

## **2018 Post 5**

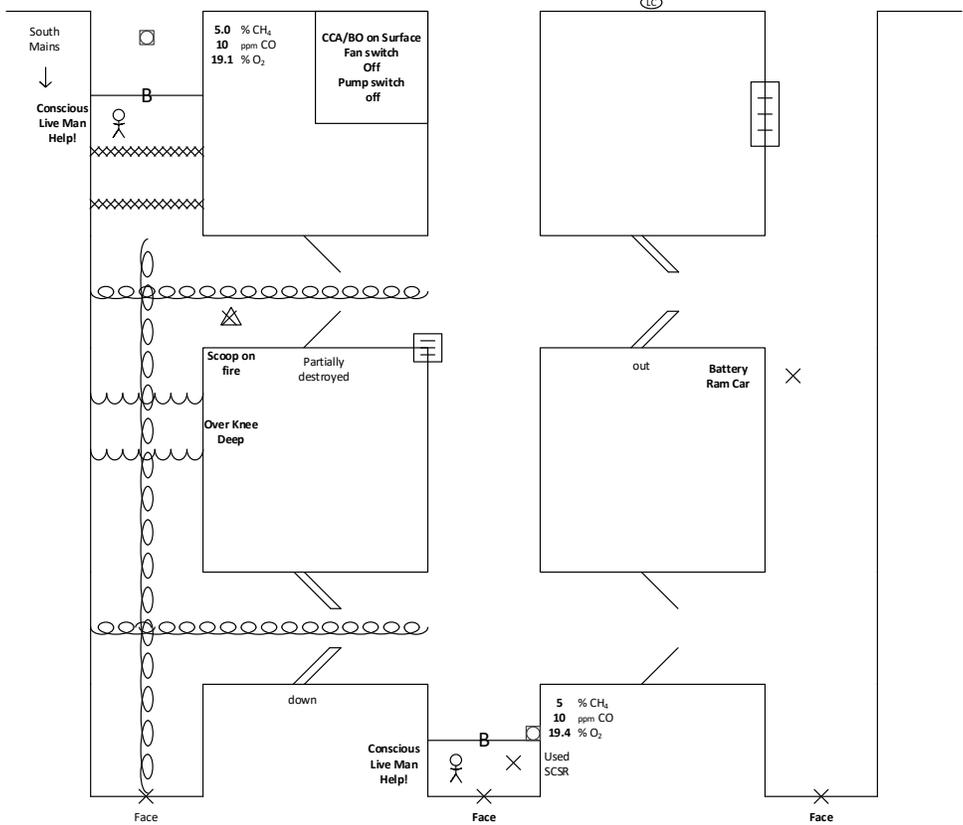
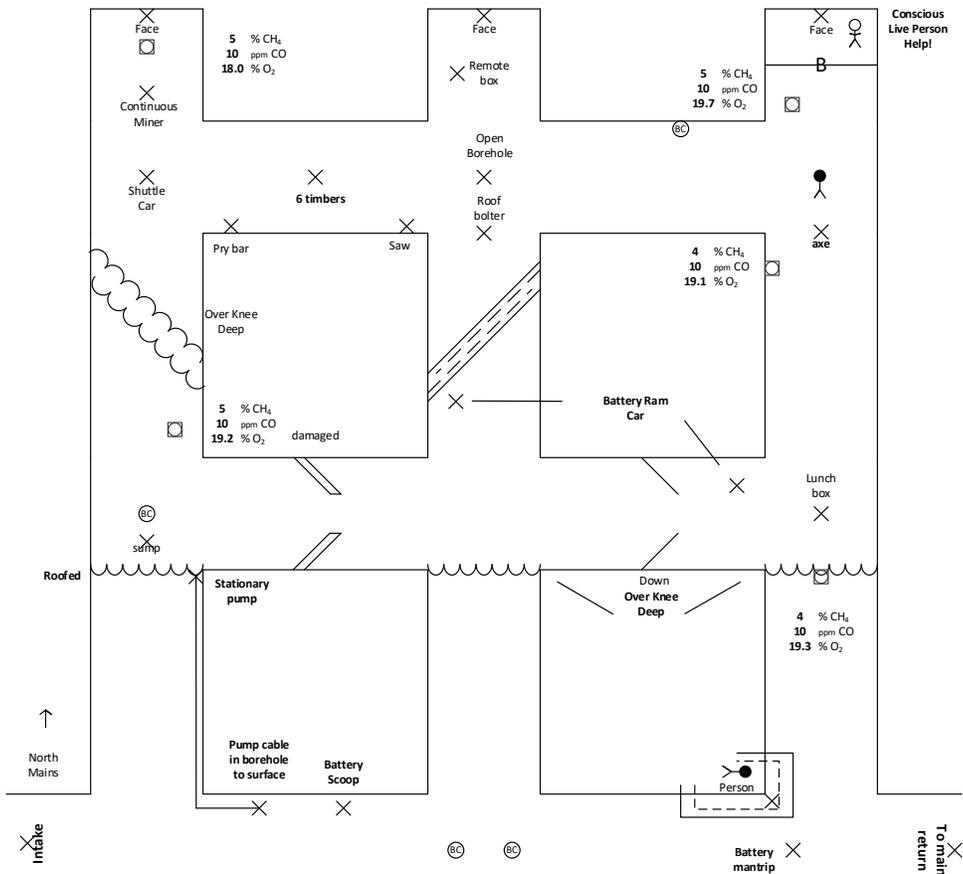
### **Day 1 Statement**

**You are located underground in the cut through crosscut that has been established as a fresh air base between the newly developed North and South Mains entries of the Do Right No. 1 mine. Intake air normally comes from the cut through in no. 1 entry and ventilates the north and south mains and then returns out the cut through in the no. 3 entry to the main return. At this time, the blowing fan is off and can be started by a fan switch located in the Command Center on the surface.**

**Early this morning, a five man crew was working to clean up a rock fall and pump water in the North and South mains. The lead man on the crew called out earlier and said that a scoop was on fire and he was trying to get his men together to extinguish the fire. We have had no further contact with the miners and decided to call you and your team after finding methane and low oxygen. This area of the mine has lots of water, bad roof and methane. Water tends to get very deep in the North Mains. We have a stationary pump in the North main no.1 entry that is off at this time. All authorities have been notified and a backup team is here. The fresh air base has been examined and will show conditions found by our responsible person on the team maps that will be given to you. Please be careful during your exploration. Thank You for your help....**

## **Team Instructions**

- **Explore all accessible areas in the south mains before pumping any water**
- **The blowing fan cannot be reversed**
- **After turning on, the blowing fan cannot be stopped or stalled**
- **The stationary pump in no. 1 entry can be turned on and off by a switch located in the Command Center. Water may pump down in all 3 entries when this pump is turned on**
- **All water pumped will be discharged to the surface**
- **Explore all areas of the mine that can be safely examined and bring survivors to the fresh air base**



## Fresh Air Base Exploration

Team can make all 3 entries in the north and south mains in the FAB after the clock starts

**North mains no.1 entry...** water roofed ....**No. 2 entry...**water over knee deep... **No. 3 entry...** water over knee deep

**South Mains no.1 entry...** Patient behind barricade **“Help”** ... **No. 2 and 3 entry...** team can travel either entry

Team must explore accessible areas in the south mains before pumping any water

### **Team Stops No. 1, 2, 3 (See team stop map)**

If team travel is in no. 2 entry, team must follow smoke to no.1 entry before going to no. 3 entry

Team must extinguish scoop on fire

If team travel is in no. 3 entry, team must tie across to no.2 entry and then on across to no. 1 entry before advancing in the south mains

### **Team Stop No. 4**

Team must travel the no. 2 entry...Patient behind barricade **“Help! It’s airtight behind me”**

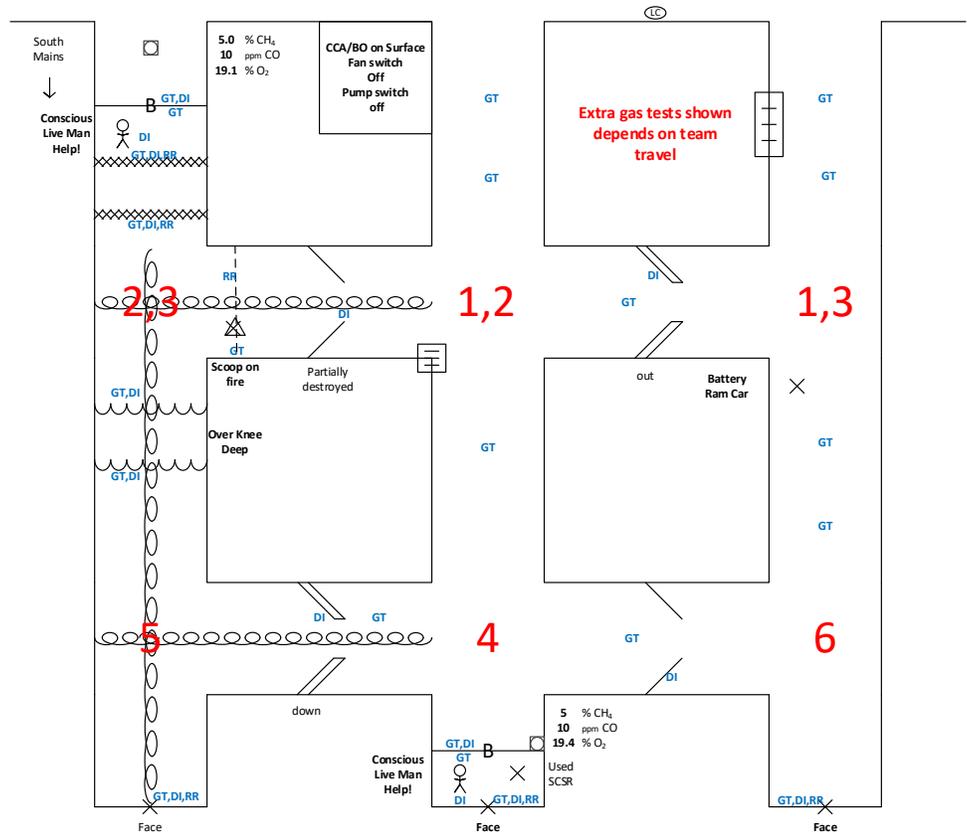
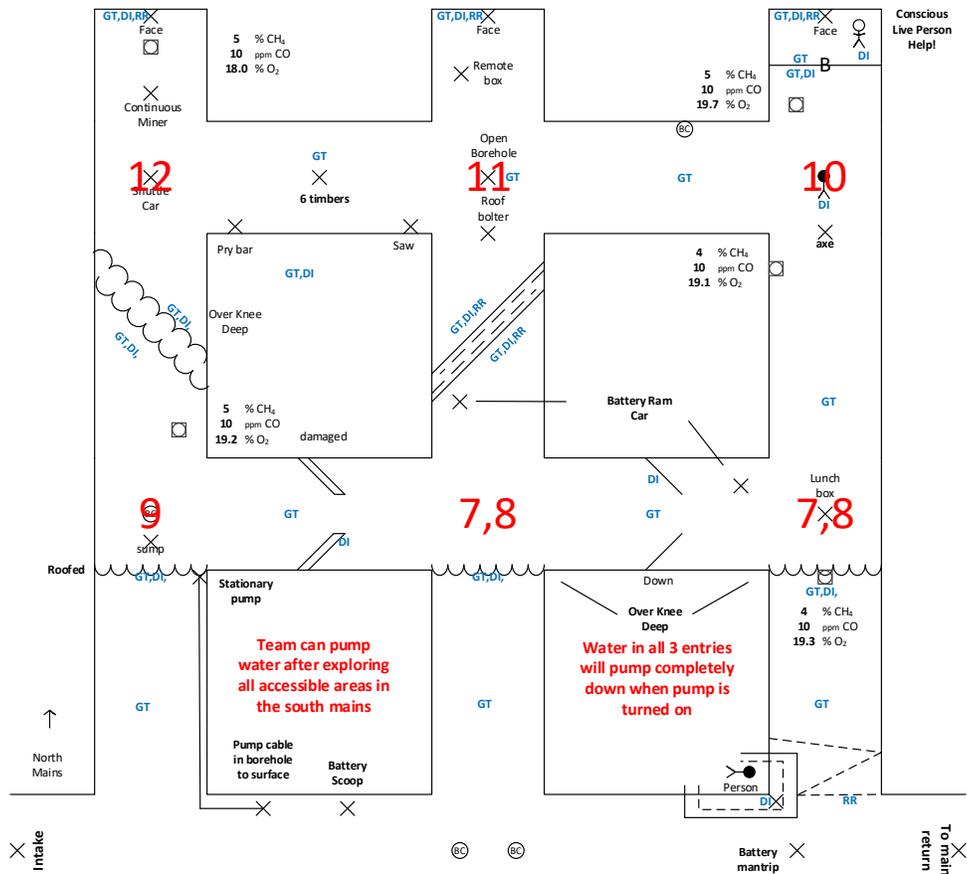
Team must follow smoke to no. 1 entry and must tie off lifeline before advancing to no. 1 entry

### **Team Stop No. 5**

Team will be in smoke and must stay on lifeline

### **Team Stop No. 6**

Team must tie across to no. 3 entry



### **Exploring North main entries**

Team must have made accessible areas before pumping water

Team must airlock at water roofed

After stationary pump is turned on, water will pump completely down in all 3 entries

Team must travel no. 2 or no. 3 entry because of contaminant in no. 3 entry

### **Team stops No.7, 8 and 9**

If team travel in north main is no. 2 entry, team must travel to no. 3 entry before going to no.1 entry

If team travel in north main is no. 3 entry, then team must tie across to no. 2 and no. 1 entry

Team must ventilate barricade in south main no. 1 entry before going to team stop 10

**(See No.1 vent map)**

\*When blowing fan is turned on, air will migrate in the north and south mains

### **Team stop 10**

Team must travel in the north main no. 3 entry .... Patient behind barricade in no. 3 entry

**“Help! It’s air tight behind me”**

Team must breach barricade and bring patient to fresh air base at this team stop

Team must ventilate barricade in south main no. 2 entry before going to team stop 11

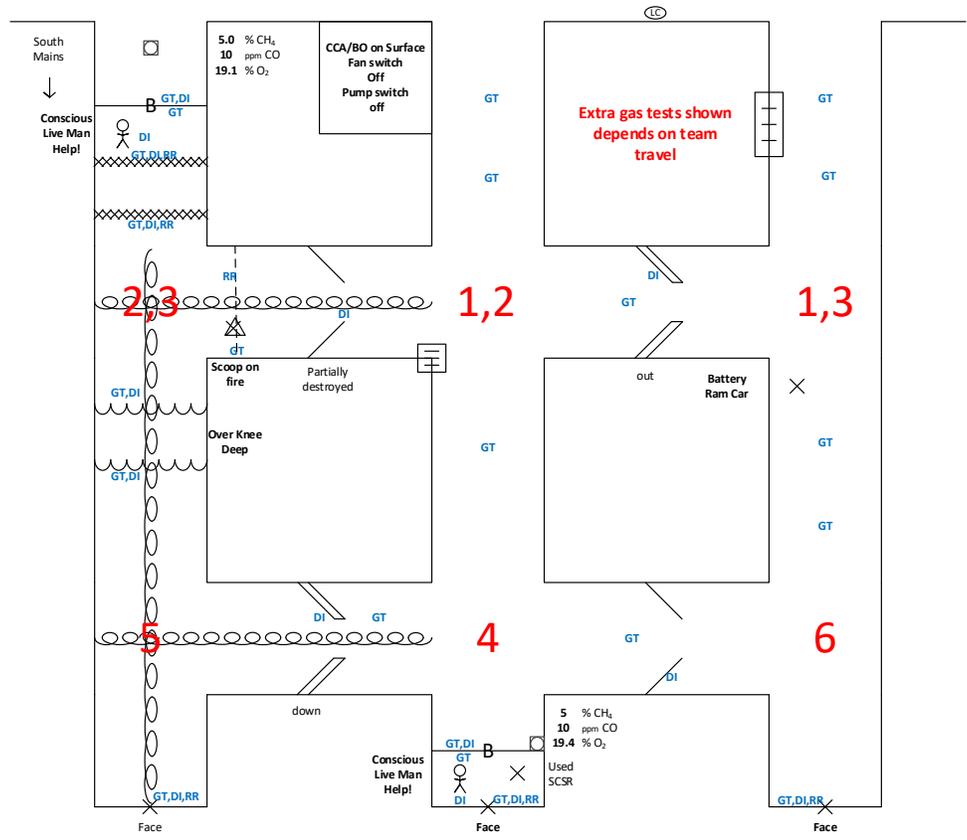
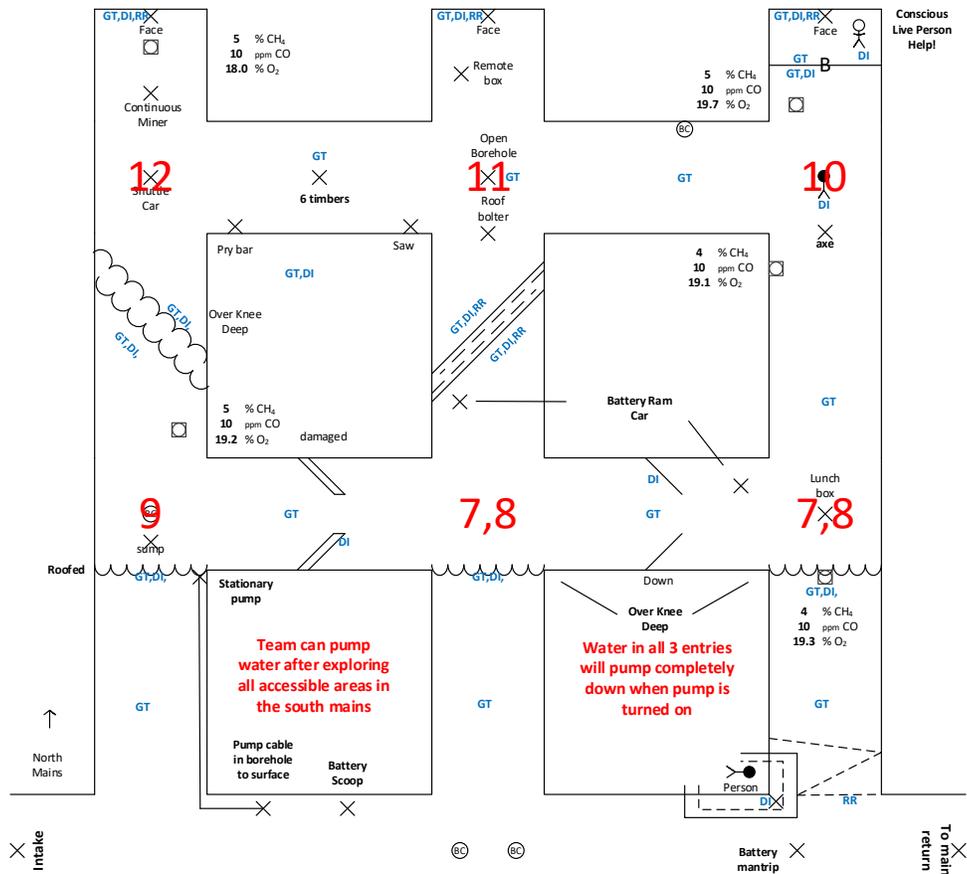
**(See No.2 vent map)**

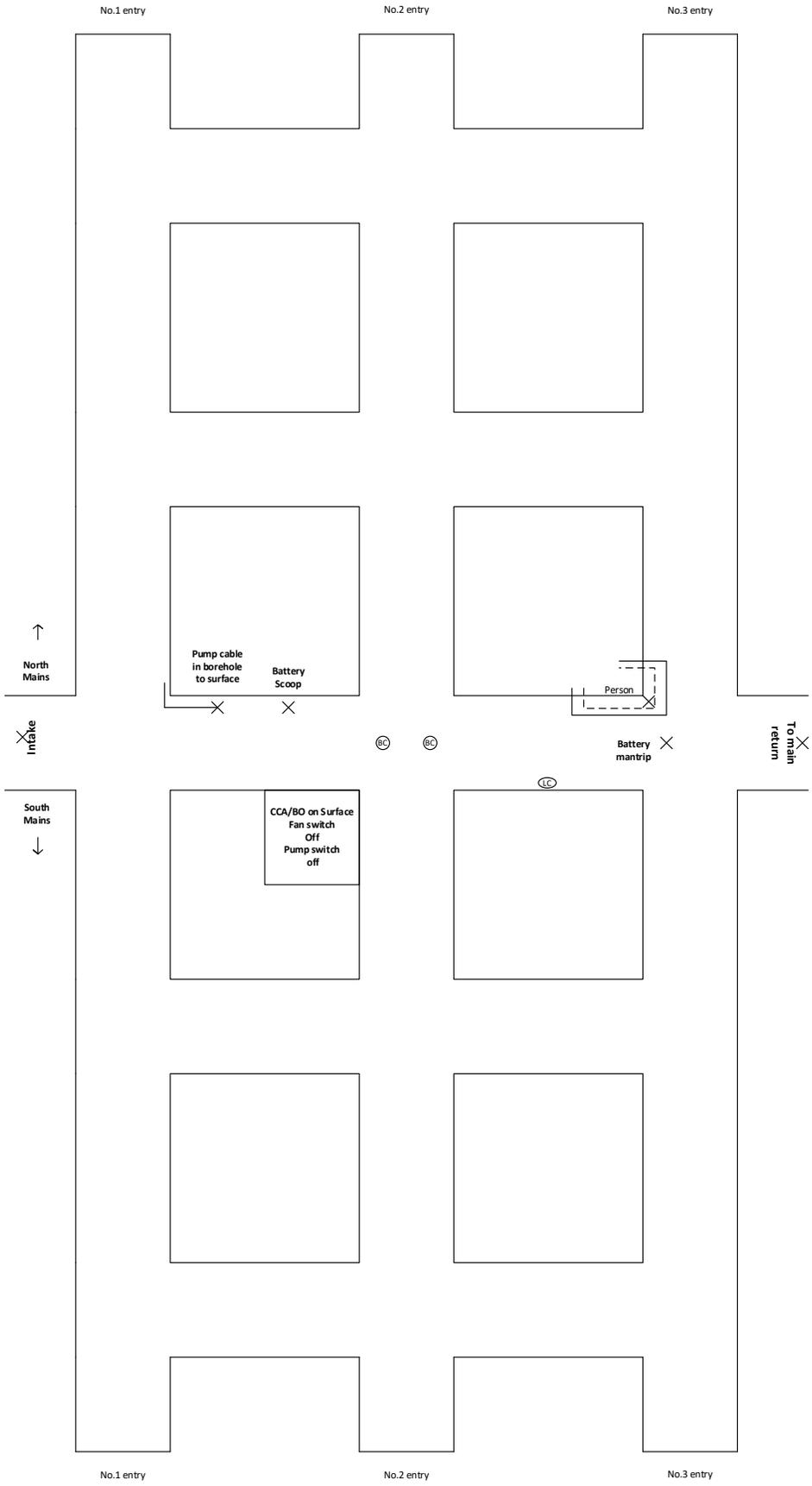
### **Team Stop 11**

Team must timber to person in unsafe roof before going to team stop 12

### **Team Stop 12**

Team must explore to team stop 12 (written instructions say “explore all areas of the mine that can be safely examined”)







# **Patient Statement behind Barricades**

**Barricade in no. 1 entry South Mains**

**Help!**

**Barricade in no.2 entry South Mains**

**Help! It's airtight behind me!**

**Barricade in no.3 entry in no.3 entry North Mains**

**Help! It's airtight behind me!**

