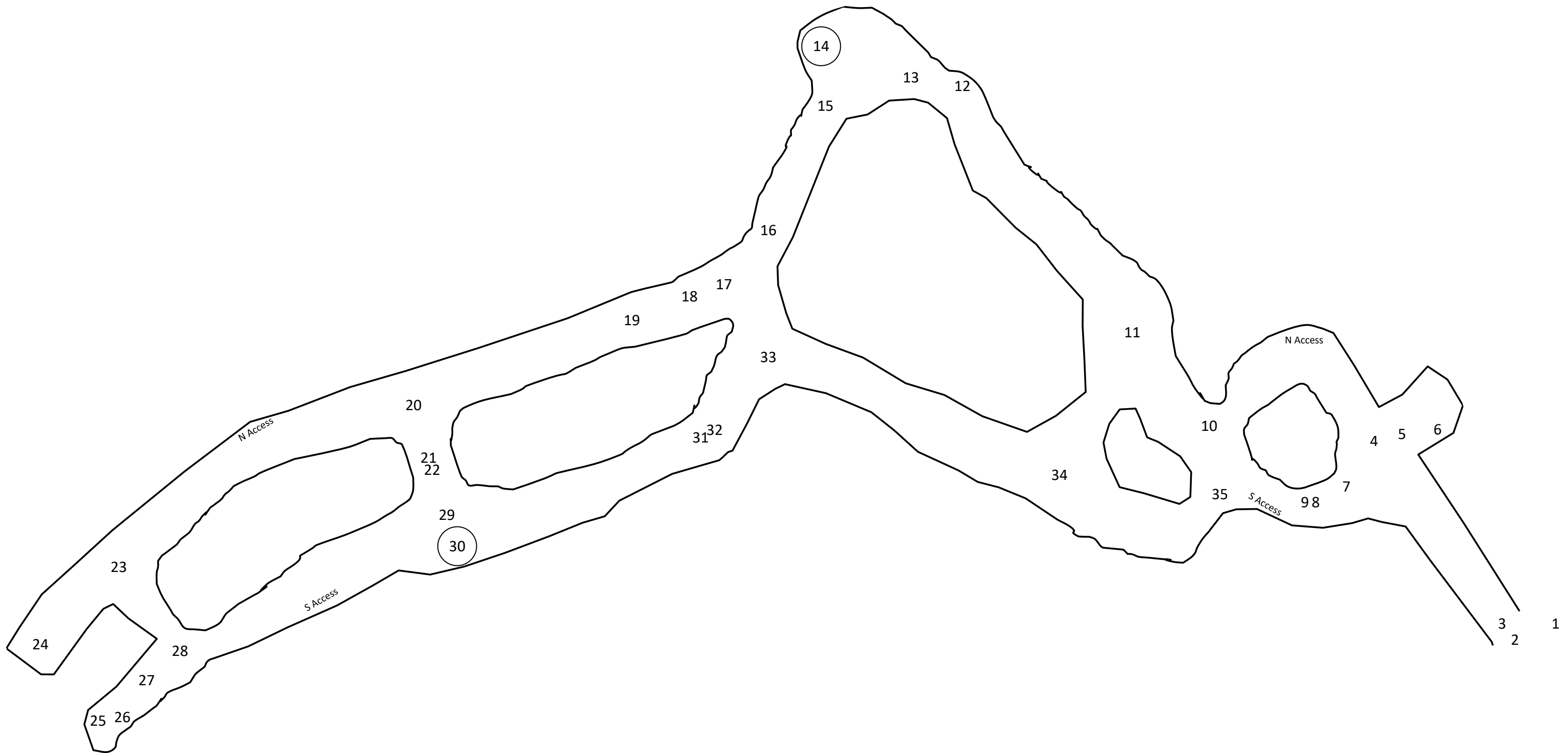
Gas Placard Key	
CA = Clear Air	
Ⓐ	= O ₂ - 16% CO - 0.15% NO ₂ - 0% CH ₄ - 0% Heavy Smoke
Ⓑ	= O ₂ - 17% CO - 0.115% NO ₂ - 0% CH ₄ - 0% Heavy Smoke



Placard Map Day 1

Team Name: _____

Team Draw # _____



Wheeler Mine

