

**OVERCAST** ↓  
**WALL DOOR**  
**OPEN**



**OVERCAST  
WALL DOOR  
CLOSED**



**OVERCAST  
WALL DOOR  
CLOSED**



**OVERCAST  
WALL DOOR  
OPEN**







# BATTERY SCOOP

**5.2% CH<sub>4</sub>**  
**3 PPM CO**  
**20.8% O<sub>2</sub>**





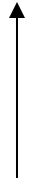
**UNCONSCIOUS  
LIVE PERSON**



**BATTERY**  
**MINE PHONE**



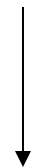
**CAVED**



**5.2% CH<sub>4</sub>**  
**3 PPM CO**  
**20.8% O<sub>2</sub>**



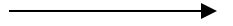
**WATER  
OVER KNEE  
DEEP**



**WATER  
OVER KNEE  
DEEP**



# TEMPORARY STOPPING





**OVERCAST  
WALL DOOR  
OPEN**



**OVERCAST  
WALL DOOR  
CLOSED**



**OVERCAST  
WALL DOOR  
CLOSED**



**OVERCAST**  
**WALL DOOR**  
**OPEN**

**WATER** ↑  
**PUMP WITH**  
**250 FEET OF**  
**POWER**



# **CABLE AND DISCHARGE LINE**



# 12 BRATTICE CLOTHS





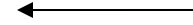
# LINE CURTAIN



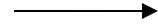
# 18 TIMBERS



**5.3% CH<sub>4</sub>**  
**4 PPM CO**  
**20.8% O<sub>2</sub>**



# UNSAFE ROOF



# UNSAFE ROOF



**WATER  
OVER KNEE  
DEEP**



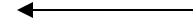
**WATER  
OVER KNEE  
DEEP**



# UNSAFE ROOF



# UNSAFE ROOF



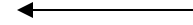
# UNSAFE ROOF



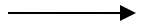
**6.0% CH<sub>4</sub>**  
**0 PPM CO**  
**20.8% O<sub>2</sub>**



**CAVED**



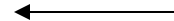
# UNSAFE ROOF



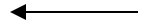
# UNSAFE ROOF



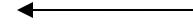
**CAVED**



**BODY**



**5.3% CH<sub>4</sub>**  
**9 PPM CO**  
**16.8% O<sub>2</sub>**



# BARRICADE



**BATTERY**

**RAM CAR**



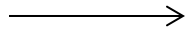
# UNSAFE ROOF



# UNSAFE ROOF



# TEMPORARY STOPPING





**OVERCAST  
WALL DOOR  
OPEN**



**OVERCAST  
WALL DOOR  
CLOSED**



# OVERCAST WALL



# OVERCAST WALL





**5.7% CH<sub>4</sub>**  
**6 PPM CO**  
**20.3% O<sub>2</sub>**



**5.2% CH<sub>4</sub>**  
**0 PPM CO**  
**19.8% O<sub>2</sub>**



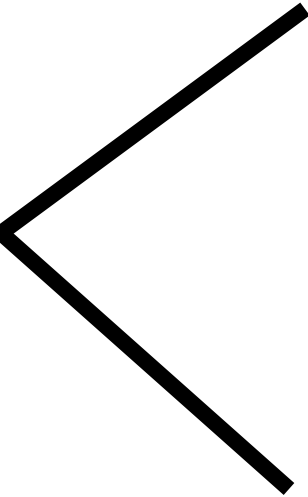
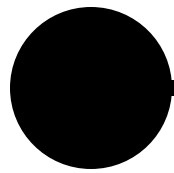
**UNCONSCIOUS  
LIVE PERSON**



**4.3% CH<sub>4</sub>**  
**2 PPM CO**  
**18.3% O<sub>2</sub>**



# BARRICADE



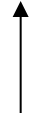
**BODY**



**CONSCIOUS**

**LIVE**

**PERSON**



# UNSAFE ROOF



# UNSAFE ROOF



# TEMPORARY STOPPING