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 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.
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
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 1st Ventilation map)
After 1st 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 1st patient inby water over knee deep, before advancing to “D” crosscut (see 1st 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)
1st Vent.

TO PUMP WATER

Either

LUNCH BOX

BATTERY JEEP

25' TAPE

REGULATOR OPEN

SAFETY GLASSES

5 sec. count after pump is turned on, then

OVER KNEE DEEP

CONSCIOUS LIVE MAN

NO. 1 PUMP SWITCH OFF

CH_4 5.23
O_2 19.23

CH_4 5.23
O_2 19.23

Block

Conscious live man

Air clear

Continuous miner

LUNCH BOX

BATTERY SCOOP

MISSING PERSON 3 TIMBERS

NO. 1 SCOOP

No. 1 pump

Bit wrench

Exhaust fan

Exhaust fan

Switch off

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 & cauved 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 2nd 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
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 inby Ch₄ 5.2 O₂ 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