

**2018  
KENTUCKY  
RIVER MINE  
RESCUE  
CONTEST  
DAY 1**

MH

**KENTUCKY RIVER MINE RESCUE CONTEST  
SUPERINTENDENT STATEMENT DAY 1  
JUNE 13, 2018**

Thank you for coming to help us. You are located at the fresh air base of the Haz-Co #1 mine. This is a very large mine with multiple working sections and interconnected fans and air courses.

A mine rescue team was able to explore to the area inby the area you will be exploring. They were stopped by water in the number 1 entry, and unsafe roof in the number 2 and number 3 entries. Another team was able to setup a safe return and intake inby that you can use to ventilate through.

The outby fan is exhausting and ventilating the fresh air base.

The inby fan is off. Due to automatic closing doors the inby fan must be running in order to ventilate through the area you will be exploring.

The mine has a history of bad roof, water and methane. The mine maps are up to date. We have a competent life line person to give and take life line signals if necessary.

Please find the 6 missing miners that were in this area of the mine that you will be exploring. Thank you and good luck.

## **PROBLEM DAY 1**

**BOTH FANS CAN BE STOPPED OR REVERSED. DO NOT STALL EITHER FAN, AS IT WILL CAUSE DAMAGE TO THEM.**

**IF THE OUTBY FAN IS RUNNING AND THE AREA IS NOT AIR LOCKED IT WILL MOVE AIR THROUGH THE AREA YOU ARE TO EXPLORE.**

**TO PREVENT STALLING ONE FAN HAS TO BE BLOWING AND THE OTHER EXHAUSTING WHEN USING BOTH FANS.**

**THE RETURN AND INTAKE OUTBY THE FAB AND INBY AREAS HAVE BEEN EXPLORED AND IS SAFE TO VENTILATE THROUGH.**

**ACCOUNT FOR ALL 6 MISSING MINERS THAT ARE IN THE AREA YOU ARE EXPLORING AND BRING SURVIVORS TO THE FAB.**

**EXPLORE ALL AREAS OF THE MINE THAT CAN BE DONE SAFELY**

**WHEN THE TEAM IS TRAVELING THEY CAN ONLY CARRY 2 TIMBERS PER WORKING TEAM MEMBER AND THEY MUST CARRY THEIR OWN TIMBER IN THEIR HANDS. BRATTICE CLOTH AND LINE CURTAIN MUST BE EITHER CARRIED IN THE HAND OR ON THE STRETCHER. NO THROWING, KICKING, PITCHING ETC. OF THE TIMBERS, WATER PUMP, BRATTICE CLOTH OR LINE CURTAINS BY THE TEAM MEMBERS.**

# **PATIENT STATEMENT 1**

**HELP GET ME OUT OF HERE.**

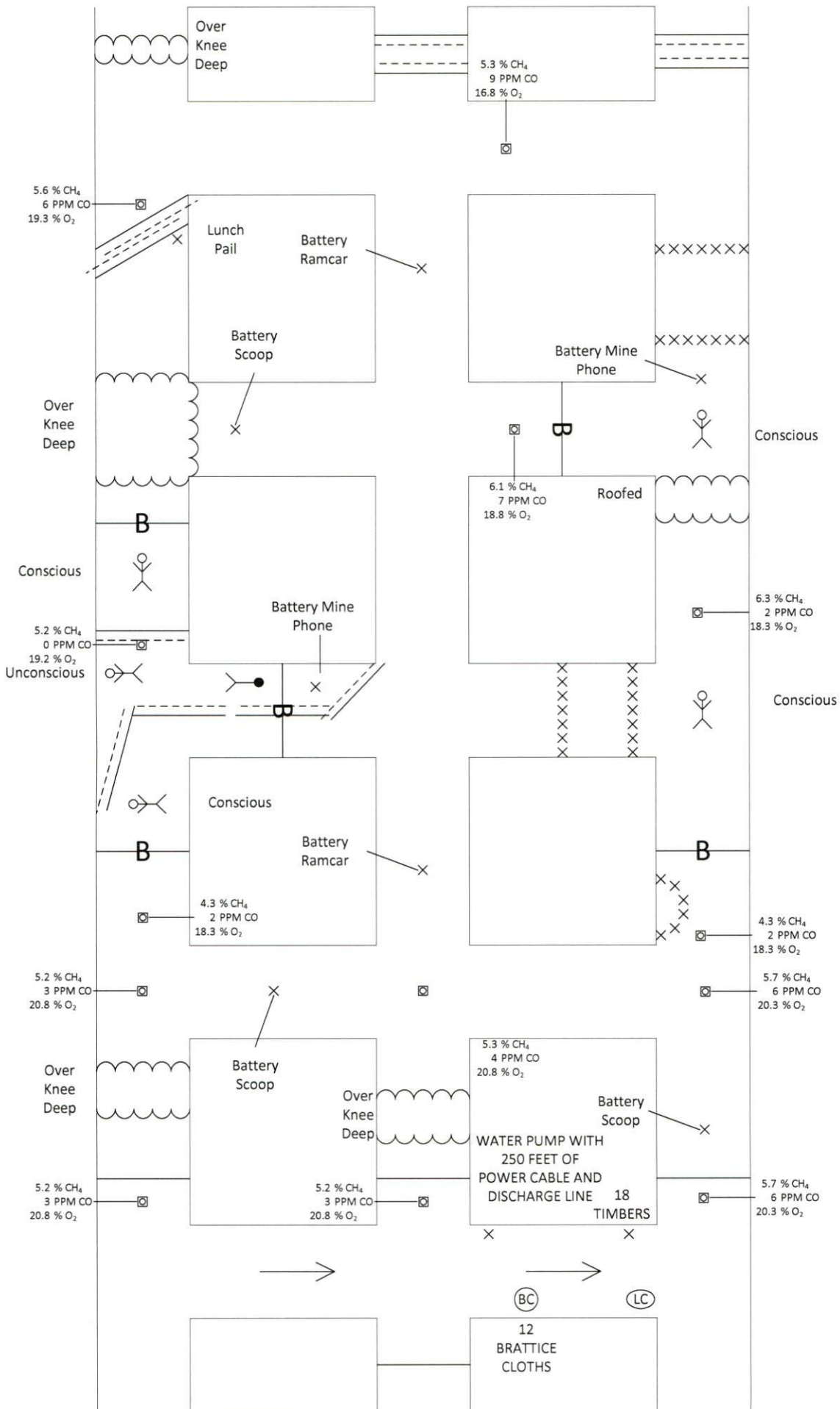
## **PATIENT STATEMENT 2**

**HELP GET ME AND MY THREE  
BUDDIES OUT OF HERE.**

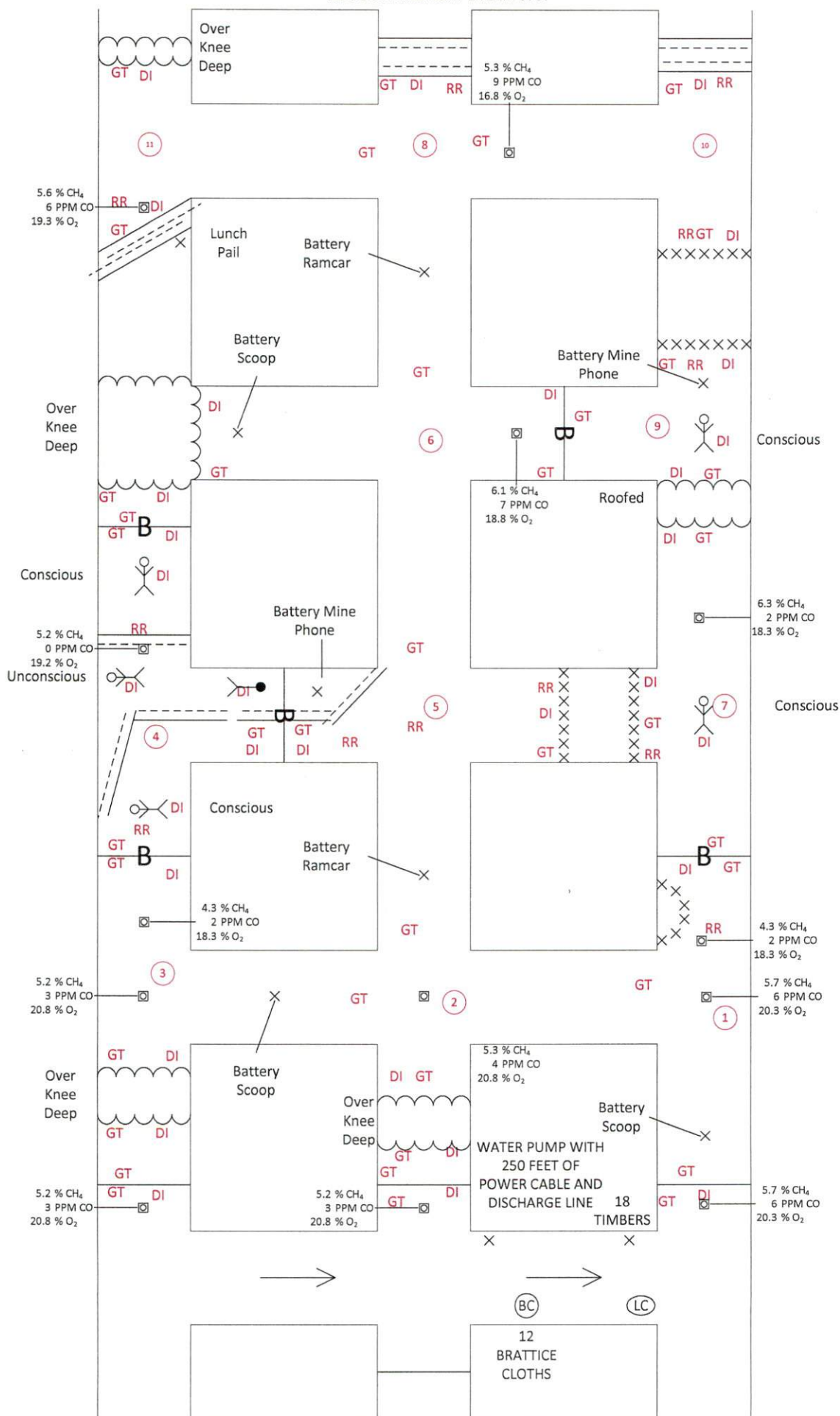
## **PATIENT STATEMENT 3**

**HELP GET ME OUT OF HERE.  
MY ARM IS HURT.**

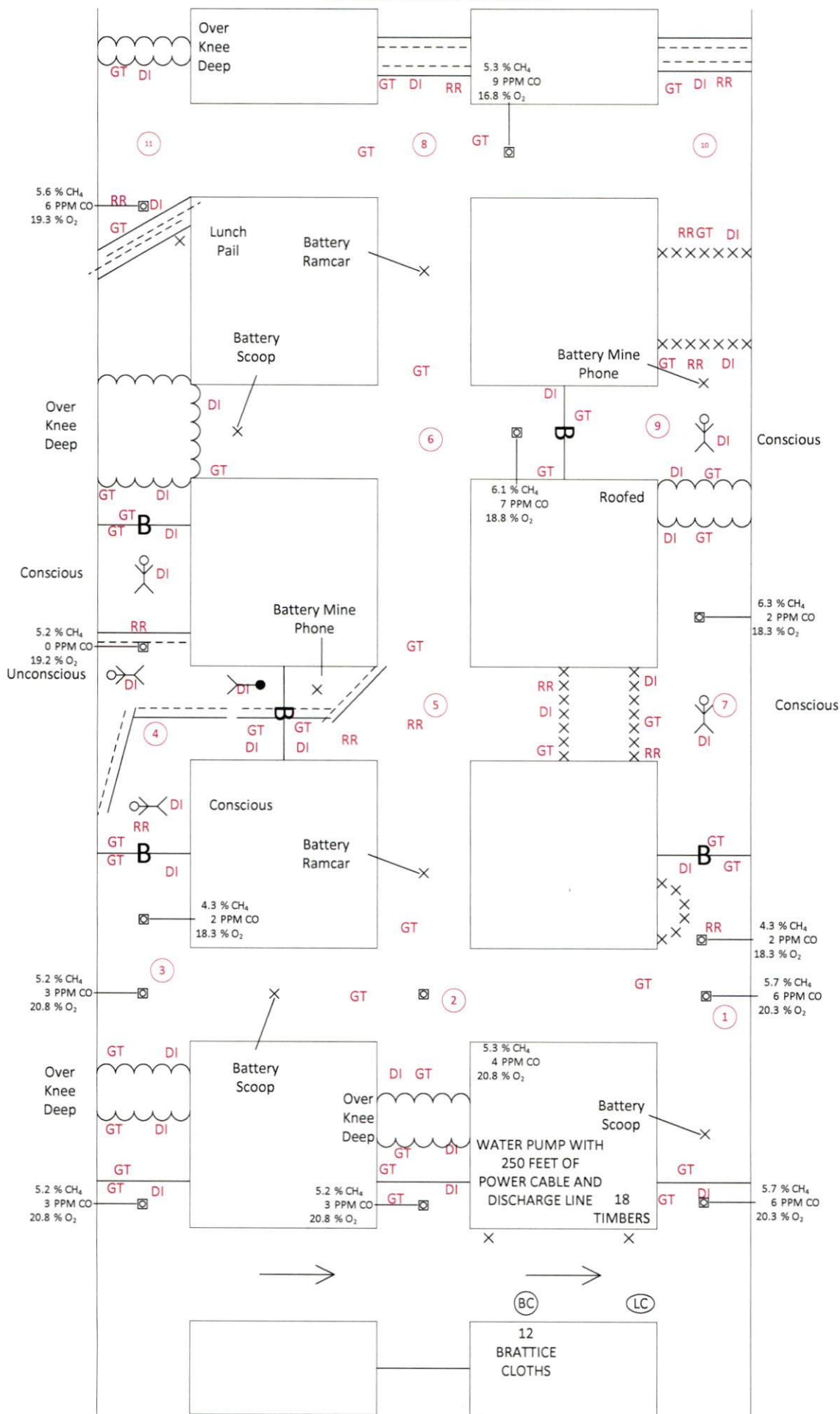
KENTUCKY RIVER DAY 1 PROBLEM MAP



KENTUCKY RIVER DAY 1 TEAM STOP



KENTUCKY RIVER DAY 1 TEAM STOP



KENTUCKY RIVER MINE RESCUE CONTEST DAY 1  
JUDGES BRIEFING

Note the teams can use line curtain to remove gases in front of temporary stoppings at any point after the clock started.  
Number 1 entry GT DI Airlock GT inby stopping GT DI at water.

Number 2 entry GT DI Airlock GT inby stopping GT DI at water.

Number 3 entry GT DI Airlock GT inby stopping

Team Stop 1

Patient 1 reads statement

Crosscut between 2 & 3 GT

Inby RR Zig-Zag GT DI

Team Stop 2

Inby GT

Crosscut between 1 & 2 GT

Outby GT DI

Team Stop 3

Patient 2 reads statement

Inby GT DI

Outby GT DI

Line Curtain 1

Pump Water 1

Line Curtain 2

Vent 1

Line Curtain 3

Pump 2

Vent 2

#### Team Stop 4

Entering barricade GT

RR Zig-Zag

Patient touch assess DI Take to FAB

Continue RR Zig-Zag through intersection.

Timber in patient touch Assess DI remove to FAB

Continue RR Zig-Zag to barricade GT DI at barricade

Timber on through unsafe roof RR inby side

Patient touch assess DI remove to FAB

GT DI at barricade

#### Team Stop 5

RR Zig-Zag intersection

Inby GT

Crosscut between 2 & 3 GT DI RR

Crosscut between 1 & 2 RR Zig Zag GT DI

#### Team Stop 6

Patient 3 read statement

Inby GT

Crosscut between 2 & 3 GT DI

Crosscut between 1 & 2 GT DI

#### Ventilation 3

#### Team Stop 7

Entering barricade GT

Patient touch assess DI Take to FAB

Crosscut between 2 & 3 GT DI RR

Inby GT DI

Team Stop 8  
Crosscut between 2 & 3 GT  
Crosscut between 1 & 2 GT  
Inby GT DI RR

Ventilation 4

Team Stop 9  
Entering barricade GT  
Patient touch assess DI Take to FAB  
Outby GT DI  
Inby GT DI RR

Team Stop 10  
Inby GT DI RR  
Outby GT DI RR

Team Stop 11  
Inby GT DI  
Outby GT DI RR Zig Zag

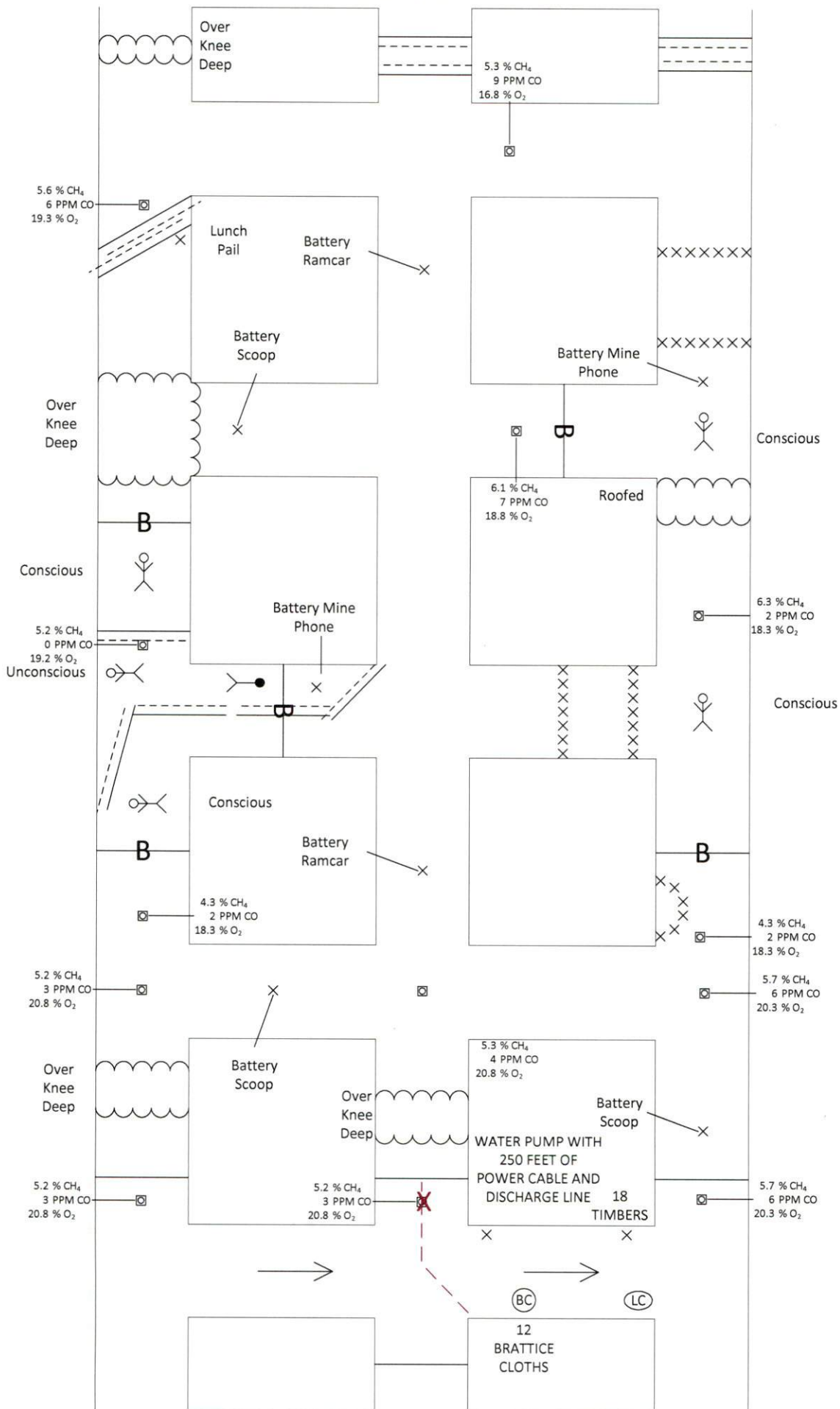
The team has to go back and explore inby the barricade in number 1 if they have not already done it.

GT inby  
GT DI at water

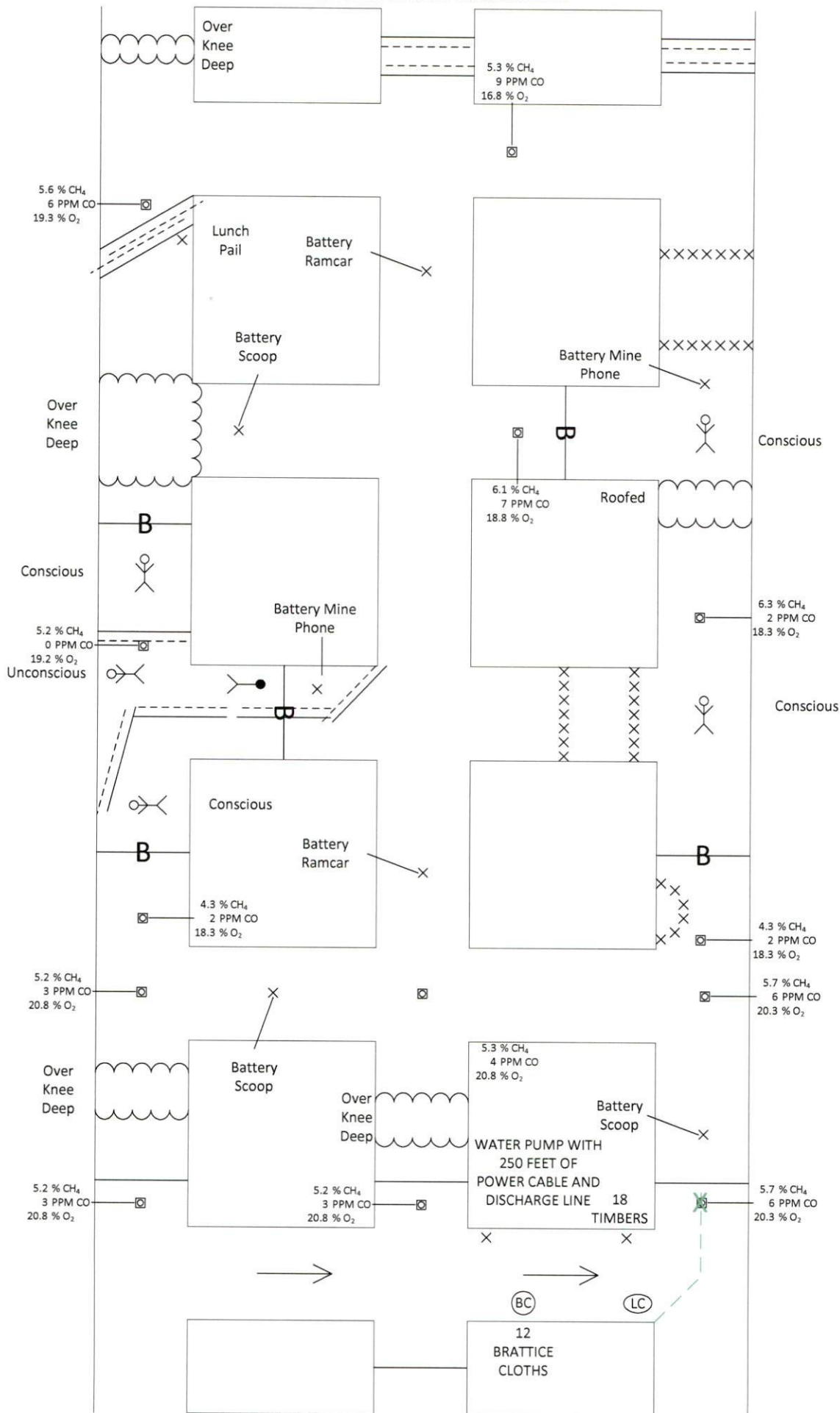
Team must timber in and touch body and DI.

Stop Clock

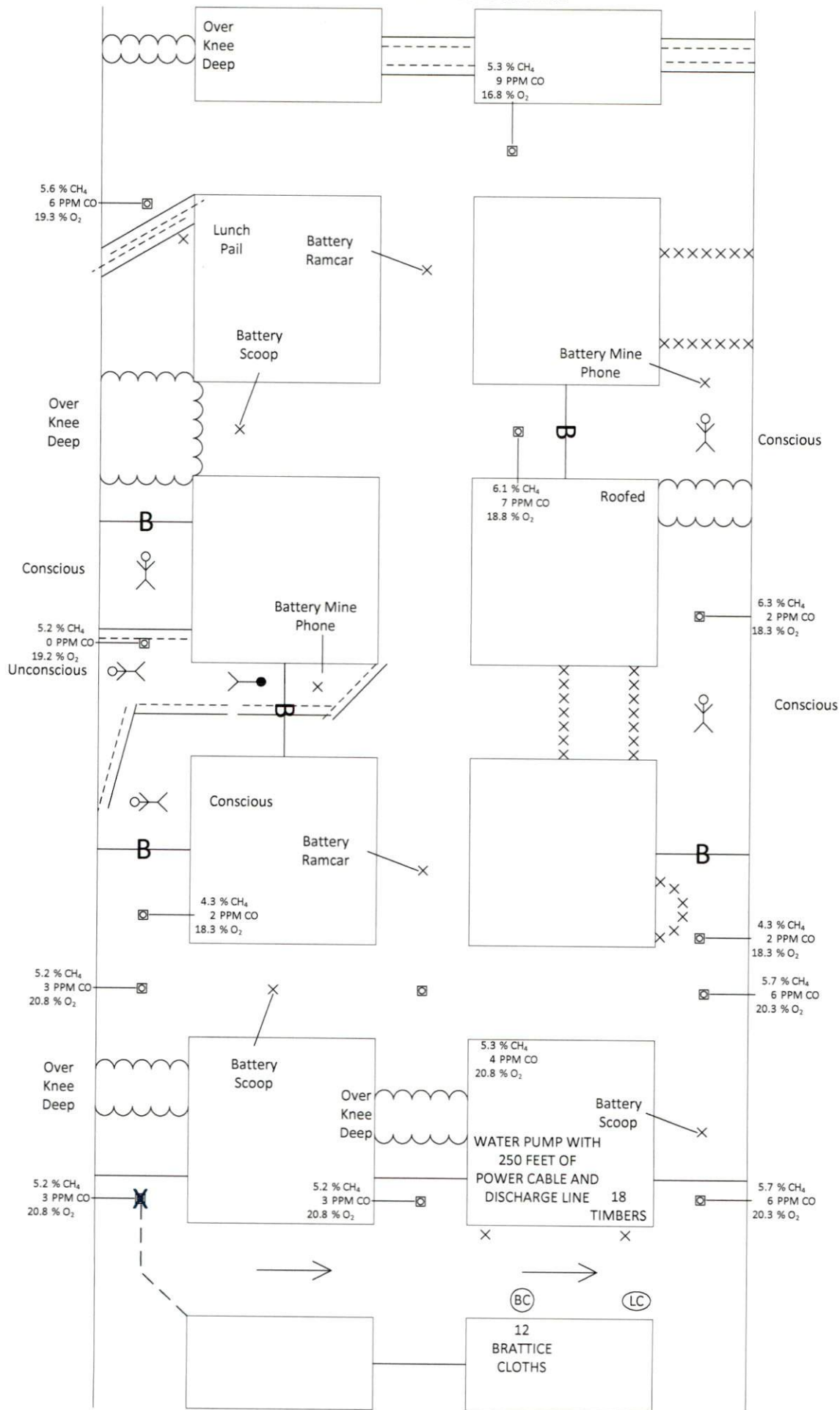
KENTUCKY RIVER DAY 1 LINE CURTAIN 1



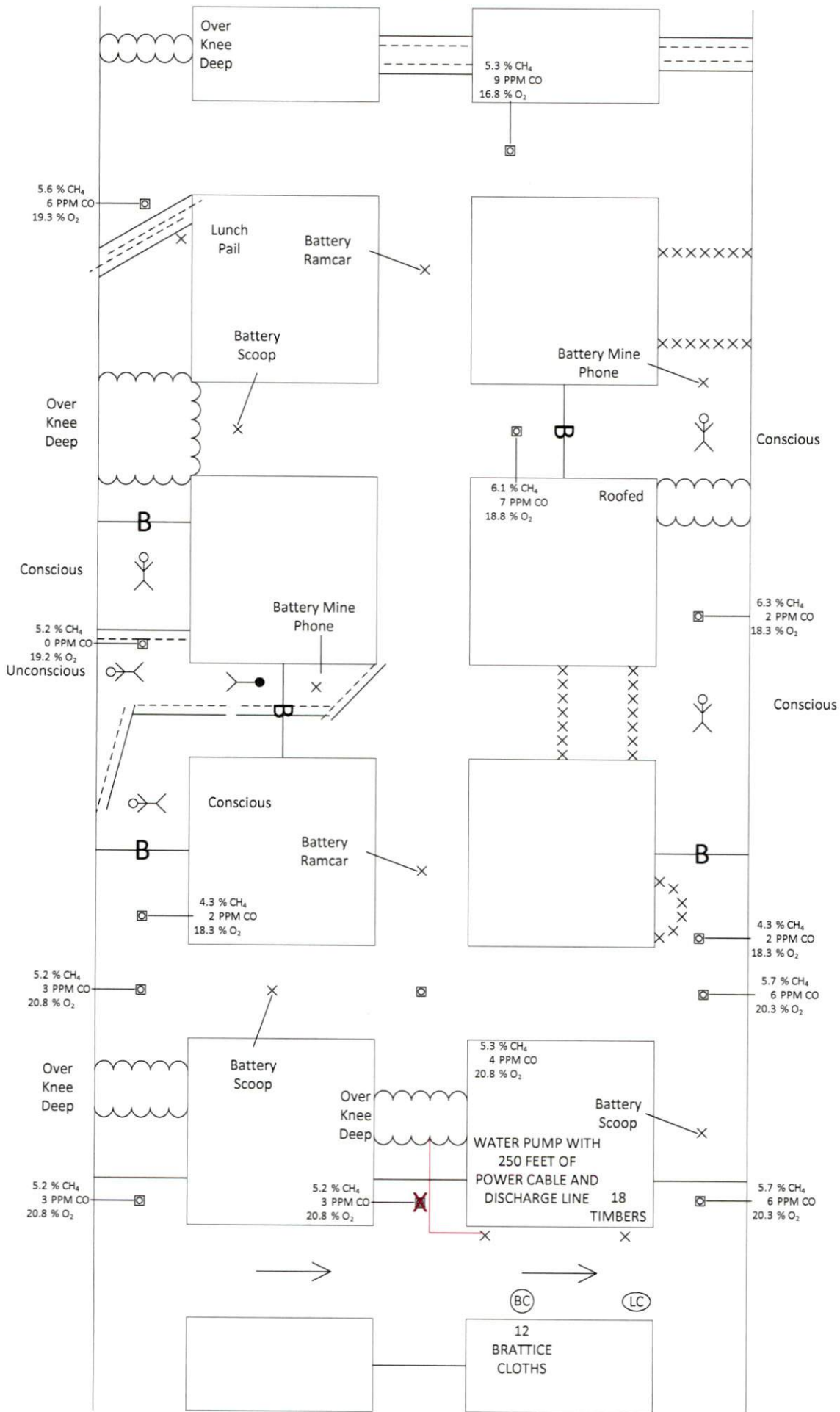
KENTUCKY RIVER DAY 1 LINE CURTAIN 2



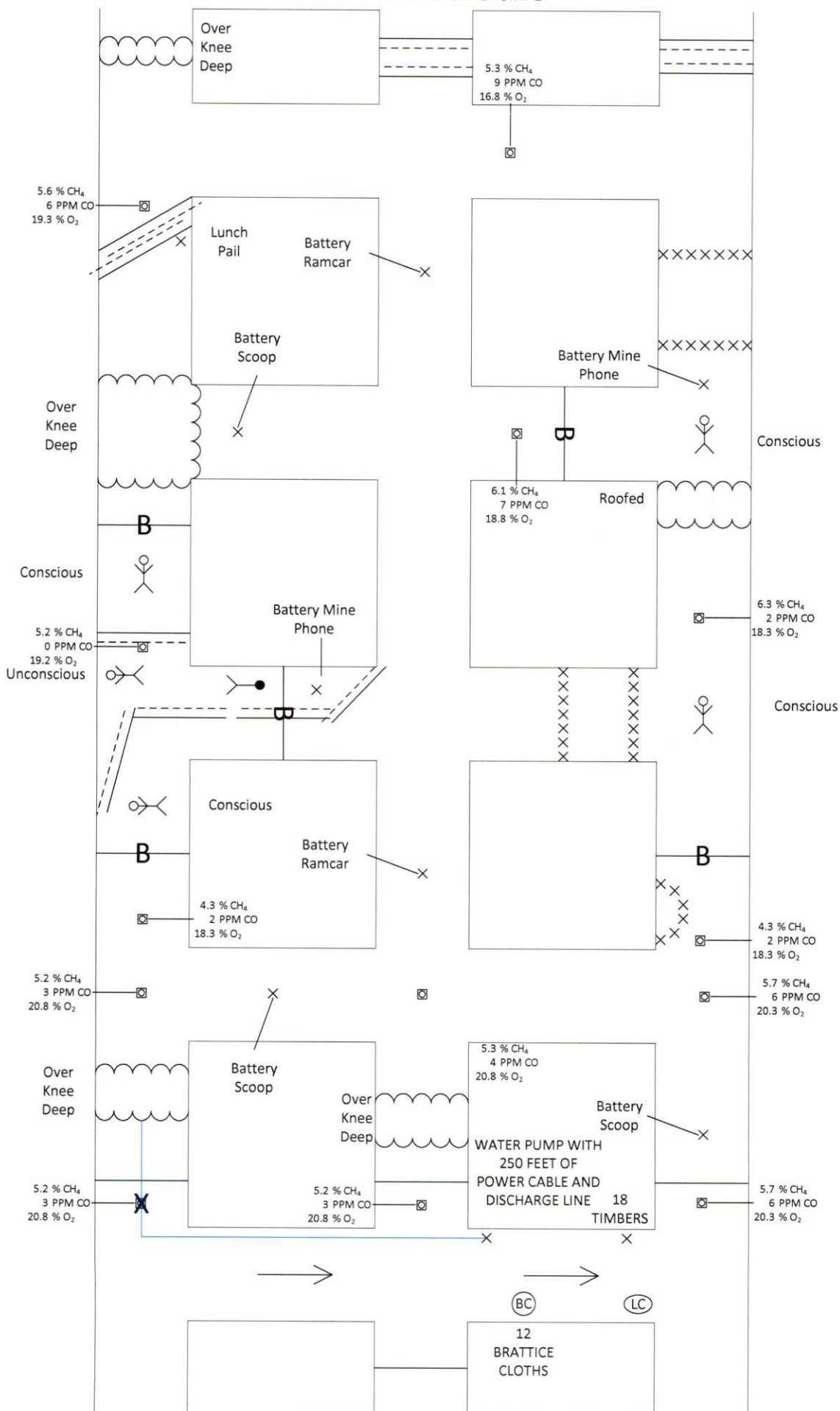
KENTUCKY RIVER DAY 1 LINE CURTAIN 3



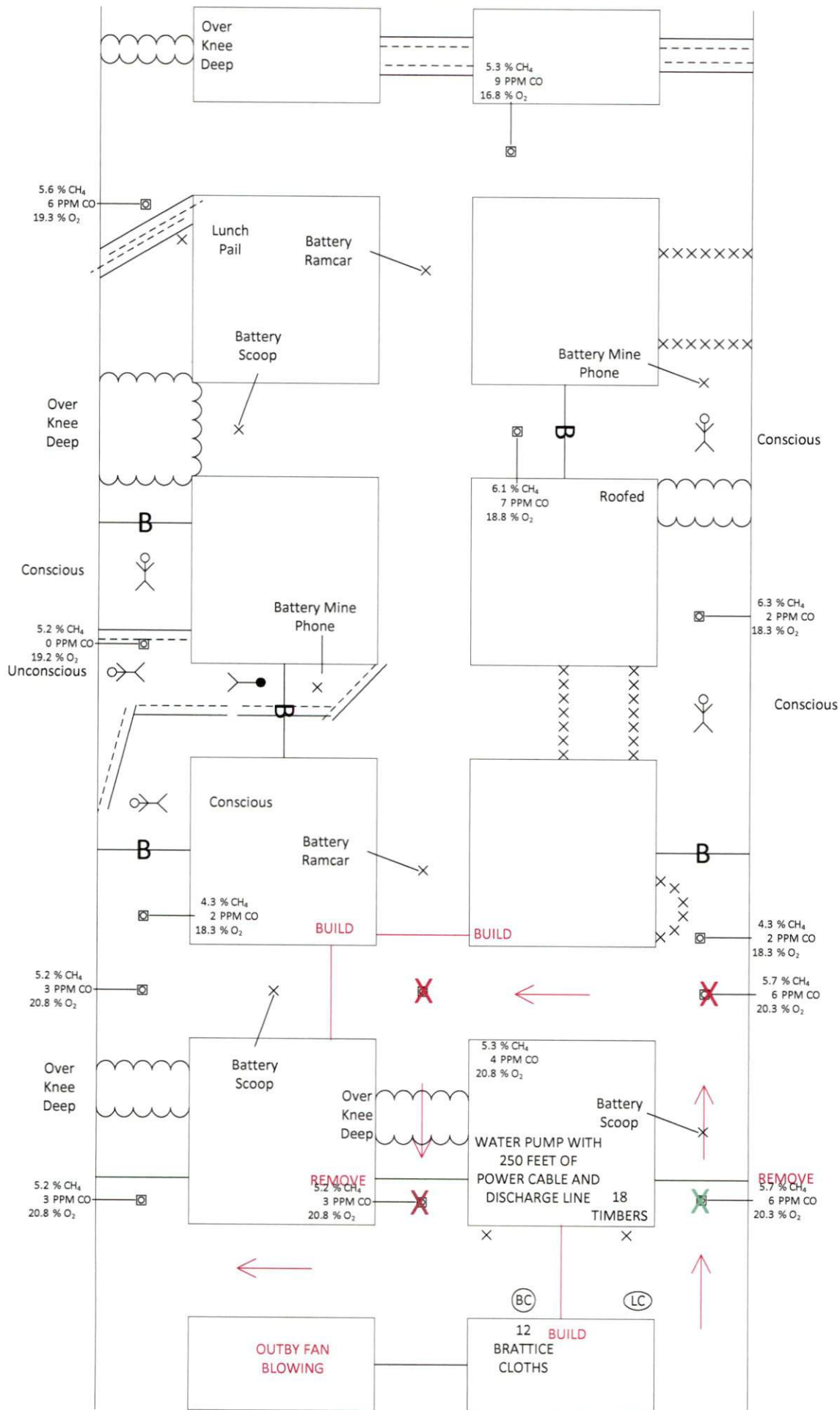
KENTUCKY RIVER DAY 1 PUMP 1



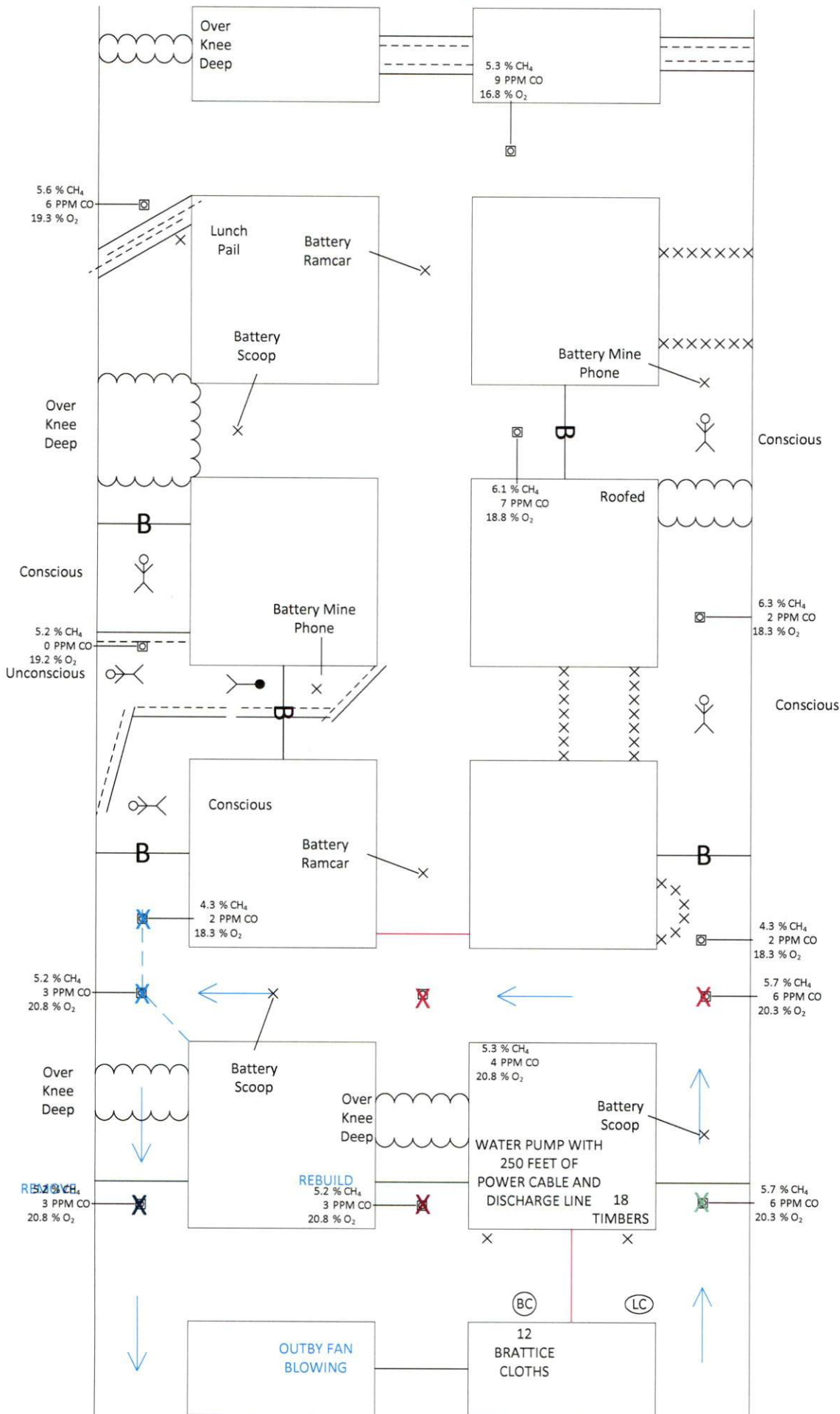
KENTUCKY RIVER DAY 1 PUMP 2



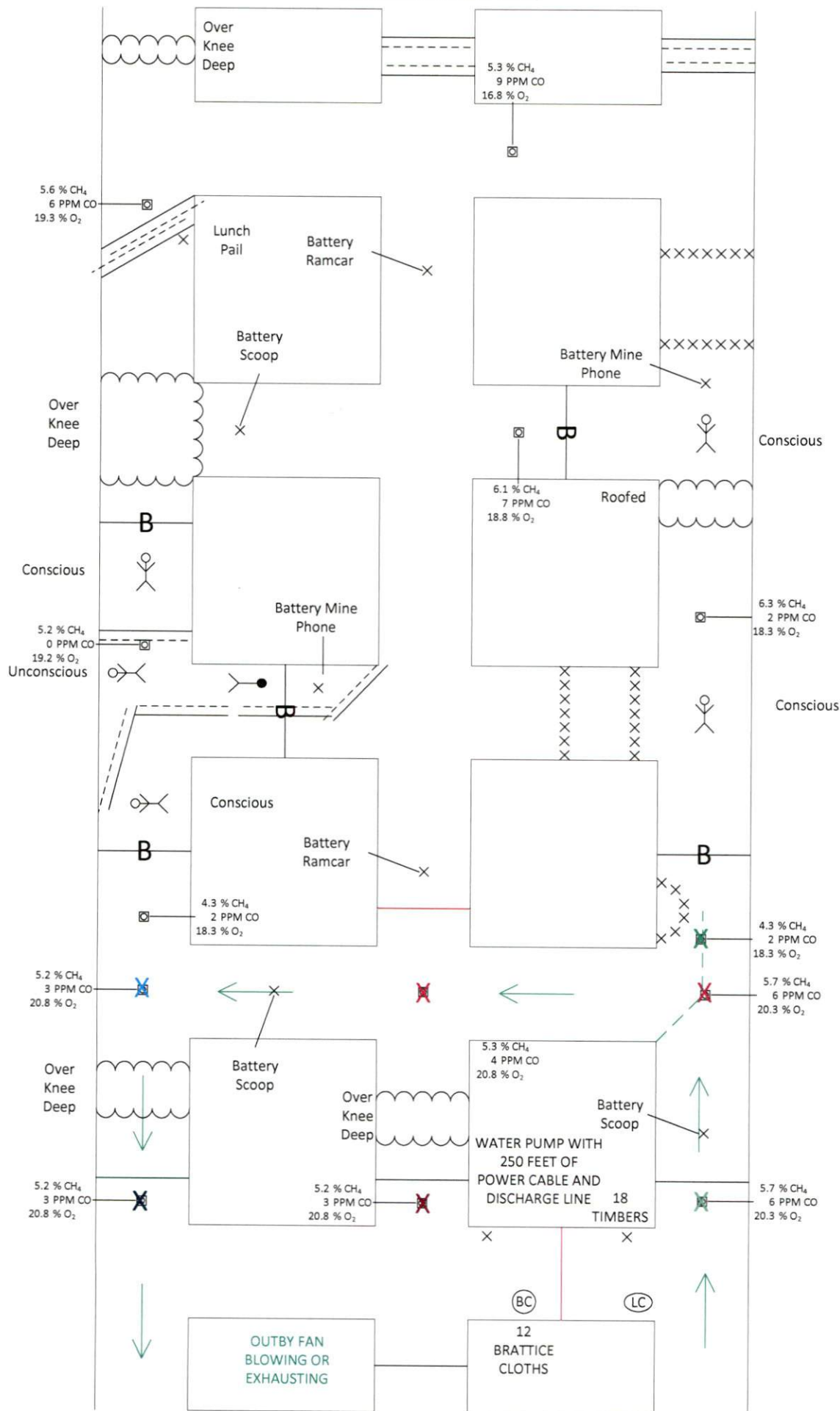
KENTUCKY RIVER DAY 1 VENT 1



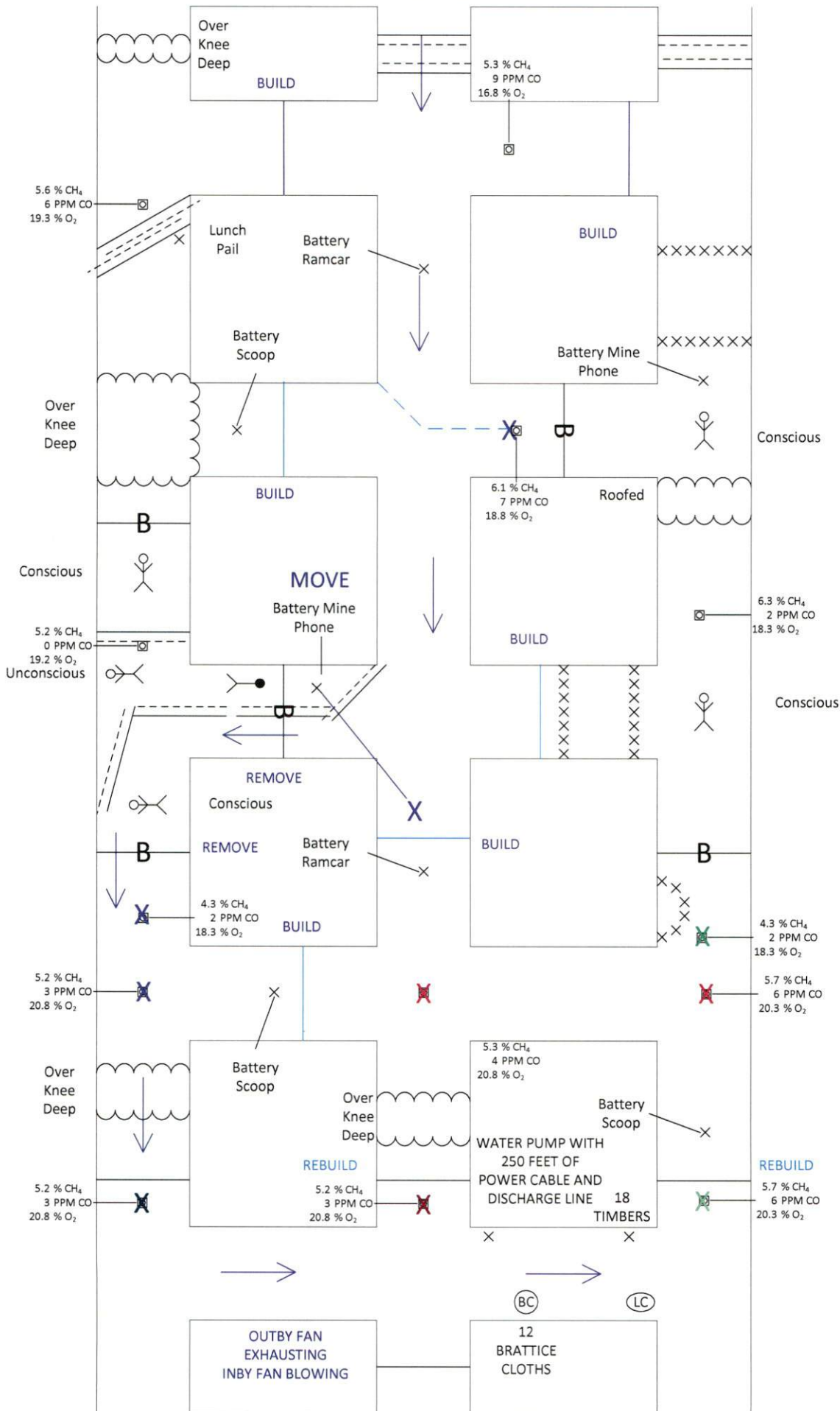
KENTUCKY RIVER DAY 1 VENT 2



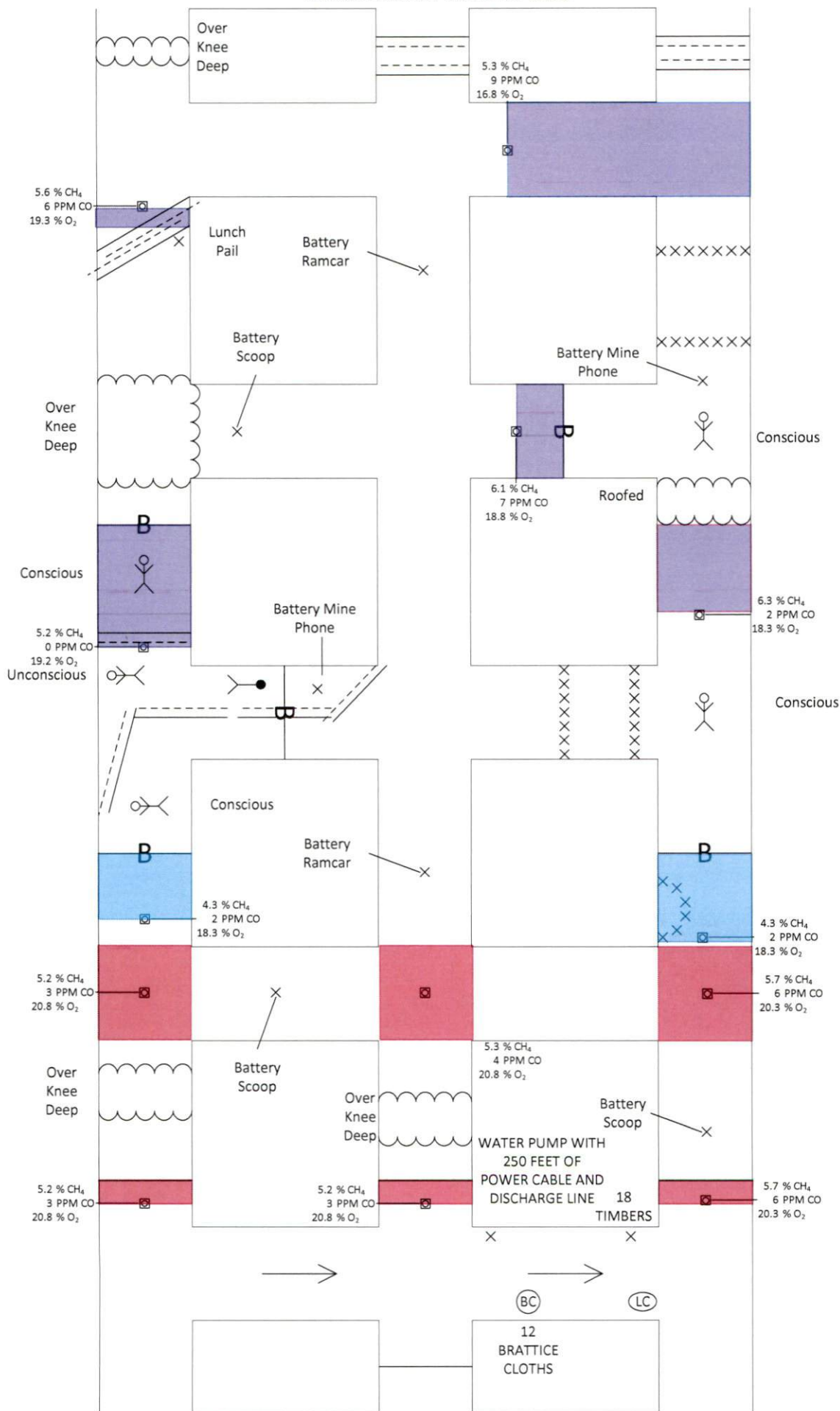
KENTUCKY RIVER DAY 1 VENT 3



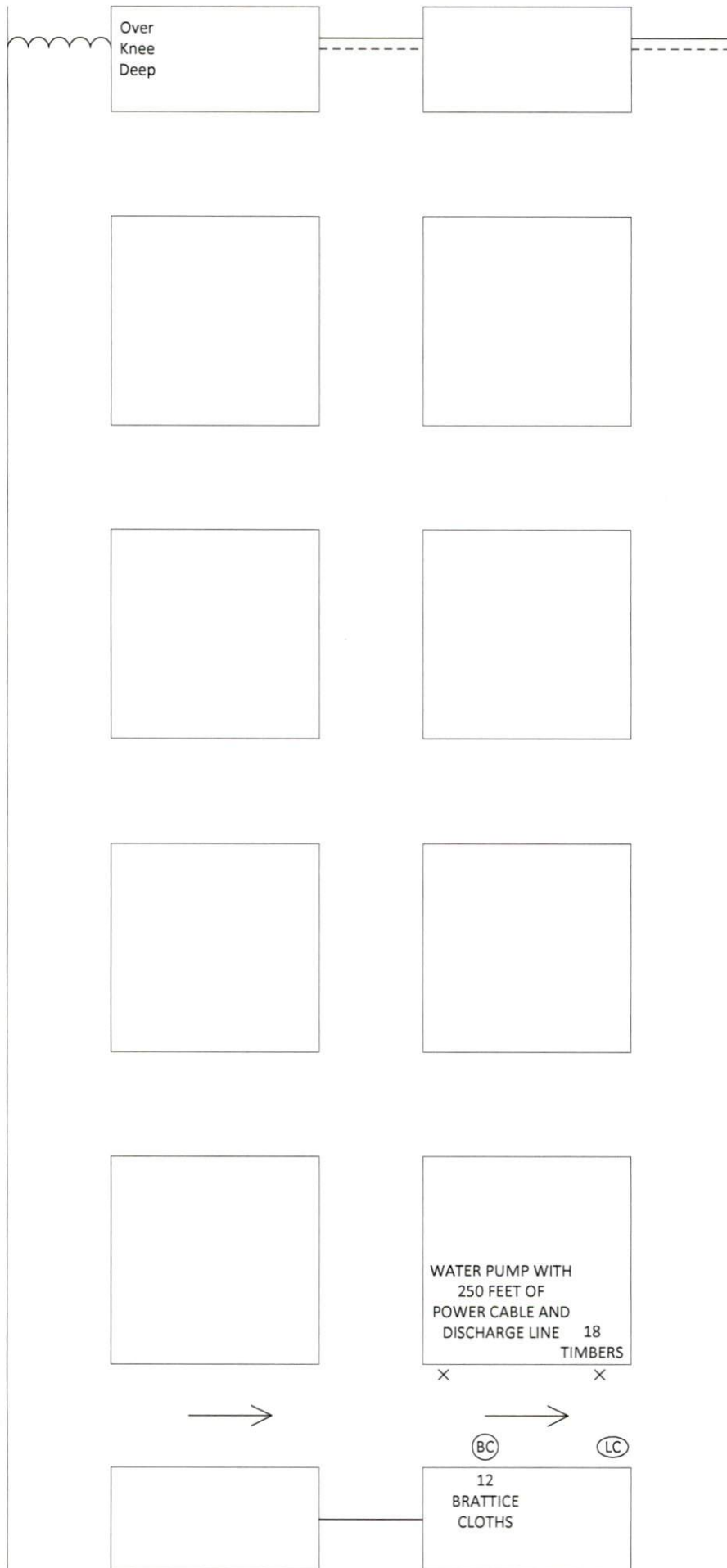
KENTUCKY RIVER DAY 1 VENT 4



KENTUCKY RIVER DAY 1 EXTENT OF GASES



KENTUCKY RIVER DAY 1 TEAM MAP



KENTUCKY RIVER DAY 1 FINAL MAP

