

## New Iberia Problem Solution

Synopsis: The second shift crew had made a scheduled shot in the #3 face, the mine maps were not accurate and the shot broke through low into the adjacent mine. Collected water rushed into the active mine flowing toward the sump located under the West intake shaft. The blast also ignited the upper portion of the timber sets in the abandoned mine and created a draw point changing the existing ventilation. Being overcome by the heavy smoke entering the mine Ken Sims contacted the surface and had them turn the mine fan off and spot the cage. After about 30 minutes the hoist man moved the cage to the park position 15 feet above the landing. Smoke is exiting from both the decline and the shaft.

1. Upon reaching the FAB the team captain introduces the team to the judges. The #1 Judge then introduces himself and the #2 judge. The team will now start the clock, and then the #1 judge will give the team the briefing statement and information sheet. The team will discuss the conditions presented by the problem and the map. When ready the team must examine the mine openings. As the team leaves the FAB smoke will cease to exit from the intake shaft. The first stop should be at the East Decline to take gas readings in the exhaust air. The team should ask for the proper testers or tubes depending on the capabilities of their instruments, and count off prior to entering smoke.
2. Team should then test the West shaft collar prior to entering the mine. When the team calls the cage to the surface they will find 1 dead miner who is soaking wet. The team should properly determine that the miner is deceased then move on.
3. The teams should enter the mine at the East Decline in smoke, ensure team counts off prior to entering smoke. Team should conduct the 50' team check.
4. Team will conduct proper gas checks and D&I. At the discretion of the team they can either advance in-by in entry #1 to the three foot limit or will most likely explore West in X-cut #1. Traveling West the team will encounter a curtain down and water roofed toward the west shaft landing.
5. The team will retreat back to entry #2 and travel in-by to the three foot limit of crosscut #2. If not yet explored the team can travel East and then tie in entry #1 from three foot limit to where they left off.
6. The team can now travel west in X-cut #2, they will encounter a curtain down then water knee deep. Team will perform gas checks in #3 entry to three foot limit and then travel out-by toward west shaft landing where they will find water roofed.
7. At this point the team will be trying to figure out a way to pump the water. At this time the team only has 1 set of available stopping material, if the team attempts to pump the water they will be told the pump is not working and repairs have been started. The team should now ask permission to break the three foot limit.
8. If the team chooses to travel in-by in entry #1 they will be blocked by an LHD parked across the drift. The LHD will not start and cannot be moved (Entry is impassable).

**NOTE:** The fire in the abandoned mine started by the blasting operation, has worked its way into the active mine while chasing oxygen enriched air and has burned out the timber sets from the face of entry #3 and #3 X-cut back toward the intersection of entry #1. Entry #2 from #3 X-cut to face was bolted with split set bolts as an experiment to see if the company could use bolts instead of the expensive timber sets. The team should travel in-by in entry #2 where they will find 4 foot roof, while advancing the team will see a placard indicating charred timbers to the right and left in crosscut #3. As team progresses through this low area, unit checks must be made after crossing through 4 foot roof on both sides.

9. When the team can get to a point that they can see both directions in X-cut #3 they will be able to see the leading edge of a fire burning timbers toward the East and must

- address the fire without undue delay. A fire extinguisher will be allowed to put the fire out. At the teams discretion they can advance either East or West.
10. Most teams should opt to travel East and tie in to back of Haul truck in Entry #1, Team will find 2 sets of building materials near Entry #1.
  11. Team will retreat back to Entry #2. The team will find a loaded face, the lead wires are unshunted. Team must shunt lines or will be considered team endangerment.
  12. Team will advance toward Entry #3. As the team approaches the tool room, they discover loose roof that can be scaled.
  13. After scaling the loose roof, the team finds the closed door of the tool room. The captain can knock on the door and Ken Sims will tell him he is okay and the air in the tool room is good. Team will advance to Entry #3 and tie in North to back side of caved impassable. The pager phone at the intersection does work and can be used to communicate with the fresh air base and/or the mine manager's office.
  14. Team will now advance to face where they will find a dead miner, roof checks must be made by captain before primary assessments can be made.
  15. The team will find where the mine broke into the adjacent abandoned mine and find the intense heat placard. At this time without undue delay the team must erect a stopping. Full seal. Roof & rib checks must be performed prior to building.
  16. **All accessible areas of the mine have been explored, the team should confer with the FAB to decide about pumping the water and ventilating the mine. If the team asks they will be told that the pump is now repaired and ready for service.**
  17. Since all accessible areas have been explored the water roofed does not have to be sealed to pump at this time. When the team is ready all they have to do is to turn the pump on using the controls at the top of the west shaft.
  18. After pumping the water, the team should travel the shaft and tie in the area that had been under water. Roof checks must be made by the captain prior to assessments.
  19. The team will then set up the ventilation as per the attached ventilation map in preparation for starting the mine fan. The door should be closed and temporary stoppings A, B, C, D, and E constructed.
    - a. If temporary stopping E has not been constructed at the face of entry #3, the bad air will not clear anywhere except in entry #3 up to the 3<sup>rd</sup> crosscut.
    - b. If temporary stopping D near the extinguished fire in crosscut #3 is missing, the air current causes the fire to reignite. The #1 judge must inform the team. If they complete the problem without building here, the team will be docked for not extinguishing the fire.
    - c. If temporary stopping C in entry #1 is missing, the air will not clear from there to the surface. However, the victim can still be walked out wearing a Draeger.
    - d. If the Door in crosscut #1 is not closed, the air in entry #1 still does not clear.
  20. After starting the Fan the team must conduct gas checks at all intersections they will travel through to take the live miner out of the mine. Most teams should elect to travel through the East Decline.
  21. The team will take gas readings in front of the barricade-clear air. The miner has told them the conditions inside, with clear air the team does not have to build an airlock to get the miner out.
  22. After entering the barricade the captain must check roof over miner, a primary survey should be conducted, the tool room should then be explored if all areas can be accessed with the survivor not being taken into areas not yet explored by team. **NOTE: the survivor cannot be taken in any direction except toward the FAB.**
  23. Live miner walked out, turned over to FAB, Maps turned in to judges, clock stopped.