

## Highwall Hazards

A SAFETY MOMENT BROUGHT TO YOU BY: TIFFANY LUTERBACH

### What is a highwall hazard?

- Created when a miner is working near a highwall which has the potential for failure
- ► A highwall failure is the unintended loss of material from a highwall





People at risk include:

- Machine operators
- Surveyors
- Mining Engineers
- Geologists



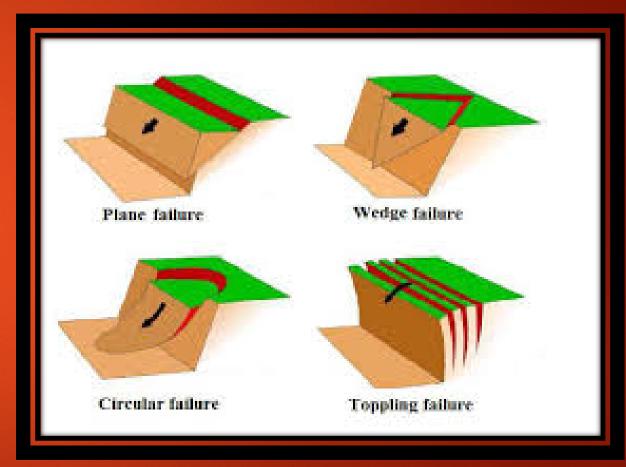
#### How to recognize a potential hazard

- Look for discontinuities (structural weaknesses) in the rock along which movement and possible failure can occur
  - ► Bedding layers (and dip direction)
  - ▶ Joints, Faults, and Fractures
  - Seepage
    - ► Creates driving force in joints
    - ► Adds weight to the [potential] sliding mass
    - ► Erodes supporting material
  - ► Ice (freeze/thaw cycles)
  - Large blocks of rocks protruding from wall (rock fall hazard)



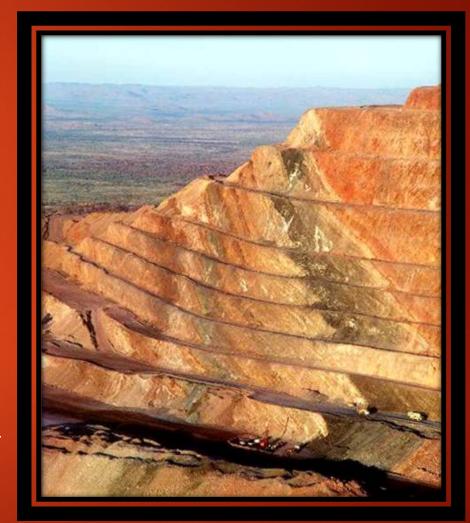
#### Recognition of a potential hazard (cont)

- Hazards are not only limited to miners working beneath a highwall
- Discontinuities not only contribute to rock falls (individual rocks on a small portion of a highwall), but also to rock mass failures (involve a large amount of material on a large scale).
- Rock mass failure modes include:
  - Planar (sliding movement along a single discontinuity)
  - Wedge (sliding movement along two intersecting discontinuities)
  - ► Toppling (buckling of a slab)
  - ➤ Circular (sliding movement along a failure surface that occurs along multiple discontinuities)



#### Staying Safe

- ► A Mine will have precautionary measures
  - ► Strictly enforced rules
  - **Derms**
  - ► Slope spotting
  - ► Slope Monitoring with Instruments
- ► A general rule:
  - ► If a single bench has a height of 50 ft, always stay 50 ft from the wall (no exception!)
  - If a double bench has a height of 100ft, always stay 100 ft from the wall (no exception!)
  - ► If you notice any movement, or spot a notable discontinuity report it to a superior immediately.
  - ▶ Don't pick up the rocks along the wall, regardless of how pretty they are



# Thank you!

