Problem Statement

You are located in the first crosscut underground of the M&I # 7 Mine. A fresh air base was established here when a responsible person went underground and found unsafe roof or methane just inby this location in all 3 entries.

Earlier this morning, the section foreman called out and said that the continuous miner operator told him that his miner had shut down because of high methane levels in the face of the no. 2 entry. The foreman said he was going back to check on the miner operator and would call back later with a full report. Right after that communication, the main power knocked going underground and the fan stopped running.

We tried several times by phone to contact anyone on the section and have not been successful. The tracking system shows all 8 miners are still in the mines and considered missing.

There is a trained mine rescue team here to back you up and the power has been locked out and guarded inby the fresh air base. The maps you will receive when you start the clock are not up to date.

Please be careful and find our miners.
ACCOUNT FOR ALL THE MISSING MINERS AND BRING LIVE PERSONS TO THE FRESH AIR BASE

THE FAN SYSTEM CAN BE BLOWING OR EXHAUST WHEN TURNED ON
LET SUPERINTENTDENT KNOW WHICH FAN SYSTEM YOU WANT BEFORE TURNING ON

THE FAN CAN BE TURNED ON AND OFF BY THE TEAM, BUT NEVER STALLED WHILE IN OPERATION

THE BRIEFING OFFICER HAS BEEN ISOLATED IN A RESPIRABLE ATMOSPHERE
Patient Statement in first Barricade in No.2

Help! Get me out of here!
Keys to Problem

• Team can ventilate first Barricade before going to “A” crosscut just inby the FAB

• Team must use blowing fan to ventilate first barricade

• Team must find bodies in Barricade in no.3 entry before vent can be done for barricade in no.1 entry

• Team must not let any air flow to or from water over chest deep in no.2 entry (Map is not up to date)

• Team can go in Barricade in no.3 entry without ventilation (airlock and go in)

• Team must use blowing fan on second vent

• Team must move battery phone (See vent 2 map)

• Team must use exhaust fan on 3rd vent (See vent map 3)