

Rolla Day 2 Judges Instructions

General

- Meet team and introduce yourselves at working area and show them where to set up and lay out equipment and communication line.
- Team captain will make statement that team is there to offer help. Reply thank you; their services are required.
- Do not hand out problem and maps until captain has started clock.
- Observe donning of apparatus and condition of equipment.
- Team will count off and travel into mine. A 50' apparatus check will be made. After this check, all future checks cannot exceed 20 minutes.
- Roof and rib checks, gas tests made at all openings – so no instructions at team stops.

Team Stop 1

- Gas placard – Irrespirable atmosphere in front of barricade. Cannot breach before ventilating.
- Barricade. Miner yells “Help!” Team must now find means to rescue.
- Unsafe roof - Captain must D&I.

Team Stop 2

- Ignition source. Battery utility vehicle.
- Clear air separation from explosive gas placard.
- Can travel through water knee deep. (Will not have to be pumped for problem).

Team Stop 3

- Gas placard – Explosive.
- Ventilation shaft checked. It is safe to explore and travel.
- Unsafe roof - Captain must D&I.
- Can travel through water knee deep. (Will not have to be pumped for problem).

Team Stop 4

- Check curtain. Does not require D&I and can be used for temporary stopping.

Team Stop 5

- Ignition source. Battery haul truck.
- Clear air separation from explosive gas placard.
- 4 timbers found. Team has material to rescue, but must continue exploration.

Team Stop 6 thru 9

- Nothing of significance.

Team Stop 10

- Gas placard – Irrespirable. Cannot breach before ventilating.
- Barricade. Miner yells “Help!” Team must not rescue as they are tied to first miner encountered. Will be discounted if they delay.

Team Stop 11

- Gas placard – Irrespirable. Cannot breach before ventilating.
- Barricade. Unconscious miner inside.

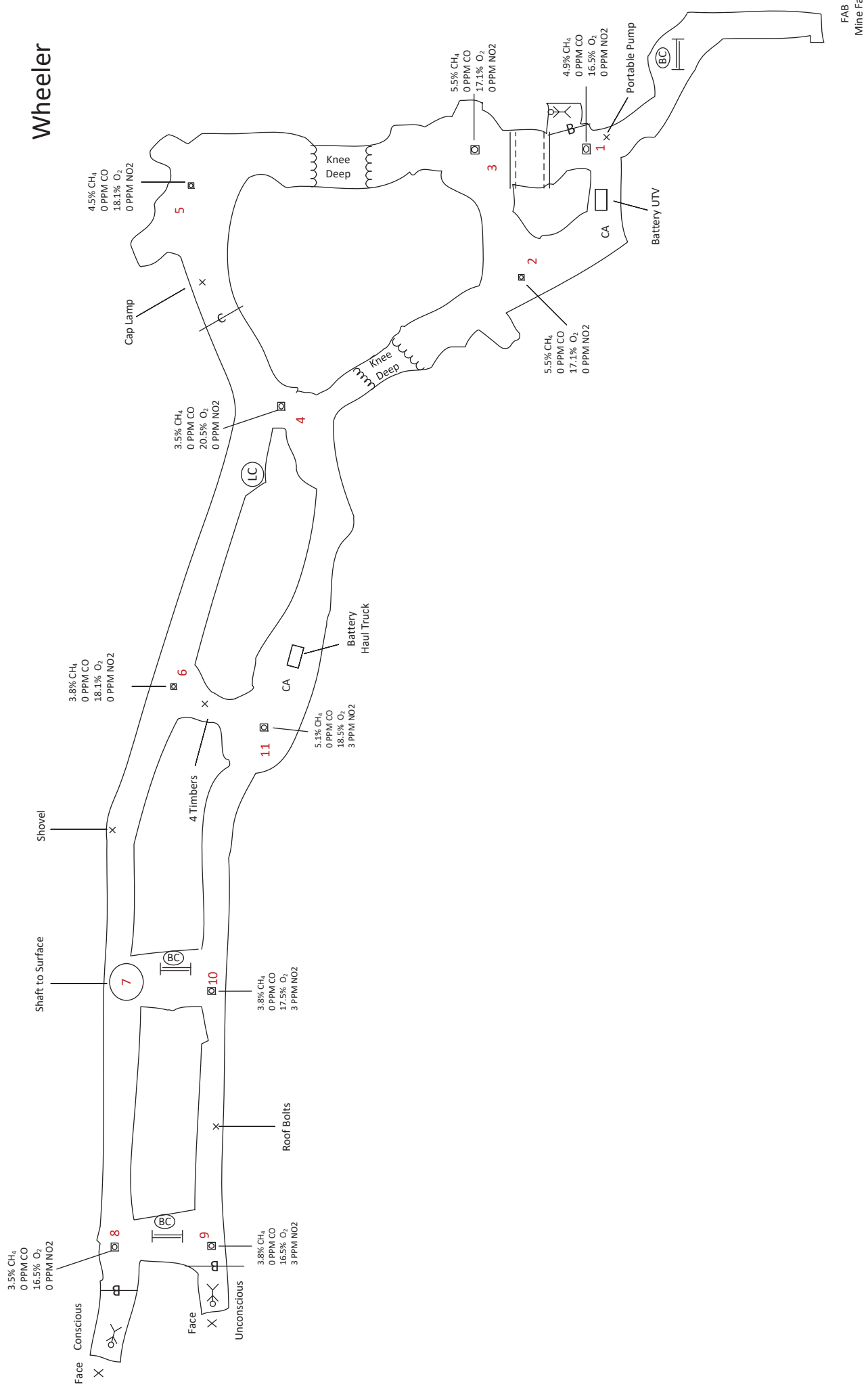
Systematic Requirements

- Once team stop 11 is complete, Team must promptly work to rescue first miner in barricade. No other work allowed.
- **SEE VENTILATION 1 STEPS**

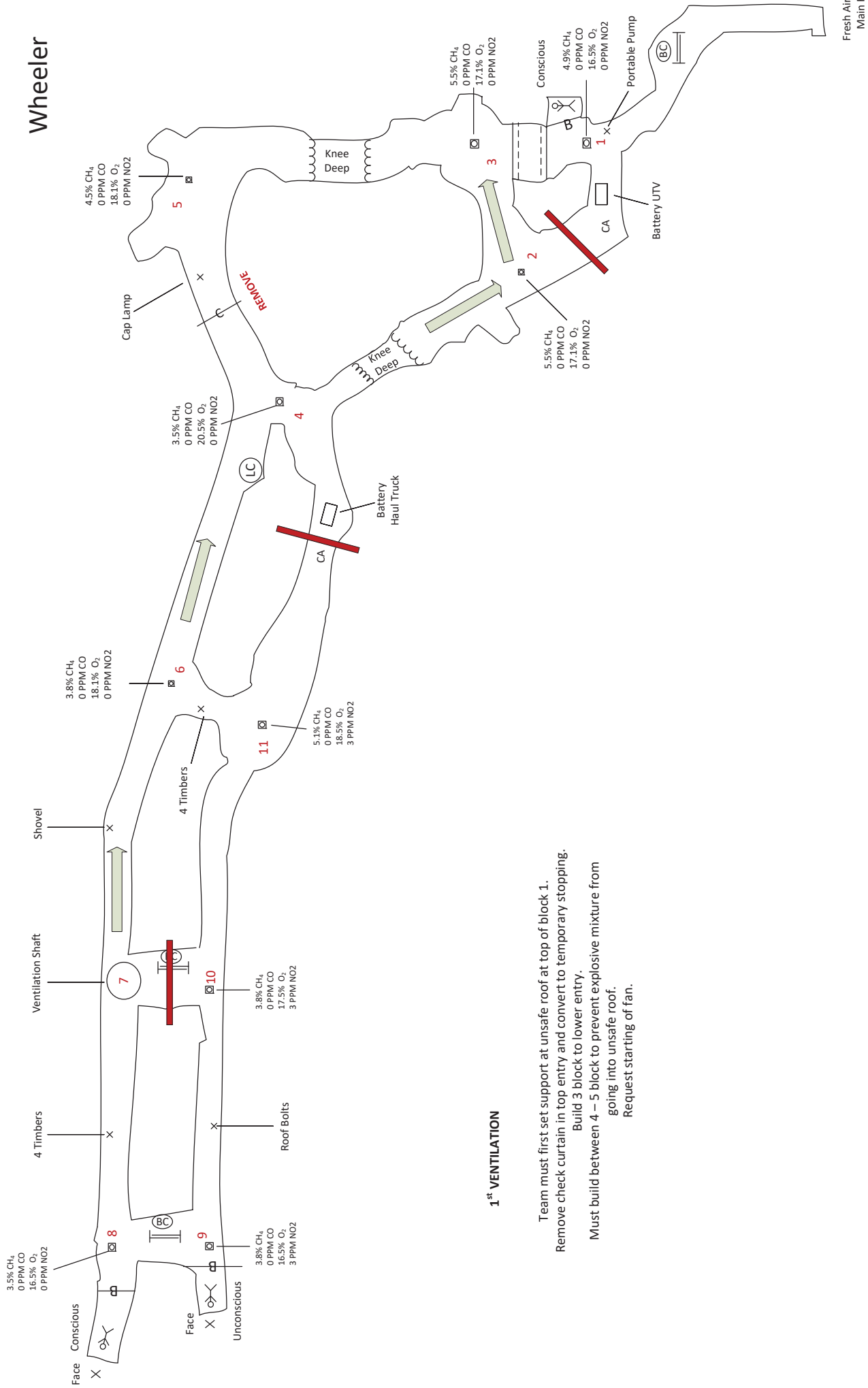
- **SEE VENTILATION 2 STEPS**

End of problem.

Wheeler



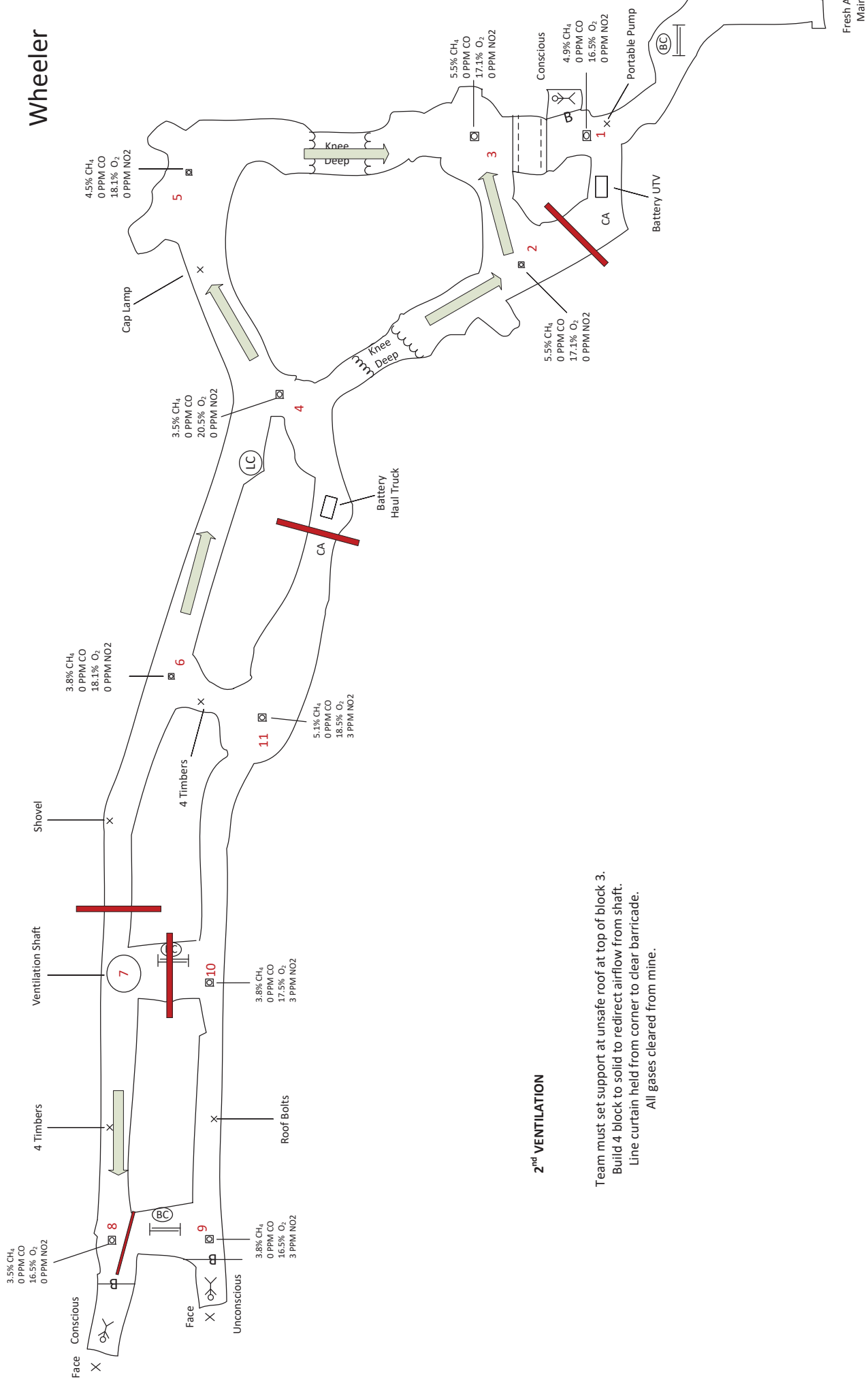
Wheeler



1st VENTILATION

- Team must first set support at unsafe roof at top of block 1.
- Remove check curtain in top entry and convert to temporary stopping.
- Build 3 block to lower entry.
- Must build between 4 – 5 block to prevent explosive mixture from going into unsafe roof.
- Request starting of fan.

Wheeler



2nd VENTILATION

Team must set support at unsafe roof at top of block 3.
Build 4 block to solid to redirect airflow from shaft.
Line curtain held from corner to clear barricade.
All gases cleared from mine.

Fresh Air Base
Main Fan

