

2018 Post 5

Day 2 Statement

You are located on the surface of the newly developed Do Right No. 2 mine.

This morning a five man crew went in early to prepare for day shift production. The lead man on the crew called out and said that the continuous miner had cut into a lot of water and that he was trying to round up his crew and get out as fast as they could. We have had no further contact with the miners and decided to call you and your team.

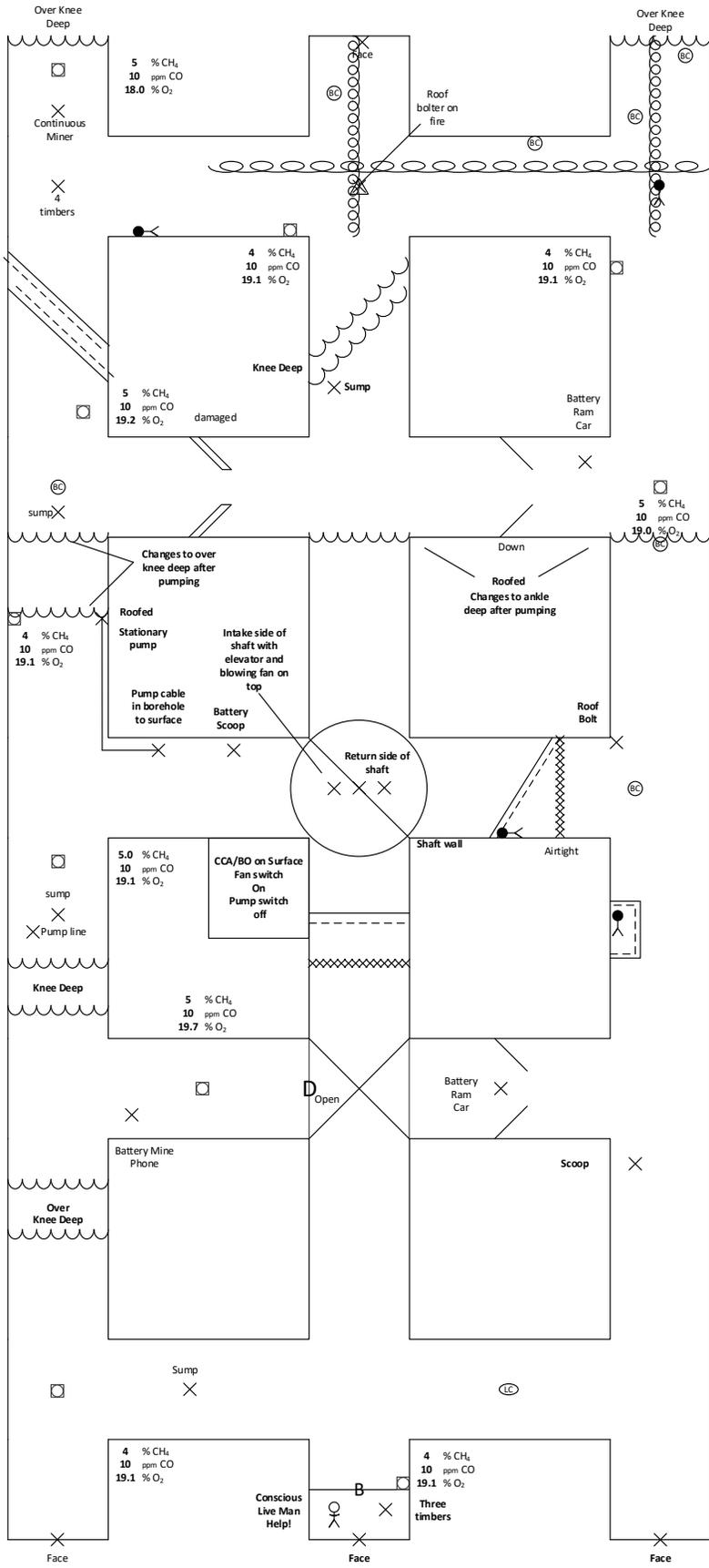
For ventilation, this mine has a split shaft with a blowing fan on top of the intake side of the shaft. The other side of the split shaft is the return. There is an elevator in the intake side of the shaft that can be used for your travel.

The blowing fan is on, but is in the stalled position. Also, due to circumstances beyond our control, the blowing fan cannot be turned off at this time. We believe that water and roof falls may be blocking the air from reaching the return side of the shaft.

We have a stationary pump in the no.1 entry that is off at this time. The pump can be turned on/off by a switch located in the command center. The mine maps you will receive are not up to date. All authorities have been notified and a backup team is here. Please be careful during your exploration. Thank You for your help....

Team Instructions

- **The blowing fan cannot be turned off**
- **The blowing fan cannot be reversed**
- **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**
- **Account for all missing miners and bring survivors to the surface**
- **Explore all areas of the mine that can be safely examined**



Team Exploration

Team will be outside, but can start clock and go under O2 in crosscut between no.1 entry and intake side of split shaft. When all team members have at least one foot inside half circle of intake side of the shaft, they will be considered to be at the bottom of the shaft. The same will be true when a team wants to come outside for any reason.

No. 1 Team Stop underground (See team stop map)

Team must do apparatus check at bottom of air shaft and then can make to unsafe roof outby air shaft in no.2 entry and then over to the imaginary line of intersection of no. 1 entry

No.2 Team Stop

Team can make inby to the water roofed in no.1 entry and outby just past the water knee deep

*Team does not have brattice cloth to airlock for pumping water at this time

No. 3 Team Stop

Team will make to water over knee deep and then to wall of overcast with door open

*Gas test is not required at wall of overcast with open door

Team Stop No. 4

Team will make under overcast, inby to caved area and outby to imaginary line of no. 2 entry intersection

Team Stop No. 5

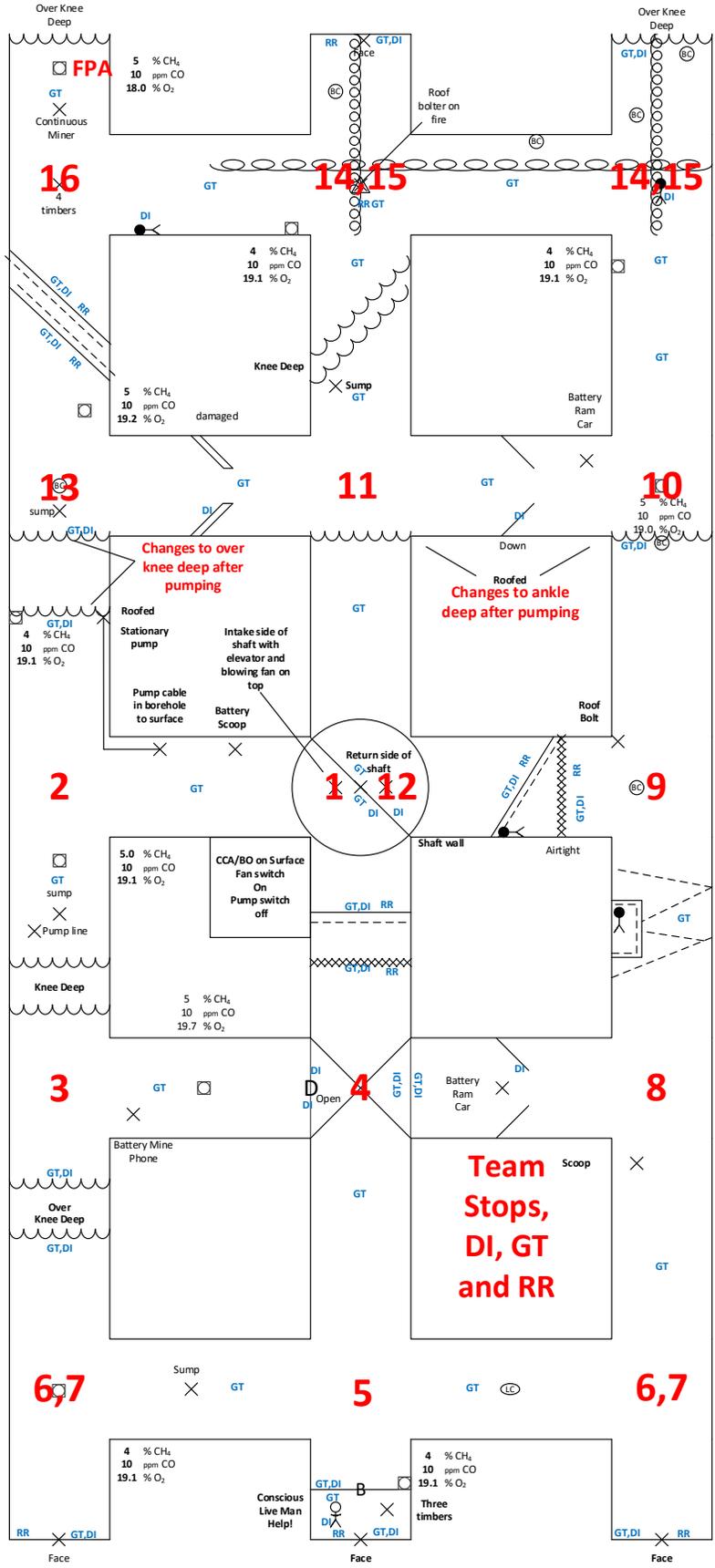
Patent behind barricade in no.2 entry will say "Help! Get me out! It's airtight behind me" when captain enters intersection

Team can advance to no.1 or no.3 entry

Team Stop No. 6,7

If team travel is to no. 1 entry, team will make to water over knee and to face and then tie across to no.3 entry

If team travel is to no. 3 entry, team will make face and inby entry and then tie across to no.1 entry



Team Stop No. 8

Team will make to overcast wall and do a zig zag unsafe roof test with body inside

Team Stop No. 9

Team will make to caved air tight and to water roofed in no. 3 entry

Team must airlock the water roofed in no. 3 entry and no. 1 entry before pumping (**See pumping water map**)

Team may stand in no. 1 entry or no. 3 entry while pumping water roofed. If team is in no. 1 entry with airlock behind them, they must have a second brattice cloth to airlock out safely. Team must stay air-locked during problem.

*Water roofed in no. 1 entry pumps down to over knee deep. Water roofed in no. 3 and no. 2 entry pumps down to ankle deep. If pump is turned off, water will stay pumped down as stated. Team must air-lock in no. 3 entry when advancing to team stop 10 (**See pumping water map**)

Team Stop 10

Team will travel up no. 3 entry, make crosscut to the left and also find contaminate in no. 3 entry

Team Stop 11

Team must tie across to no. 2 entry and make inby and outby and to imaginary line of no. 1 entry

Team Stop 12

Team must tie outby to return side of air shaft and to unsafe roof with body inside

Team Stop 13

Team must continue to tie across to no. 1 entry and make to unsafe roof and water over knee deep on the imaginary line of no. 1 intersection

Team Stop 14, 15

Team can travel in no. 2 or no. 3 entry when advancing inby. If team travel is in no. 3 entry, team captain will touch and DI body and make to water over knee deep and crosscut to the left.

Team Stop 14, 15

Team can now tie across to no. 2 entry and extinguish fire in intersection and find body in the crosscut. Team must now ventilate the barricade outby in no. 2 entry before traveling to team stop 16 **(See vent map)**

Team Stop 14, 15

If team travel is in no.2 entry, team will extinguish fire and find body in crosscut between no. 2 and no. 1 entry.

***Team must travel to no. 3 entry before going to no. 1 entry (the end of the contaminate in no. 3 entry has not been found)**

Team will find body in the intersection and make to water over knee deep

***Teams will be in smoke while exploring the last open crosscut in no. 2 and no. 3 entries**

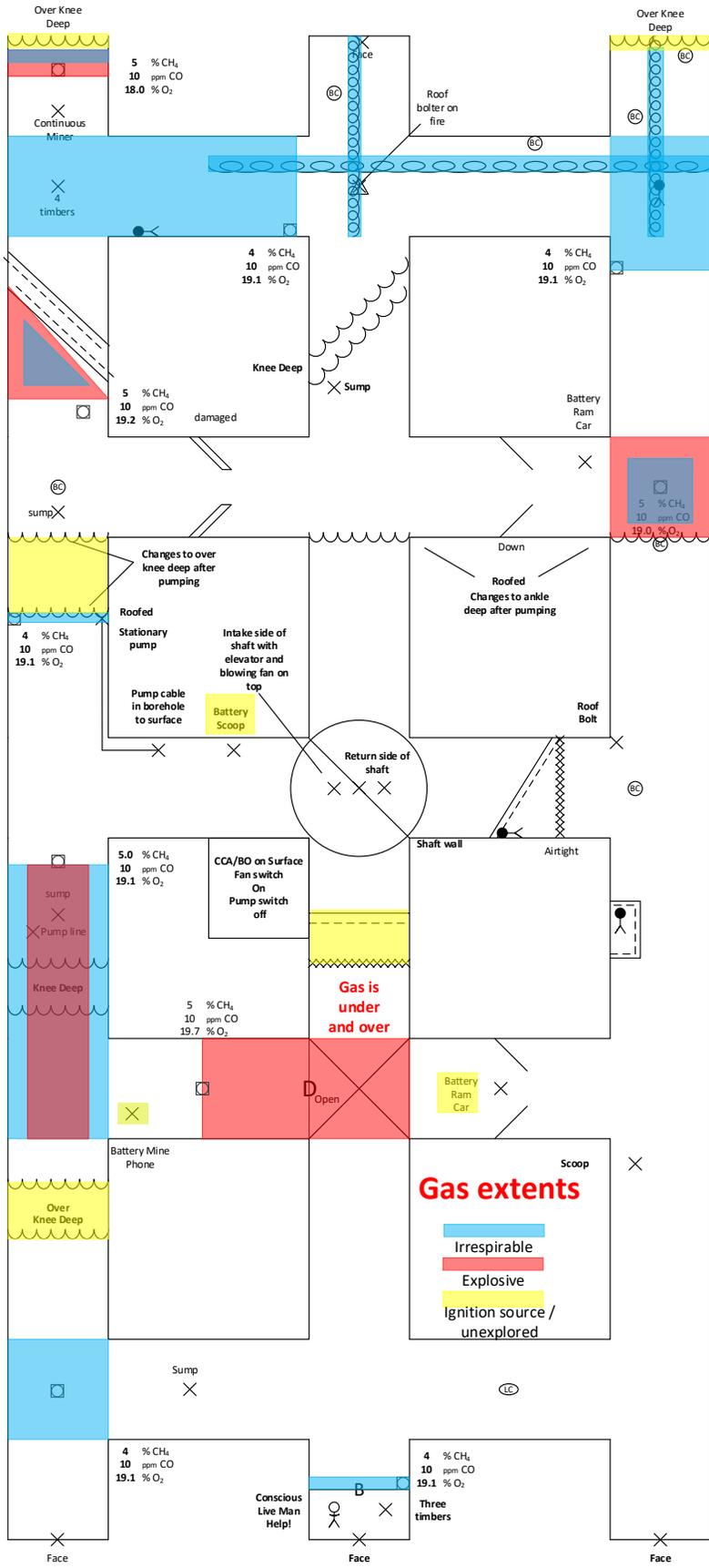
Team must now ventilate outby barricade before going to Team stop 16 **(See vent map)**

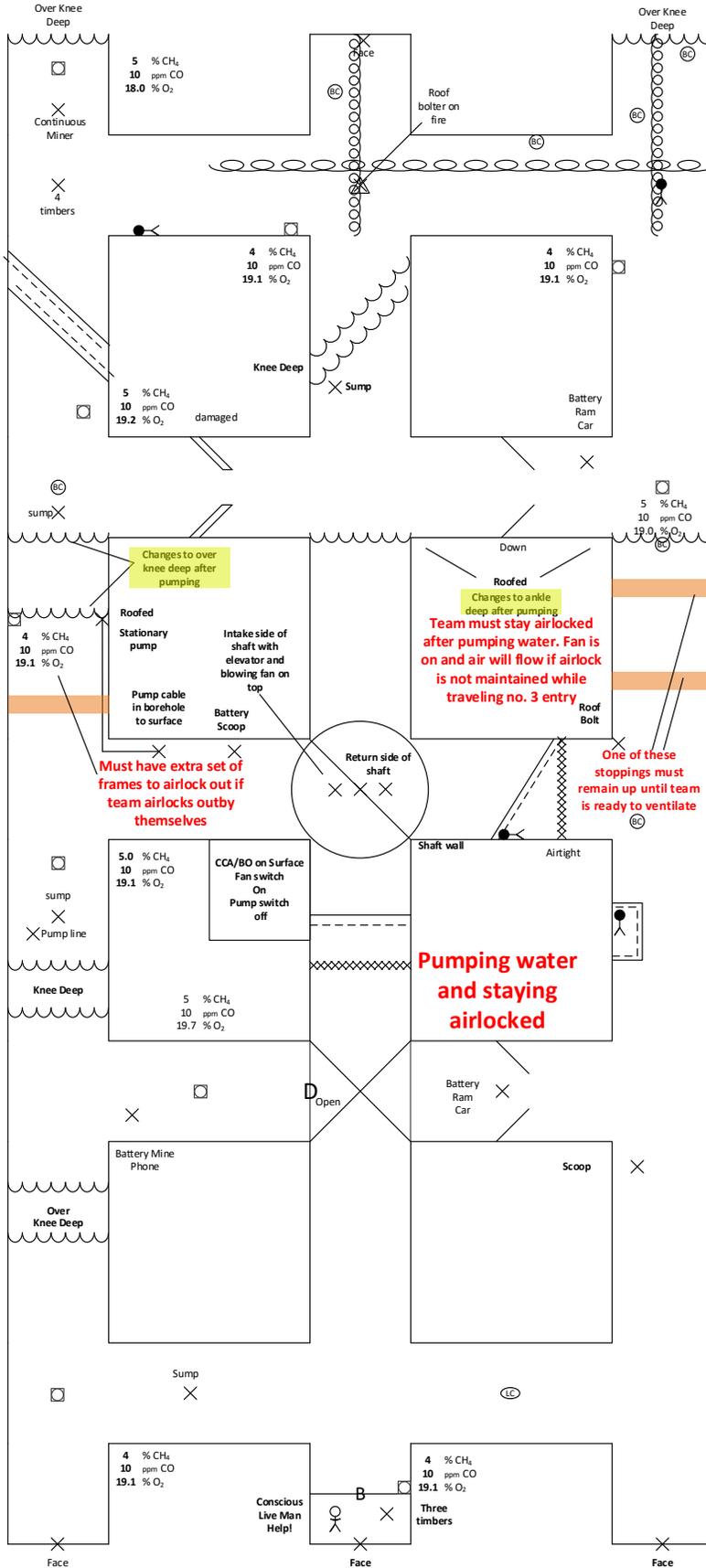
Team stop 16

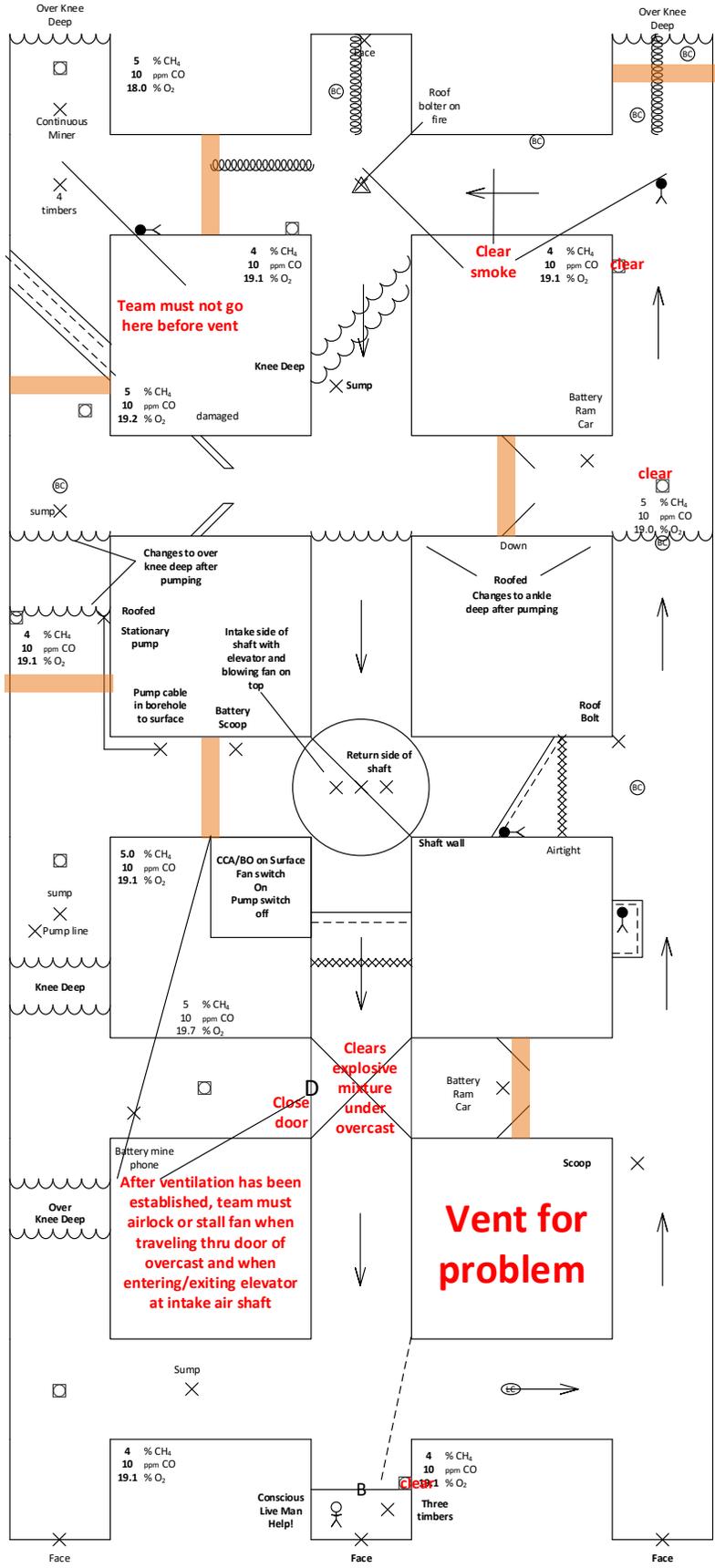
Team must not pass explosive mixture placard inby intersection of no. 1 entry **(Smoke is going into water over knee deep in no. 3 entry)**

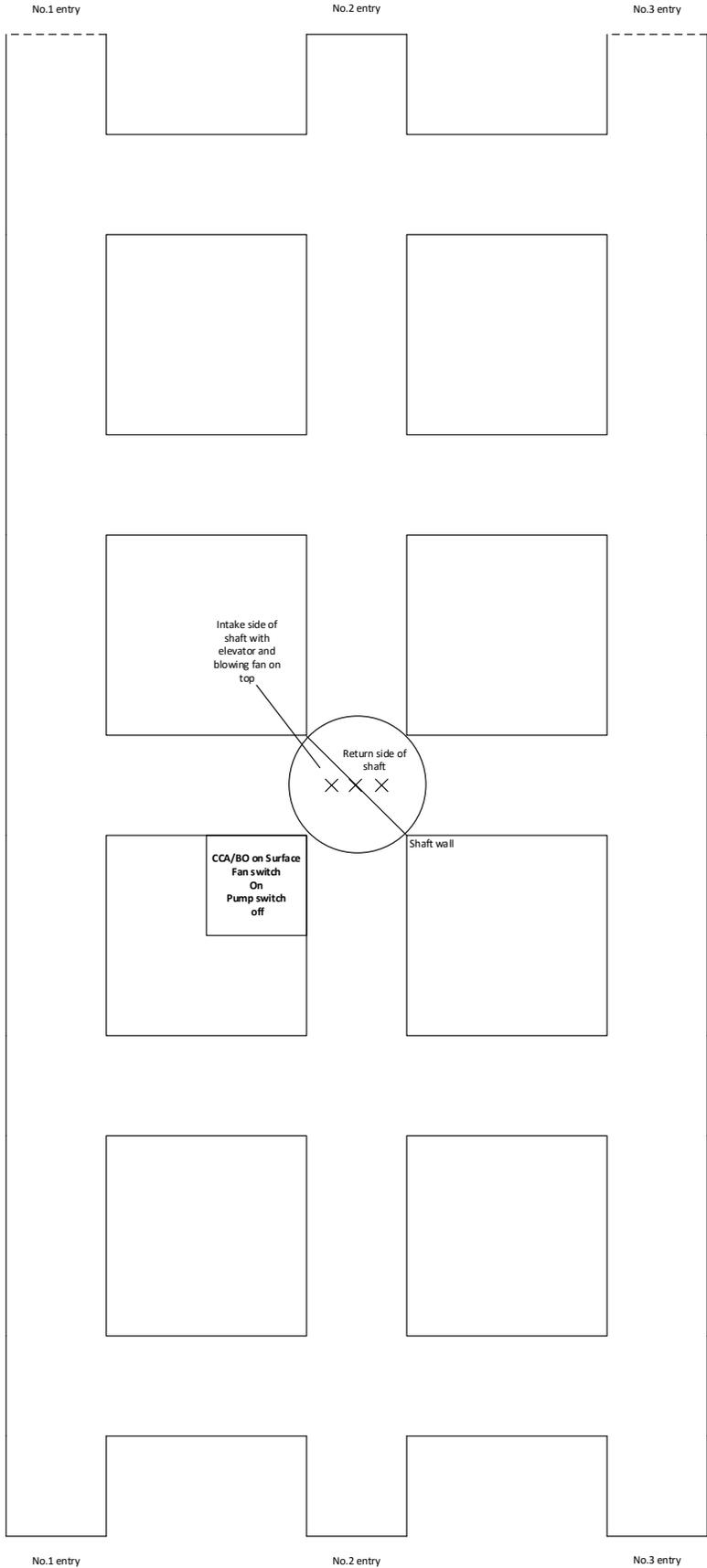
Team must not go to any location they have not been after finding explosive mixture

End of Problem









Patient Statement behind Barricade

Barricade in no.2 entry

**Help! Get me out. It's airtight
behind me.**