



## OPTIONAL FOR MINE RESCUE SIMULATION

TEAMS MUST DESIGNATE WHETHER OR NOT THEY WILL USE A COMMAND CENTER ATTENDANT AT TIME OF REGISTRATION

COMPUTER AND OPERATING SYSTEM WILL BE PROVIDED BY 2020 IMRC

### ELECTRONIC MAPPING using MICROSOFT VISIO GUIDELINES

1. Each team will have the option of having a Command Center Attendant who will accompany only one team and remain with that team. The Command Center Attendant will use the computer provided by 2020 IMRC located in the designated Command Center Location

Each team shall have an Incident Commander (Briefing Officer) and Assistant and may have an optional Command Center Attendant. The Incident Commander (Briefing Officer) and Assistant and optional Command Center Attendant will be located in the Command Center together. When all positions are used, the Command Center Map must be an electronic map. If only the Incident Commander (Briefing Officer) and Assistant are in the command center, they can use either electronic or manual (paper) mapping.

The Incident Commander (Briefing Officer's) and Assistant's map (1 Map) will be used for scoring purposes and if there is a discount on the Incident Commander's (Briefing Officer's) and Assistant map (1 Map), the Command Center Attendant's map will be reviewed. If that discount is correct on the Command Center Attendant's map, no discount will be assessed on the Incident Commander (Briefing Officer's) and Assistant map.

Teams may opt out from the Command Center Attendant.





2. The Incident Commander (Briefing Officer) and Assistant and the Command Center Attendant will not be allowed to visually compare their maps. Verbal Communications concerning the maps is acceptable. All maps shall be turned in at the completion of the simulation.

3. Additional information placed on the maps by the Incident Commander (Briefing Officer) and Assistant or Command Center Attendant cannot be existing symbols that are presently denoted in the legend, regardless of color coding used by the by the Incident Commander (Briefing Officer) and Assistant or Command Center Attendant for mapping purposes.





## Basics of Working with Microsoft Visio

If you are not familiar with Microsoft Visio, it is a drawing and drafting type of program. It can be used to draw diagrams and layout of various engineering schematics.

We use it in Mine Rescue to assist with mapping as a team explores during the exploration process. You, (the team CCA attendant), are given an electronic map that is the same as the B0 (briefing officer) has to work with. You will work alongside the B0 using the computer to add the objects/hazards that are found during the exploration process. Once you have completed the problem the electronic map is saved and turned into the judges. If something is missed on the B0 map, the CCA map is checked. If that object that was missed on the B0 is found on the CCA map, there will be no discount.

## What is needed to practice using Microsoft Visio for Mine Rescue Mapping?

- Windows based PC
- Software - Microsoft Visio
  - Several versions of Visio are available, Visio 2010, 2013, 2016 (for the contest we will be using Visio 2013)
- Download the Practice map and Stencil set from the IMRC website.
- Note: For the IMRC event a computer (based on the English language version) and monitor will be provided for the team to work with during the Mine Rescue Problem.

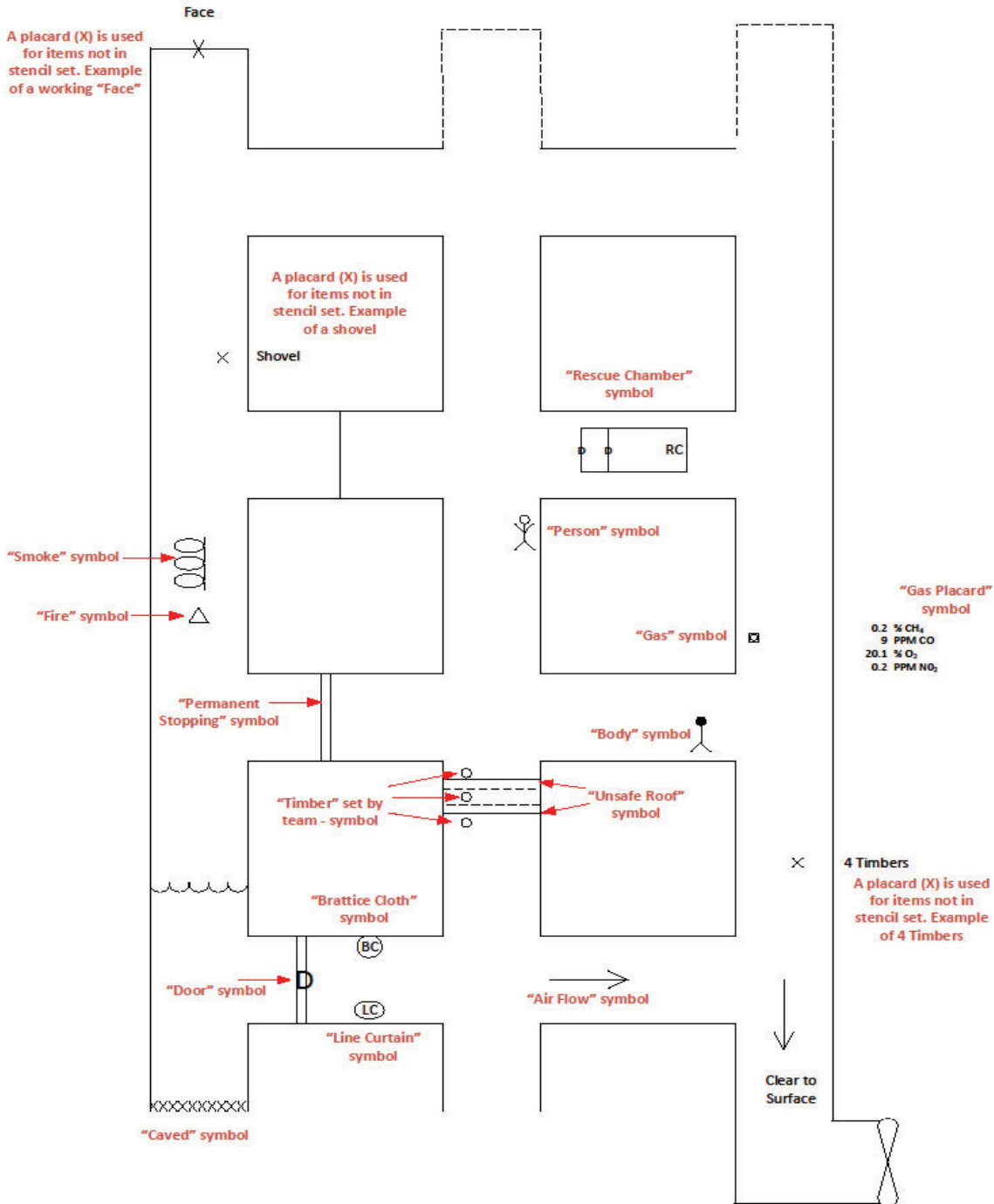




Working Order: \_\_\_\_\_

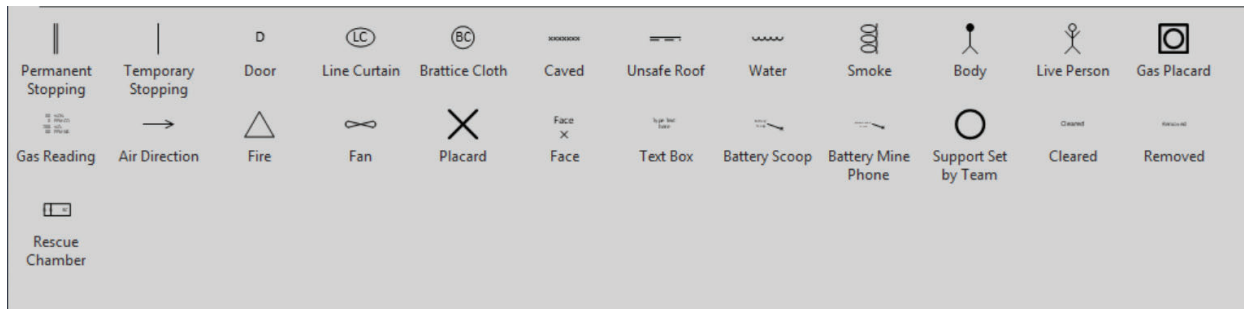
\_\_\_\_\_ TEAM

### 2020 IMRC Contest – Example Map of Stencils/Symbols





Example of Stencil set used to add objects, gases and hazards encounter while exploring the mine.



= Permanent Stopping	= Gas Placard
= Temporary Stopping	0.0 % CH <sub>4</sub> 0 PPM CO 20.8 % O <sub>2</sub> 0.0 PPM NO <sub>2</sub> = Gas Reading
= Water	= Air Flow Direction
D = Door	= Fire
= Line Curtain	= Fan
= Brattice Cloth	X = Placard (an "X" for an object not in legend)
XXXXXXXX = Caved	Face x = Working Face
Cleared = Used for showing Gases cleared	Removed = Used for showing Ventilation Controls removed
= Unsafe Roof	Type Text here = A text box for adding text
= Water	= Roof Support Timber set by Team
= Smoke	= Rescue Chamber
= Body	= Person

