

**2020 POST 5
DAY 1**

BLOWING FAN SWITCH ON
POWER SWITCH to Portable Pump OFF

BLOWING FAN

2020 Post 5

Day 1 Statement

Early this morning at the Blue Mount #3 mine, a five man crew was sent to the three entry section to finish the work started with the connecting of this mine into the Blue Mount #4 mine for ventilation purposes. About an hour ago, one of the crew members called out to dispatch and said he heard what sounded like an explosion coming from inby his location on the section. We then lost phone communication with the crew member and have had no further contact with the miners.

Our Blue Mount #3 rescue team has set up a fresh air base here in the first crosscut and are ready for you to relieve them.

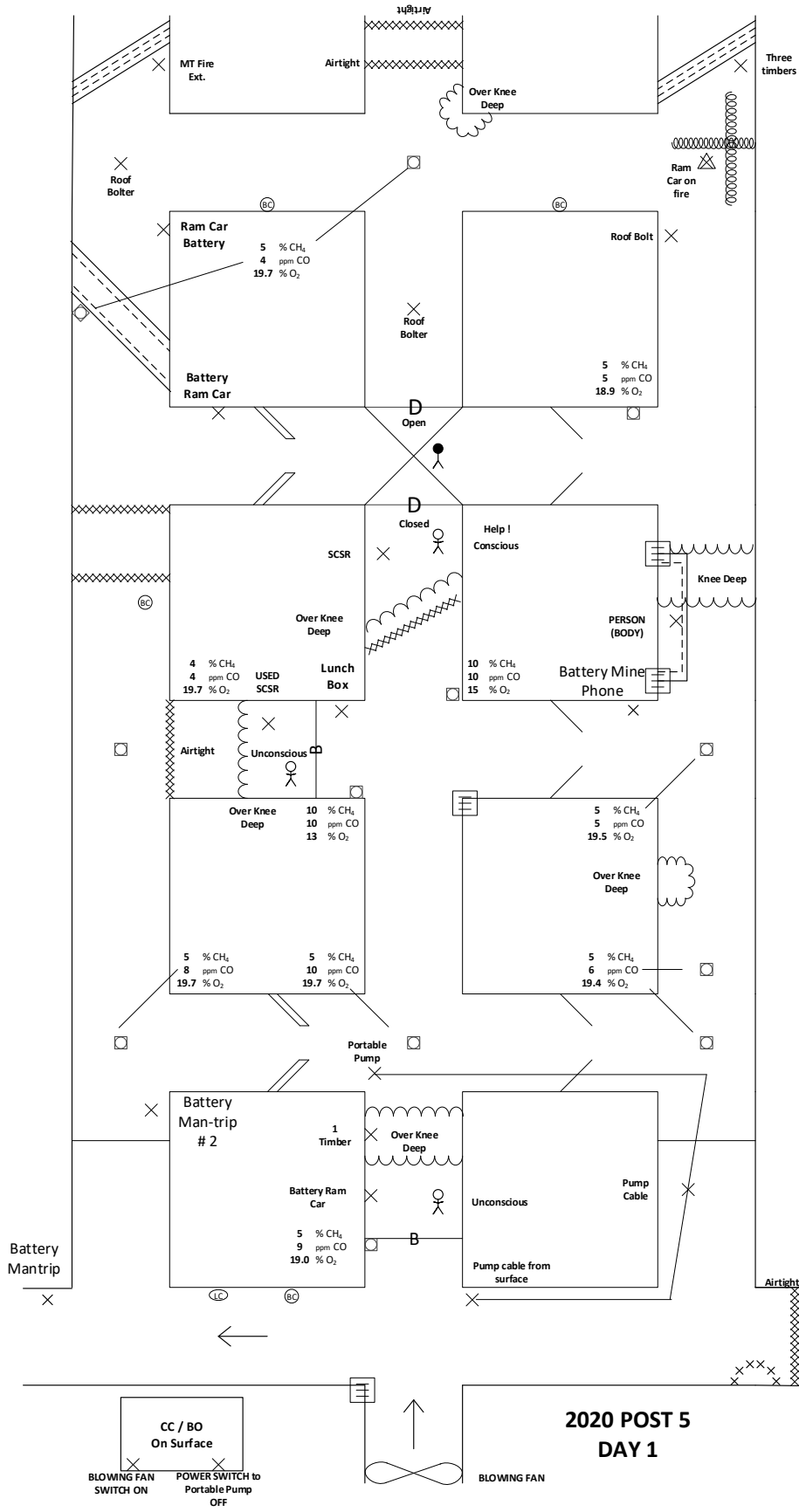
The Blue Mount #4 rescue team has explore from their mine to the cut – through of this Blue Mount #3 mine and found all three entries block by either unsafe roof or caved conditions. The Blue Mount #4 mine has been explored thoroughly and can be ventilated through if necessary.

All authorities have been notified and a backup team is here. The mine maps will show where the Blue Mount #4 rescue team explored to before being stopped by the unsafe roof and caved conditions.

Please be careful during your exploration and thank you for your help....

Team Instructions

- **The blowing fan cannot be stopped, stalled or reversed**
- **Account for all missing miners and bring survivors to the fresh air base**
- **Explore all accessible areas of the mine**
- **Once turned on, the portable pump cannot be turned off**
- **The Command Center Attendant and/or Briefing officer is on the surface**



5 % CH₄
4 ppm CO
19.7 % O₂

5 % CH₄
5 ppm CO
18.9 % O₂

4 % CH₄
4 ppm CO
19.7 % O₂

10 % CH₄
10 ppm CO
15 % O₂

Over Knee Deep
10 % CH₄
10 ppm CO
13 % O₂

5 % CH₄
5 ppm CO
19.5 % O₂

5 % CH₄
8 ppm CO
19.7 % O₂

5 % CH₄
10 ppm CO
19.7 % O₂

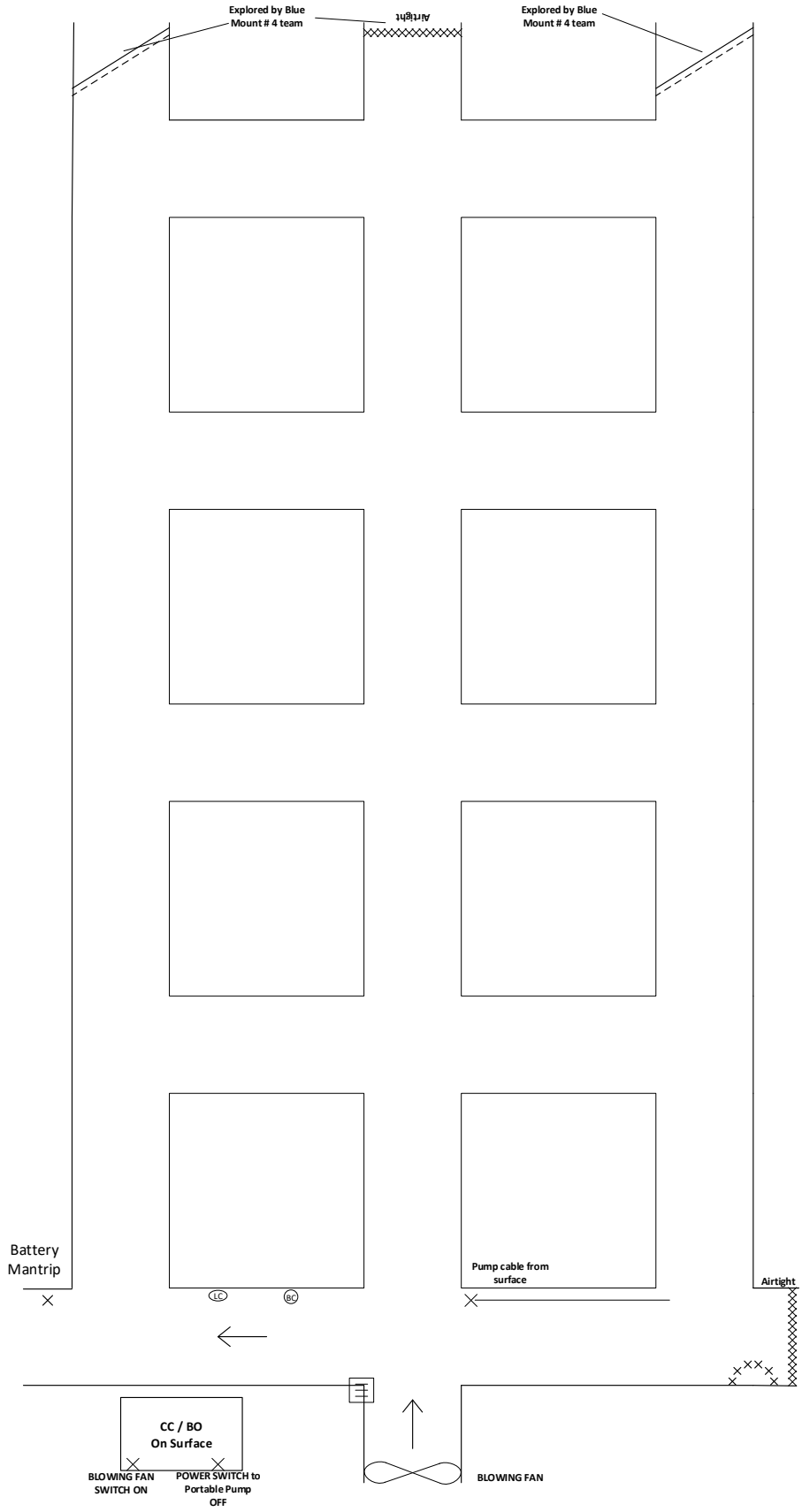
5 % CH₄
6 ppm CO
19.4 % O₂

5 % CH₄
9 ppm CO
19.0 % O₂

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CC / BO
On Surface
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Team Stop No. 1, 3

(See team stop map)

Team can airlock thru no. 1 entry temporary stopping or no. 3 entry temporary stopping to first intersection in by FAB. No response from barricade in no. 2 entry and no way to wing out irrespirable correctly because of unsafe rib corner out by barricade.

Team Stop No. 2

Team must tie across to no. 2 entry from no. 1 or no. 3 entry. Team will find portable pump with cable in the intersection of no. 2 entry with the cable running toward no. 3 entry and then out to the FAB. Team must not pump water over knee deep until explosive mixture is ventilated off pump cable.

Team Stop No. 4, 5

Team must travel in by either in no. 2 or no. 3 entry into the second intersection because of contaminate found in no. 3 entry (5% CH₄, 6 PPM CO, 19.4% O₂) If travel is in no.2 entry, team will find barricade with no response and irrespirable in front of barricade. Team must be careful to not move battery mine phone into any explosive mixture.

Team Stop No. 4, 5

If travel was in no. 3 entry, team will find person in unsafe roof with unsafe rib conditions on both ends of the unsafe roof. To timber to person safely, team will need to find four timbers and use double row of timbers. (See timbering to person used on vent # 2 map).

Team Stop No. 6, 7

Team can travel to either no. 1 entry second intersection or in by in no. 3 entry to the third intersection. If travel was to no. 1 entry second intersection, team will find caved airtight in intersection on the imaginary line. Captain must do zig zag roof test in the intersection. If travel in no. 3 entry to third intersection, team will find explosive mixture and irrespirable in the crosscut extending toward no. 2 entry and will be in the intersection under the overcast.

Team Stop No. 7, 8

Team will find overcast with door closed and patient will respond from behind overcast wall and say "Help ". Team must continue to explore and ventilate irrespirable from under overcast before rescue of patient.

Team Stop No. 8, 9

Team must tie across to no.1 entry third intersection. Captain must do zig zag roof test in the intersection because of caved area touching the rib corner.

Team Stop No. 10

Team can travel inby to the fourth intersection if all outby accessible areas have been explored. Second intersection in no. 1 entry must be explored before going to this team stop. Because of contaminate found at the diagonal unsafe roof in no. 1 entry inby third intersection, team must travel inby in the no. 2 entry to the fourth intersection.

Team Stop No. 11

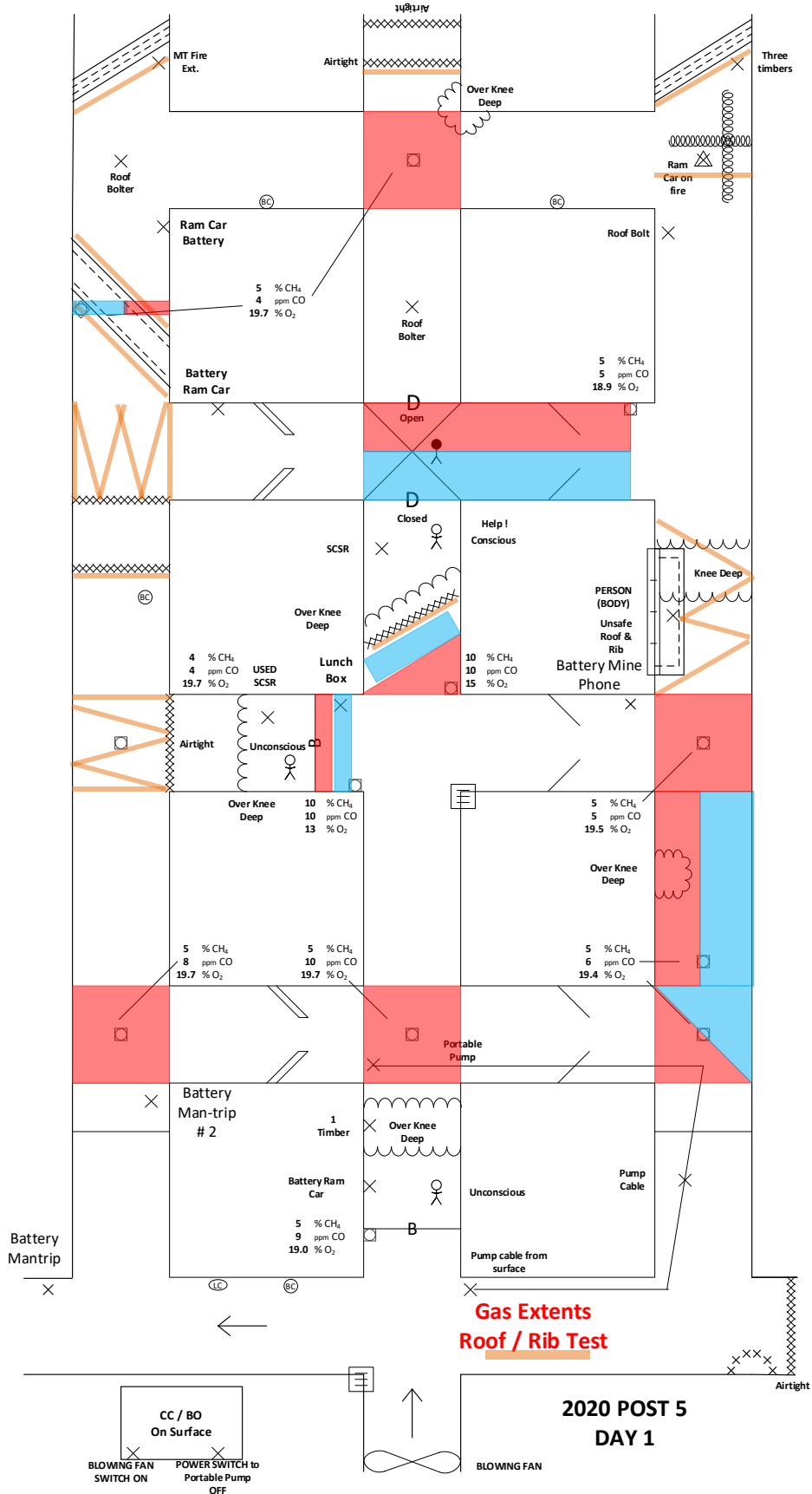
Team must travel across to no. 1 entry fourth intersection because of contaminate found in the no. 1 entry at the diagonal unsafe roof. Team can now ventilate to rescue patient behind overcast with door closed. (See vent 1 map) Discount for delay if team goes to team stop 12 before rescue of patient behind overcast door closed.

Team Stop No. 12

Team can go to no. 3 entry 4th intersection, put out fire and find three timbers **or** pump the over knee deep water in no.2 entry and find unconscious patient and 1 timber. When team has found enough timbers (4) they can safely timber to person in unsafe roof. Team can now ventilate the barricade in second intersection between no. 1 and no. 2 entry and rescue unconscious patient. (See vent 2 map)

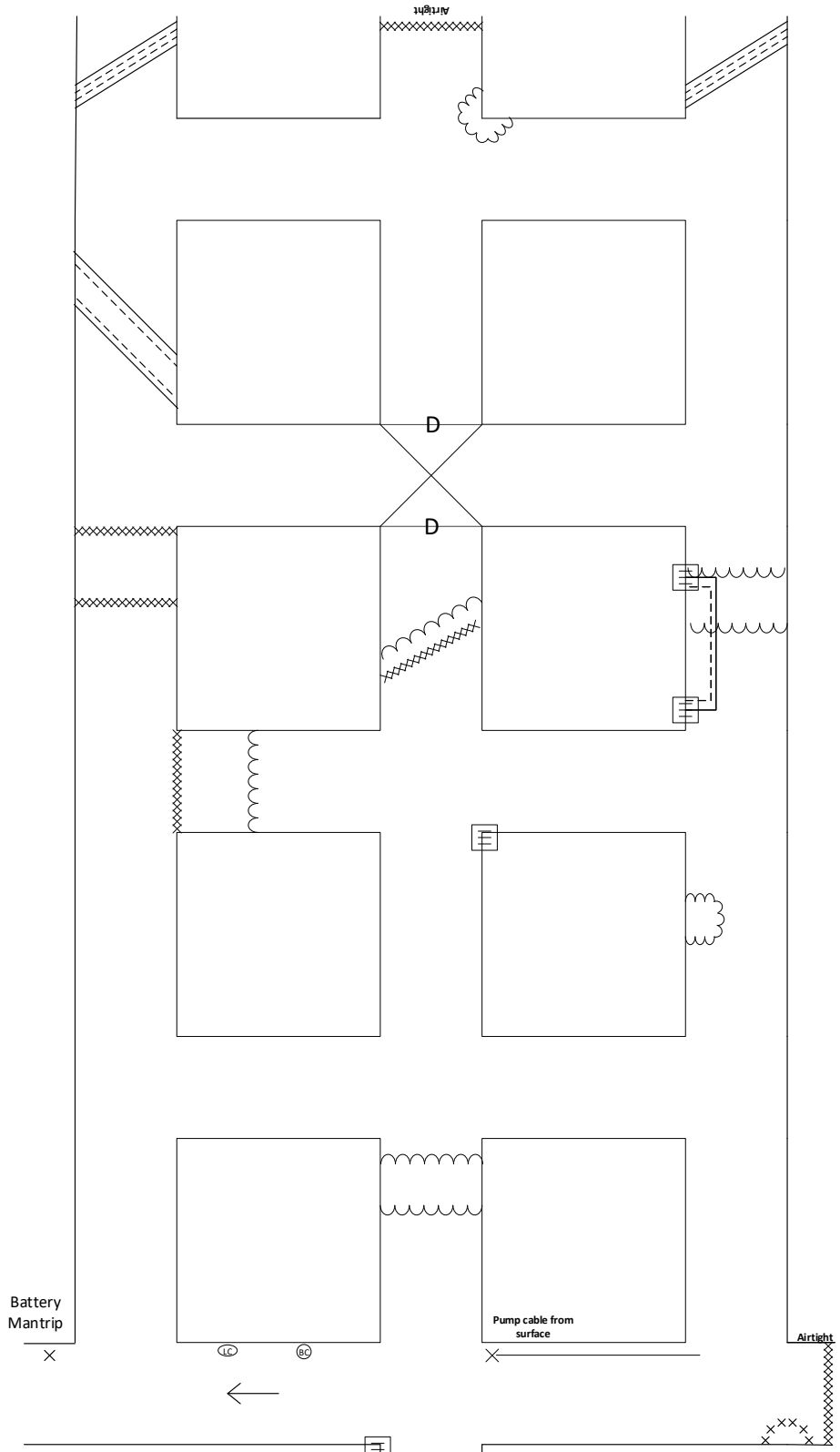
***Team must stay airlocked during most of the problem and not let any explosive mixture move over an ignition source or unexplored area while working the problem. Team will sometimes need to short circuit the air at the fresh air base to keep from stalling the fan during the working of the problem.**

End of problem

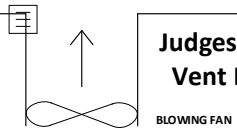


**Patient Statement behind
Overcast Wall with Door
closed**

Help!



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Judges Final Vent Map

Team member _____
 Initials _____

BLOWING FAN