

Captain breaks all 3 plains and receives a help call behind a barricade in the #3 entry

Team stop 1 can be either in the #1 or #2 entry, if he travels #1 team will see the extended pump cable and encounter the pump and water over knee deep in #1 entry gas test in front of water and at all plains

Team moves to the #2 entry and will encounter caved in the #2 entry and a barricade between #2 and #3 entry, gas test required in front of caved and in front of barricade

At this point team cant explore any further and must pump the water in #1, in order to do so they must ventilate the explosive mixture out of the #1 entry, once this is completed they can explore to team stop #3

Team stop #3 the team will find four timbers, line curtain and will receive a cry for help (Help I am under the overcast in the #2 entry) and encounter unsafe roof rib to rib. Gas test at all plains and in front of the unsafe.

At this time the team should bring the four timbers to the fresh air base and timber the unsafe roof around the corner and ventilate to clear the barricade, once completed team stop #4 will be in the 1<sup>st</sup> intersection in #3 entry. Here the team will encounter caved between three and two entry and unsafe diagonal up the #3 entry plus pick up 3 more timbers. Gas test at caved and unsafe.

Now the team can either choose to timber the unsafe roof from team stop 3 or continue to explore, if they decide to timber they still cannot airlock and enter the overcast until it is airlocked from both sides

Team stop #5 will be in the third intersection in #1 entry. Here the team will encounter a lunch bucket and it must be examined before any other plains are broken. Gas test at each opening

Team should tie across to the #2 entry for team stop #6. Gas test at each opening and a gas test must be made at the open bore hole before any other imaginary lines can be broken

Team should continue to tie across into the #3 entry for team stop #7. Gas test at each opening

Team should tie down the #3 entry for team stop #8. Here the team will encounter an overcast wall and the backside of the diagonal unsafe roof also here there is another lunch bucket in the intersection and it must be examined before any imaginary lines can be broken. Team should make a gas test at each opening and the overcast wall. Team should build a temporary stopping in front of the overcast wall for an airlock. Now the team should travel back around to the #1 entry and timber through the unsafe roof in front of the overcast wall if they haven't already done so, they should also construct another temporary stopping in the crosscut for an airlock on that side of the overcast before breaching through the overcast door

Team stop #9 will occur under the overcast in #2 entry. Here the team will find the back side of the caved and the caved airtight and find 4 more timbers. The team will recover the patient and bring him or her to the fresh air base. Gas test required at each opening and the overcast wall.

At this point the team will have to ventilate the barricade between #2 and #3 entry in the first line of crosscuts and explore behind it if they haven't already done so. If not they should be discounted for procedure

Team stop #10 should be in the #3 entry in the last line of crosscuts but can also be in #2 entry in the last line. If team chooses the #3 entry they will encounter a barricade with a help response straight ahead (this response will account for the four missing persons) and elongated unsafe roof with a person in it between the #3 and #2 entry. The team should timber to the person before leaving this team stop if they do the person will become a body.

Team stop 11 will then occur in the #2 entry and the team will encounter a barricade up the straight

Now the team will have to ventilate for the barricade in the #3 entry before exploring any further. Once ventilation work is complete and the person is returned to the fresh air base then the team will explore the final team stop in the last line of crosscuts in the #1 entry.