

# Blast Management

## Blast data

<b>Ampang Quarry</b>	<b>Malaysia</b>
<b>Rock type</b>	<b>Granite</b>
<b>Bench height</b>	<b>18 m</b>
<b>Drill-hole diameter</b>	<b>Ø89 mm</b>
<b>Drill pattern</b>	<b>3x3 m<sup>2</sup></b>
<b>Explosives</b>	
<b>Emulite 150</b>	<b>5 kg/hole</b>
<b>ANFO</b>	<b>70 kg/hole</b>
<b>Powder factor</b>	<b>0.46 kg/bm<sup>3</sup></b>

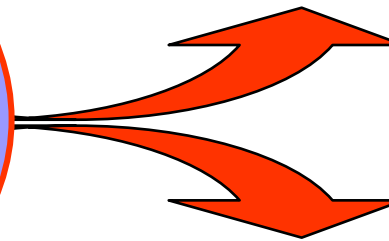


# Blast Management

## Primary factors for blast design considerations

1. Blast size, shape and edge effects
2. Distribution of explosives in the bench:
  - ▣ drill patterns versus drill-hole diameter and rock mass blastability
  - ▣ explosive columns and stemming
3. Explosives properties
4. Sequential firing

**Shotrock fragmentation and boulder count versus primary crusher performance and end-product quality**



**Muckpile profiles versus selected loader type and size for maximum loading rates - or minimise ore loss and dilution in mining operations**

# Blast Management

## Blast operational items and objectives

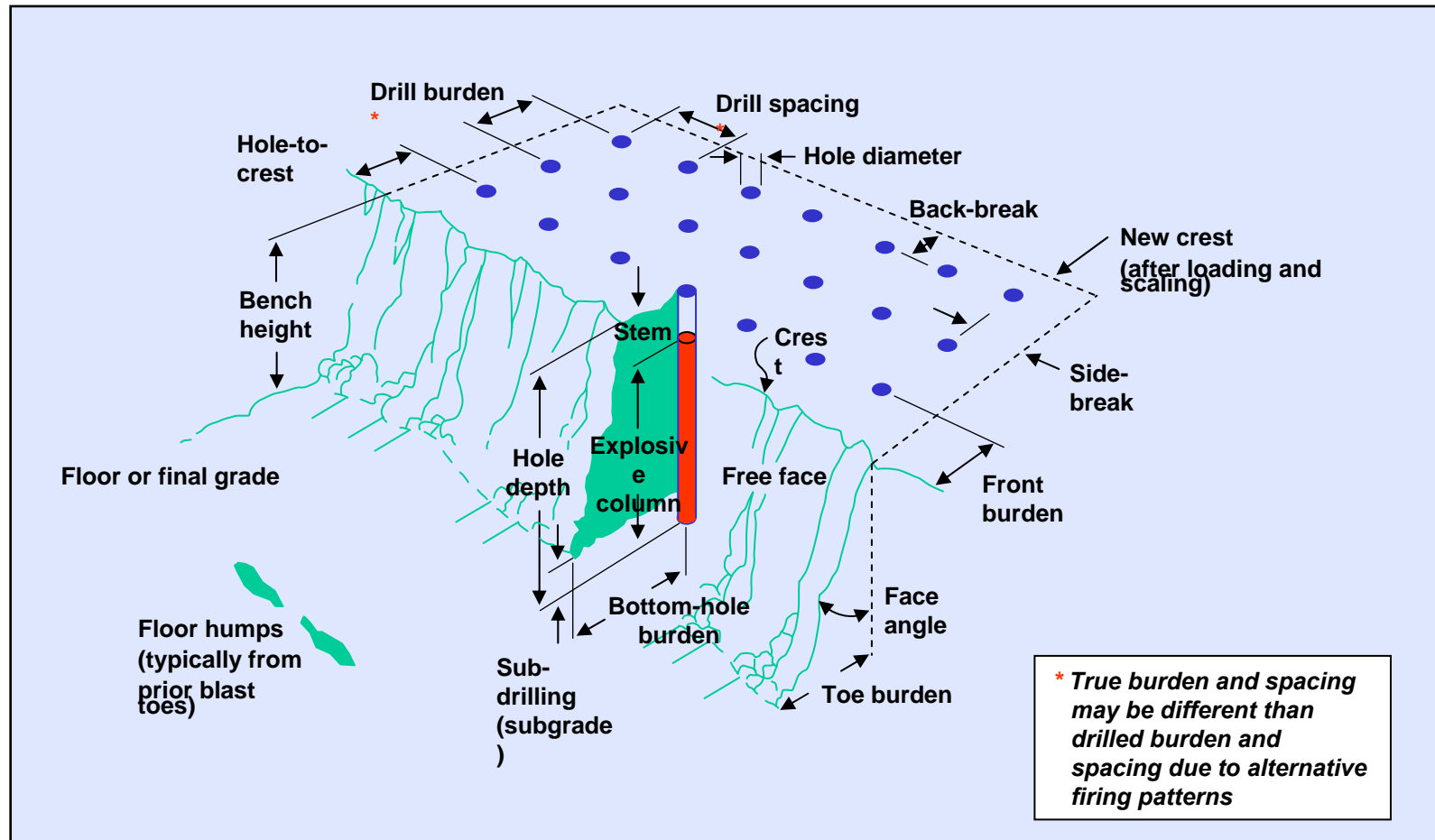
- **blast design**
  - ▢ *blast size including selection of bench height*
  - ▢ *drill pattern including selection of drill-hole diameter*
  - ▢ *charge pattern including selection of explosives and stemming materials*
  - ▢ *firing pattern including selection of firing systems*
- **blast production reports and work documentation for Quality Assurance**
  - ▢ *explosives and detonator consumption followup*
  - ▢ *documentation of 1<sup>st</sup> row burden requires the use of both highwall scanners and drill-hole deviation measurement devices*
- **assessment of shotrock**
  - ▢ *fragmentation (control of boulders/oversize and fines production)*
  - ▢ *swell, throw, local choking and loadability*
- **minimize blast edge effects such as back-break, side-break and toes and floor humps**
- **minimize environmental effects such as flyrock, dust, ground vibrations and airblast**
- **compliance to national and local quarry regulations**



Split shot with  
no stemming  
and with stem  
plugs

# Blast Management

## Blast design terminology



# Blast Management

## Site preparation

Measure in shotholes



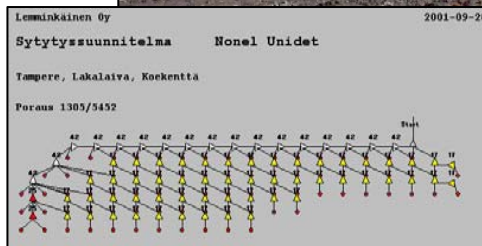
Re-drill crossed shotholes and clean toe area



Explosives delivery and charging



Firing pattern



Remove floor humps



Stem



Tie-in



Blast safety supervision

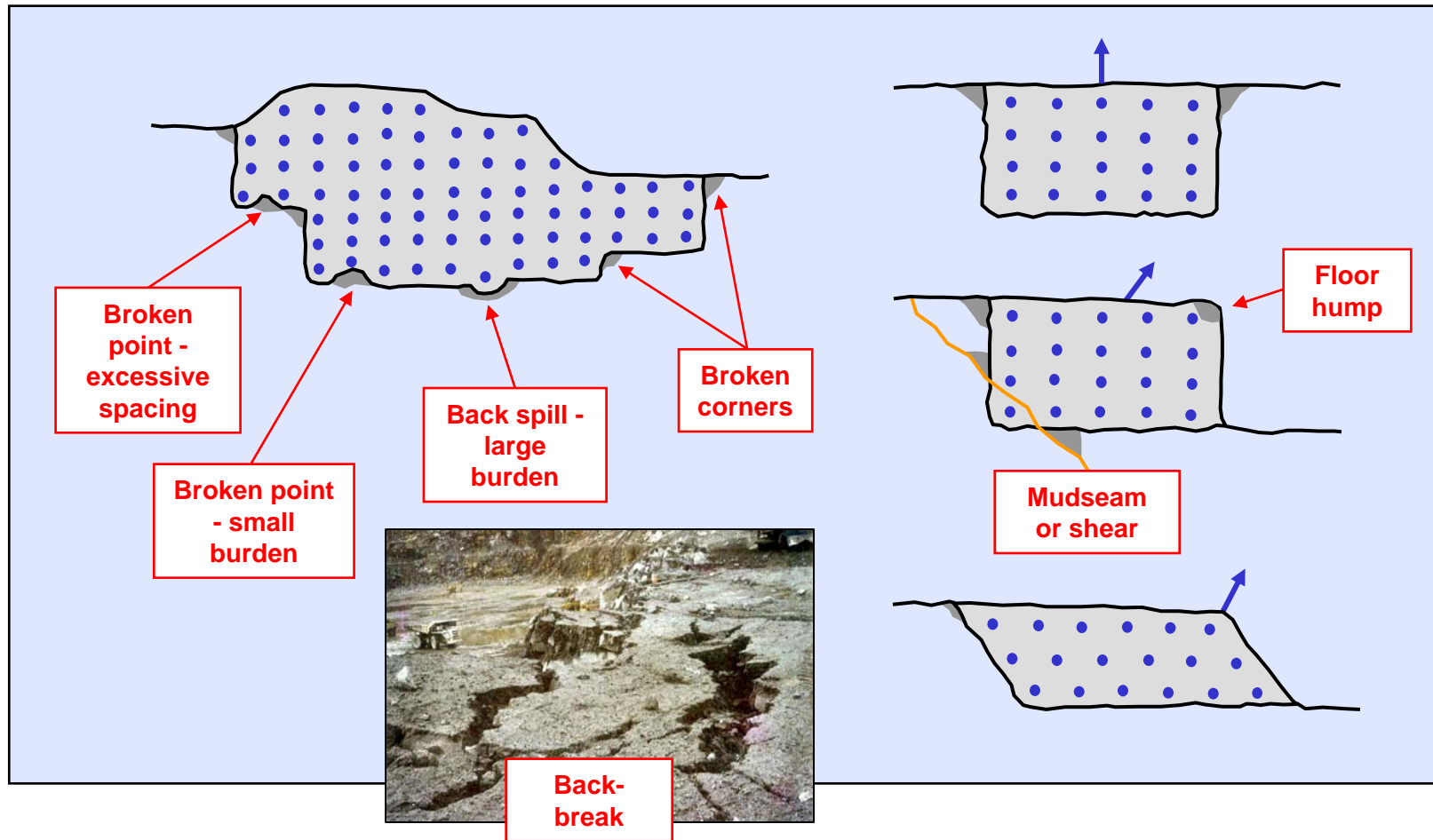


Shotrock evaluation



# Blast Management

## Adverse blast edge effects



# Blast Management

## Examples of adverse blast edge effects



Blasting across open shears in the bench



Back-break along intersecting joints



Back-break along shallow dipping bedding planes

Poor toe breakage across the shallow dipping bedding planes

# Blast Management

## Basic guidelines for geometric bench blast designs

- **Reduced burden** =  $\sqrt{S \cdot B}$  ; or burden for square drill patterns
- **Spacing, S** = typically 1 to 1.5 times B
- **Spacing / burden ratio** =  $f$  ; keep  $f$  close to 1.0 in a jointed rock mass so as to reduce the probability of shothole venting in walls
- **Burden, B** =  $\sqrt{S \cdot B / f}$
- **Bench height, H** = 1.5 to 7 times  $\sqrt{S \cdot B}$  ; bench heights typically 10 - 20 m
- **Sub-drilling, SUB** = 0.2 to 0.5 times  $\sqrt{S \cdot B}$  ; increase SUB with bench height and for very low bench heights
- **Uncharged length, UCL** = 0.5 to 1.2 times  $\sqrt{S \cdot B}$  ; typically lower values in ore
- **Bottom charge,  $CL_{\text{bottom}}$**  = 0.05 to 0.4 times CL ; increase with bench height and wet holes
- **Stemming between decks** = 6 to 12 times  $d$  ; increase stem length in wet shotholes
- **Typical shot layouts for:**
  - ▢ **wheel loader operations** = long and shallow blasts / 3 - 5 rows
  - ▢ **front shovel operations** = short and deep blasts / upto 15 rows or more



# Blast Management

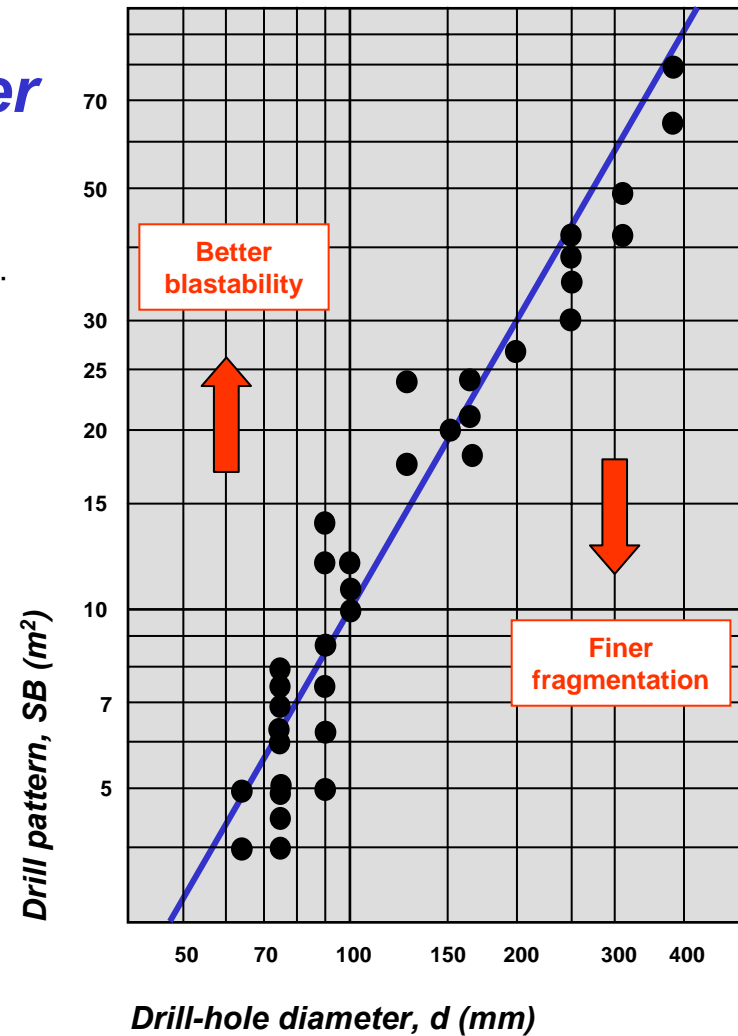
## Drill pattern versus hole diameter

Scaled drill pattern parameters:

$$\sqrt[\gamma]{S \cdot B} = \text{constant} \cdot (Q_1 / \rho)^{2/5} \cdot (k_{50} / 270)^{2/5}$$

$$Q_1 = 0.000785 \cdot CD \cdot d^2$$

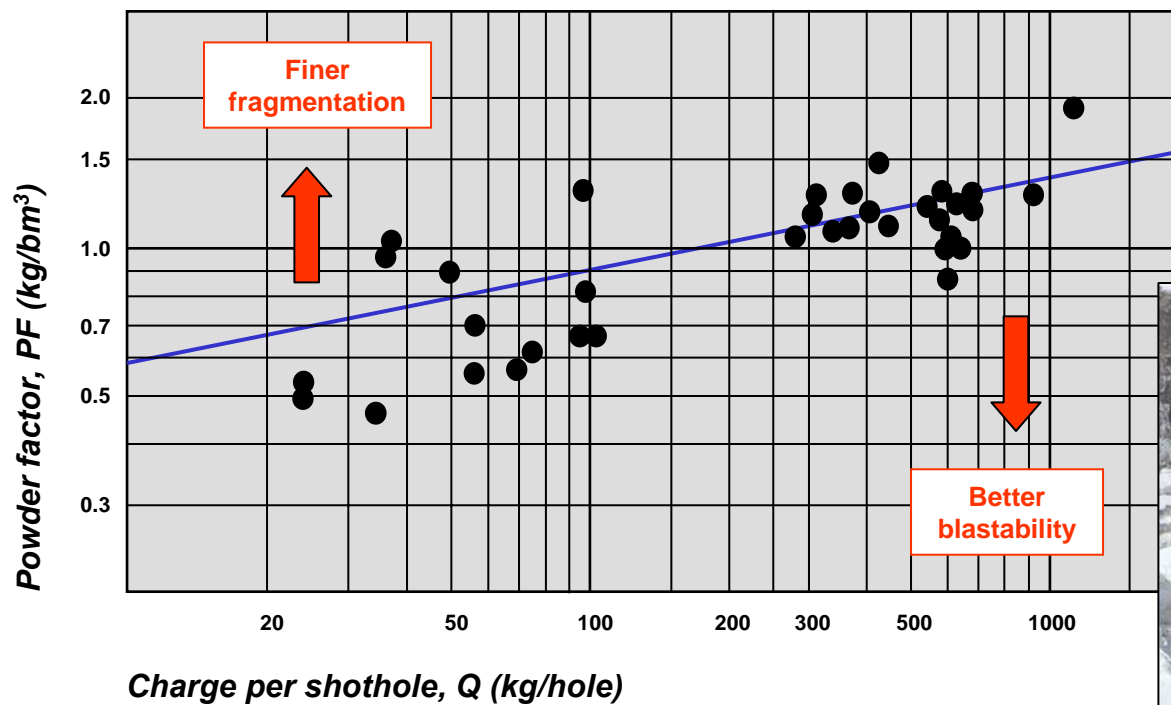
$$k_{50\text{-new}} \approx k_{50\text{-old}} \cdot (SB_{\text{new}} / SB_{\text{old}})^{0.8 \pm 1.3}$$



# Blast Management

## Powder factor versus shothole charge

Scaled powder factor parameters:  $PF = \text{constant} \cdot Q^{1/5} \cdot \rho^{4/5} \cdot (270 / k_{50})$   
 $4/5 \cdot \gamma$



# Blast Management

## Stemming for flyrock and airblast control

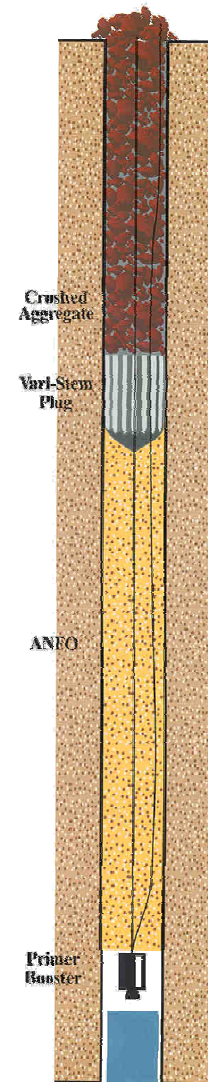
### Stemming material and length

Lower values can be used with aggregate stemming;  
higher values with drill cuttings. For graded aggregates,  
use 10% of drill-hole diameter as mean fraction size.

### Stemming plugs allow for additional stemming length reduction

- Vari-Stem™
- StemTite™
- Foam Stem

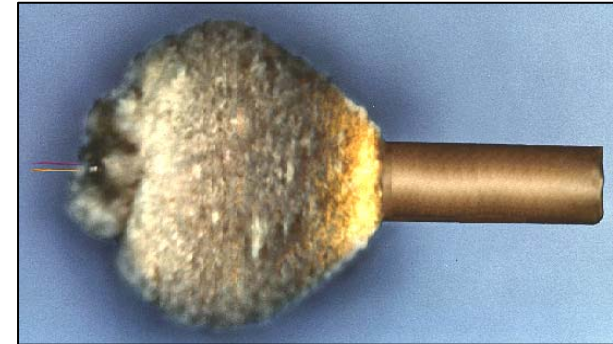
Item	No Plug	Vari-Stem™
VOD for ANFO charge	3660 m/s	3666 m/s
Time to stemming movement	2.3 ms	5.3 ms
Velocity in stemming	482 m/s	281 m/s



# Blast Management

## Explosives performance

Scaled explosives parameters:  $\frac{CD^{1/5}}{EE^{2/5} \cdot VOD^{2/5}}$



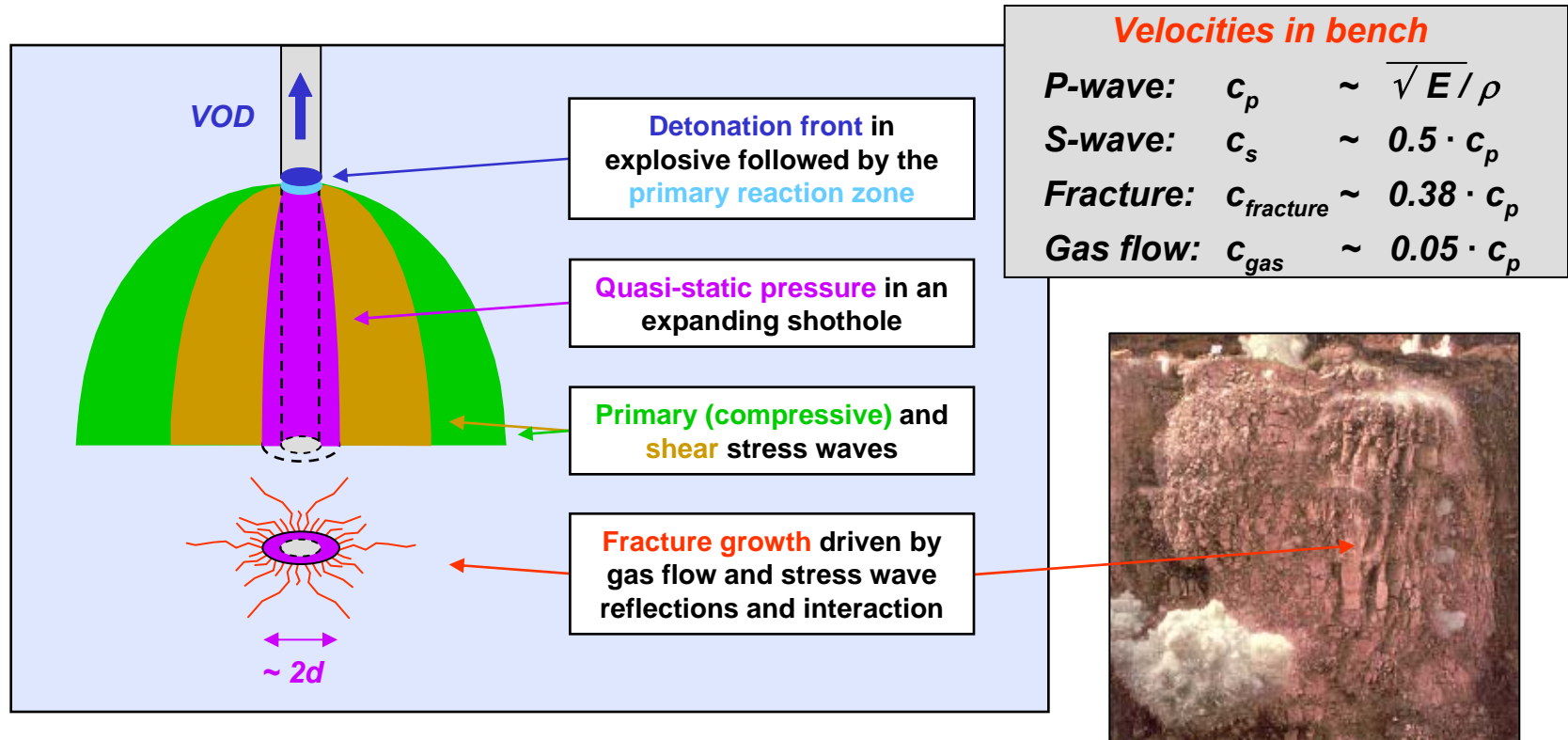
Explosive type	Velocity of detonation, VOD * (m/s)	Energy EE (MJ/kg)	Charge density, CD (g/cm <sup>3</sup> )	Water resistance
ANFO **	2200 - 4300	3.9	0.7 - 1.1	Poor
HANFO **	4000 - 5000	3.5	1.0 - 1.35	Fair
Watergels **	4200 - 5000	2.9	1.15	Good
Emulsions **	4200 - 5200	3,1	1.25	Good

\* typically commercial explosives have non-ideal detonation resulting in higher VODs and detonation pressures for increasing shothole diameters

\*\* up to 10% Al powder is commonly added to increase bottom charge energy content and detonation pressure

# Blast Management

## Shothole pressures and radial fractures



Detonation front pressure (MPa)

$$p_d \sim 0.00025 \cdot CD \cdot VOD^2$$

Quasi-static shothole pressure

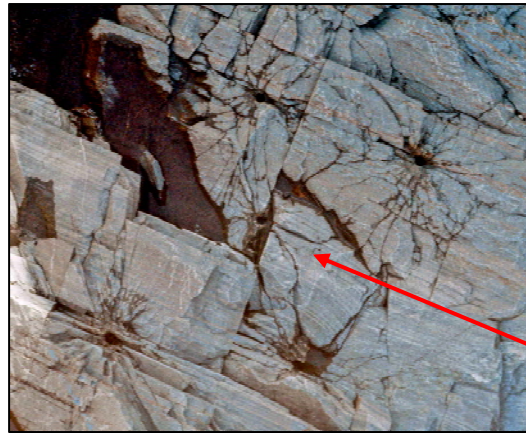
$$p_s = 30\% - 70\% \text{ of } p_d$$

$$= \text{dependent on rock mass stiffness } \{ E, \nu, \rho, O \}$$

# Blast Management

## Examples of fracturing around shotholes

**Radial (and vertical)  
fracturing around shothole  
walls**



Radial fracturing can be enhanced or arrested by preexisting rock mass jointing

**Horizontal “cone” fracturing  
from shothole bottom  
corners**



Shothole bottoms in prior subdrill zone

# Blast Management

## Extent of radial fracturing

- radial fracture count

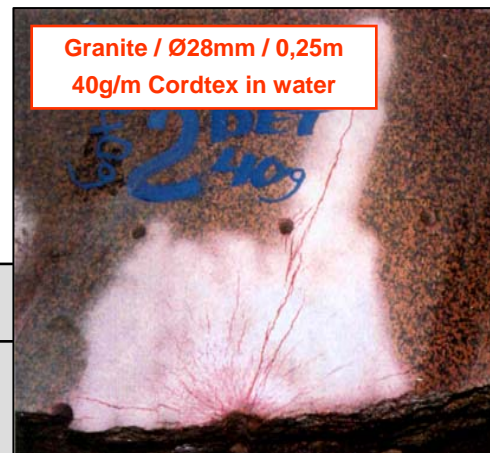
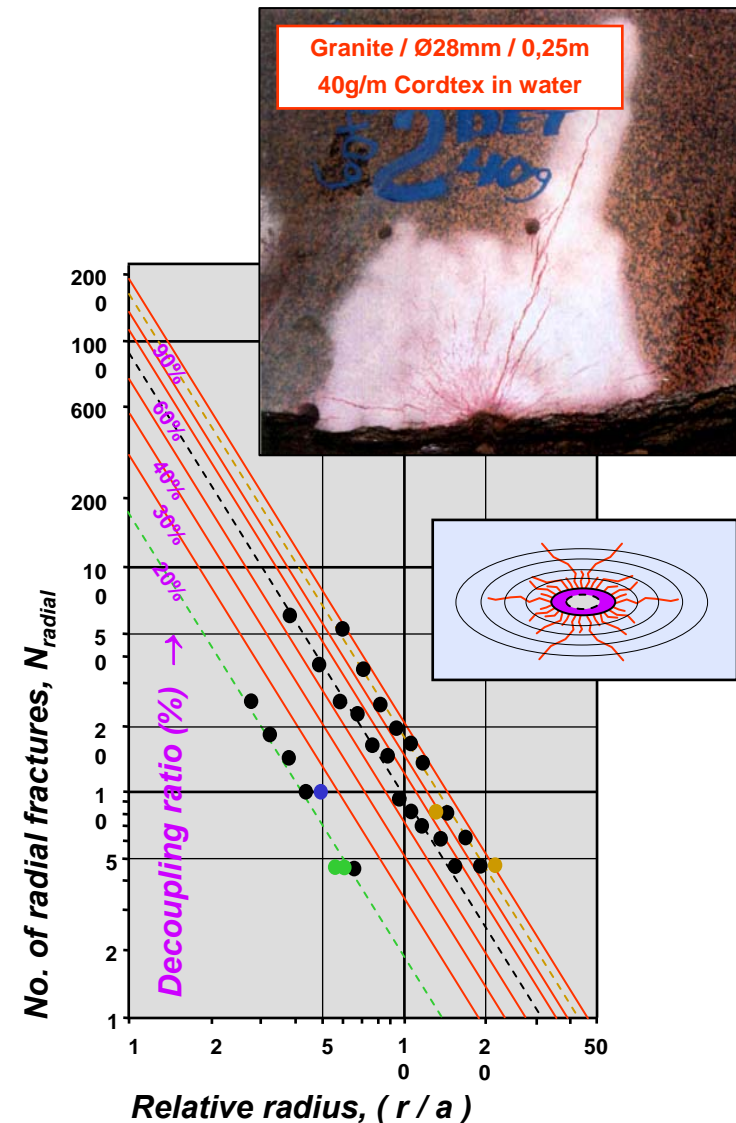
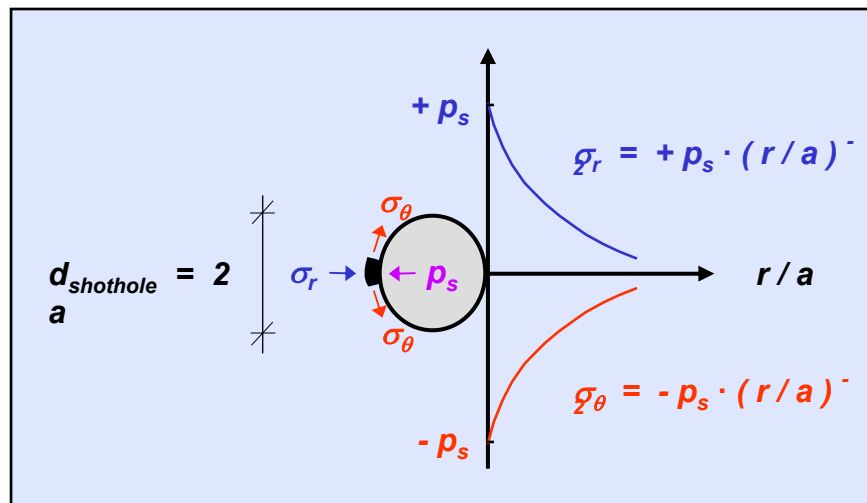
$$N_{\text{radial}} = 2000 \cdot D^{1.5} \cdot (r/a)^{-2}$$

- volumetric decoupling ratio

$$D = (d_{\text{explosive}} / d_{\text{shothole}})^2 \cdot CL / L$$

- geometric attenuation ( for cylindrical charges )

$$(r/a)^{-2}$$

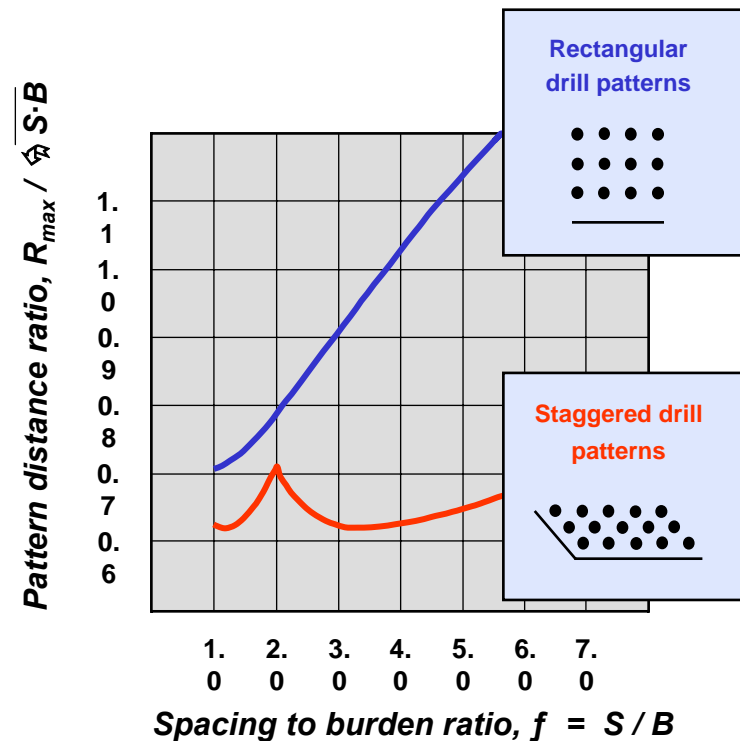
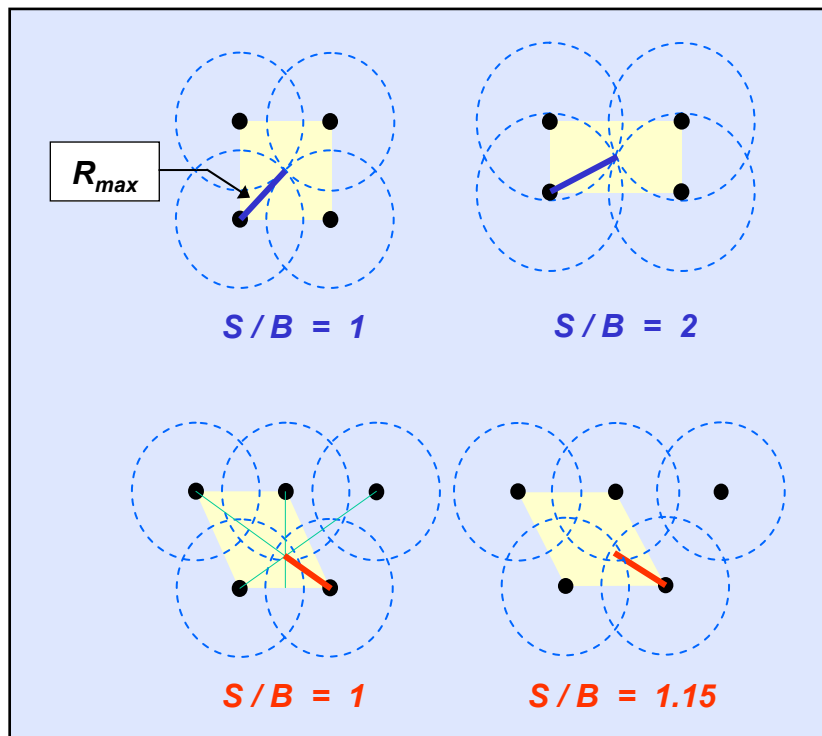
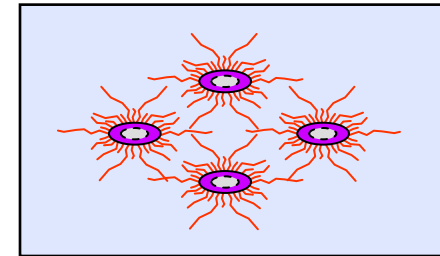


- Perspex / Cordtex
- Quartzite / Ø38 mm / ANFEX + Cordtex
- Quartzite / Ø38 / Ø25 mm Gelignite 60% + Cordtex
- Quartzite / Ø38 / Ø18 mm Smoothex + Cordtex

# Blast Management

## Drill pattern layouts

- for the systematic distribution of radial fractures in benches
- and minimise the occurrence of gas venting from walls

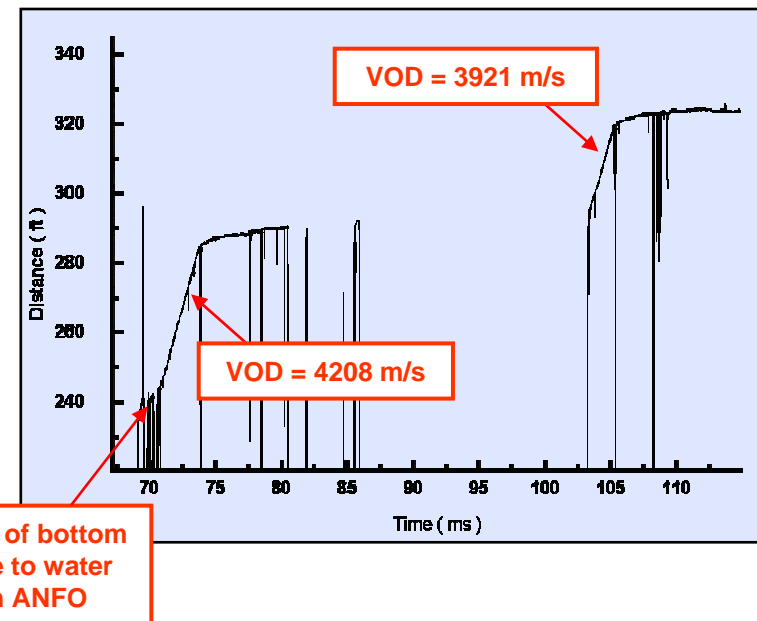
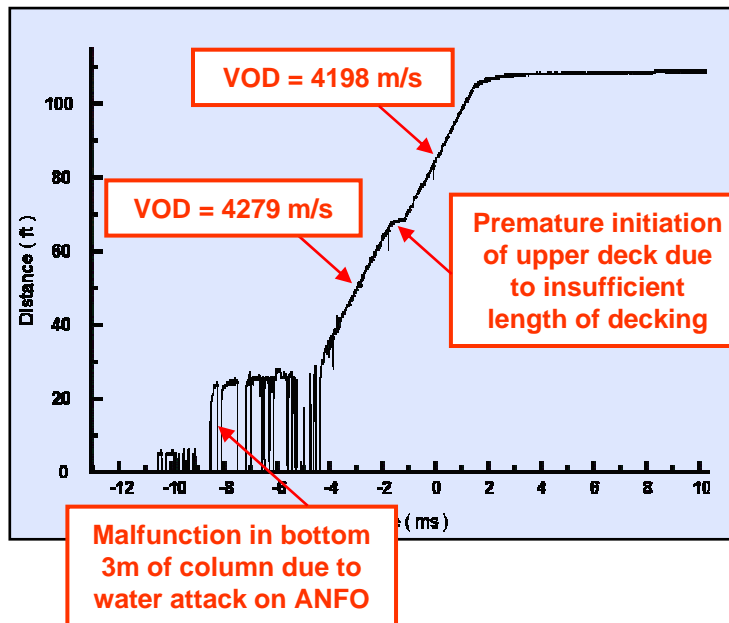




# Blast Management

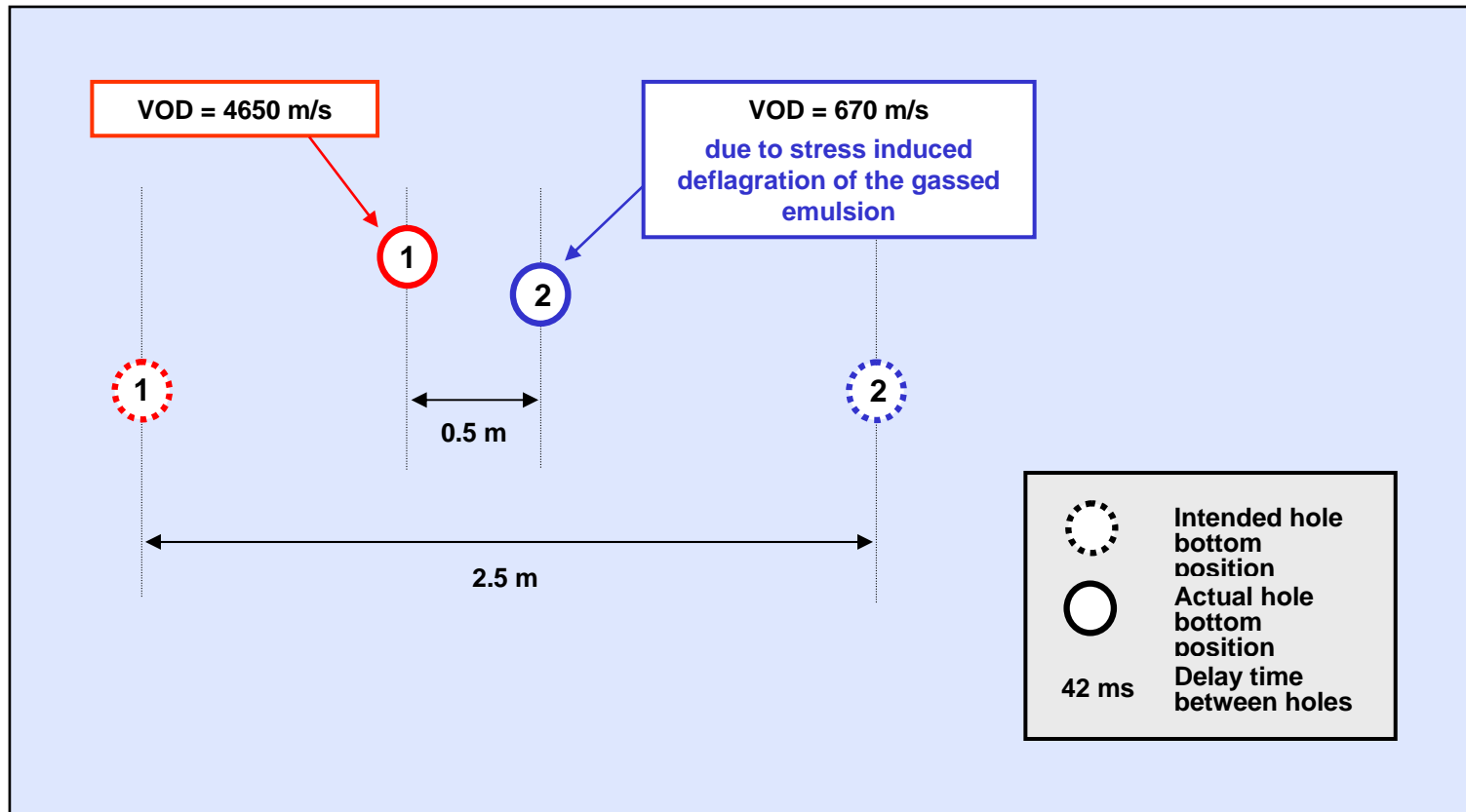
## Explosives performance rated by continuous VOD measurements

- exact timing of explosive columns
- variation of VOD along explosive columns
- occurrence of malfunctioning explosive columns



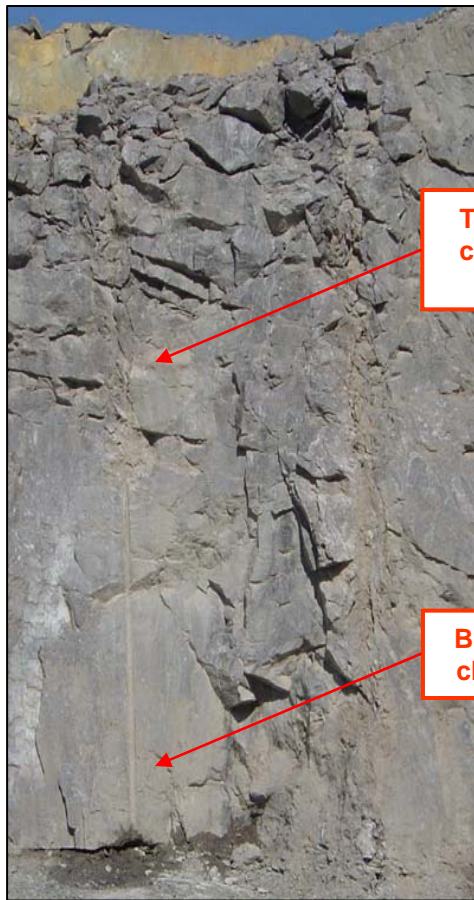
# Blast Management

Explosives performance rated by continuous VOD measurements



# Blast Management

## Explosives performance rated by visual observation



Top portion of column charge initiated by top (backup) primer

Potential for flashover initiation or dead-pressing or deflagration through open joints - when the flushing medium comes out of neighbouring drill-holes

Bottom portion of column charge only deflagrated ?

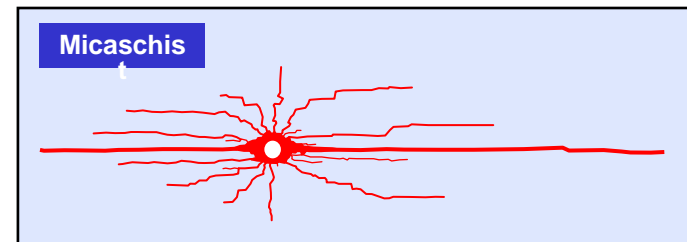


# Blast Management

## Rock mass blastability - effect of intact rock blastability

Scaled rock mass blastability parameters:

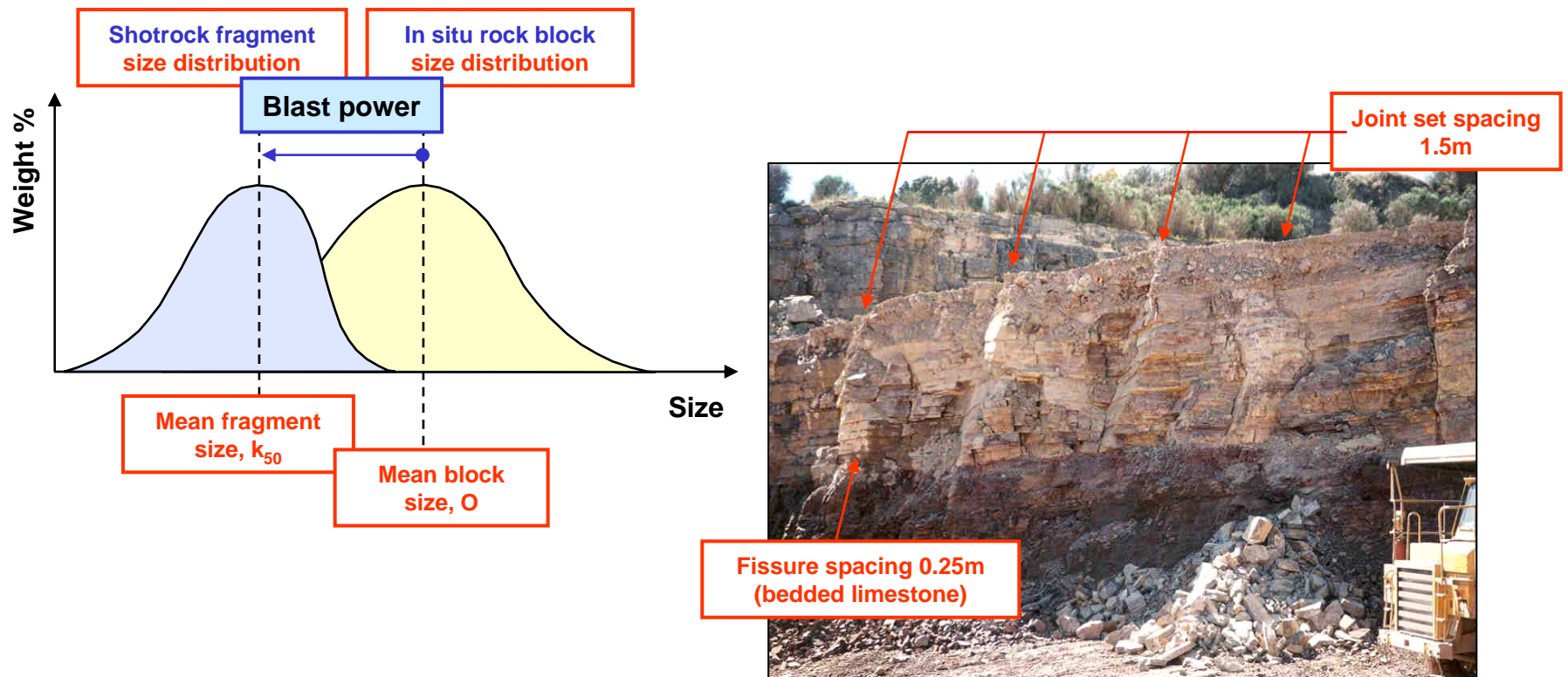
$$\frac{I_a^{3/5} \cdot \sigma^{1/2} \cdot (c_p^2 \rho)^{3/10}}{n^{2/5} \cdot \rho^{4/5}}$$



Rock type	Sonic (dry) velocity, $c_p$ (m/s)	Anisotropy $I_a$	Porosity $n$ (%)	Density $\rho$ (g/cm <sup>3</sup> )	Blastability rating
Poorly cemented limestone	2800 -	1.0 - 1.2	< 35	2.0 - 2.8	Extremely good
Limestone	- 5000	1.0 - 1.2	0.5 - 1.5	2.6 - 3.0	Good
Granite	3000 - 4500	1.0 - 1.4	0.5 - 1.5	2.6 - 2.7	Good
Gneiss	2500 - 4500	1.1 - 1.9	0.5 - 1.5	2.7 - 3.0	Medium
Micaschist	1800 - 3300	1.5 - 3.5	< 1.5	2.6 - 2.9	Poor

# Blast Management

## Rock mass blastability - effect of rock mass discontinuities



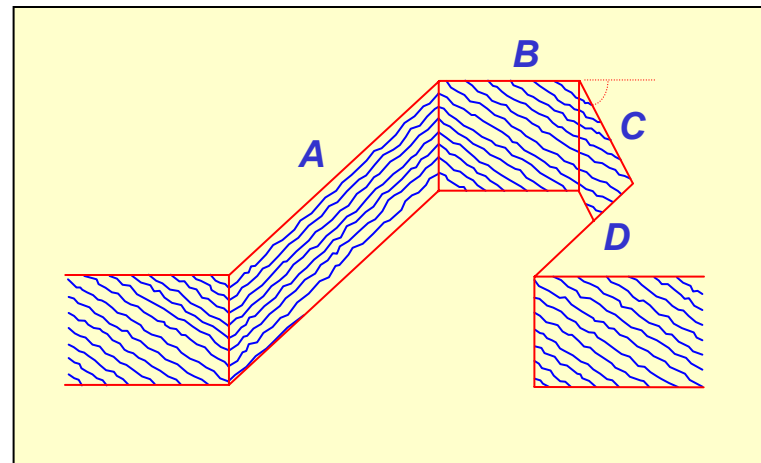
# Blast Management

## Rock mass blastability - blasting directions

Isotropic rock with shallow dipping joints - e.g. quartzites, granites, limestones , ...



Backwall type A



<b>Firing</b>	<b>Backwall</b>	<b>Fragmentation</b>	<b>Back-break &amp; Toe</b>	<b>Floor</b>
→	A	Poor	Major	Major
↓	B	Good	Some problems	Average
↙	C	Good +	Minor	Average
←	D	Good	Minor	Average - Poor

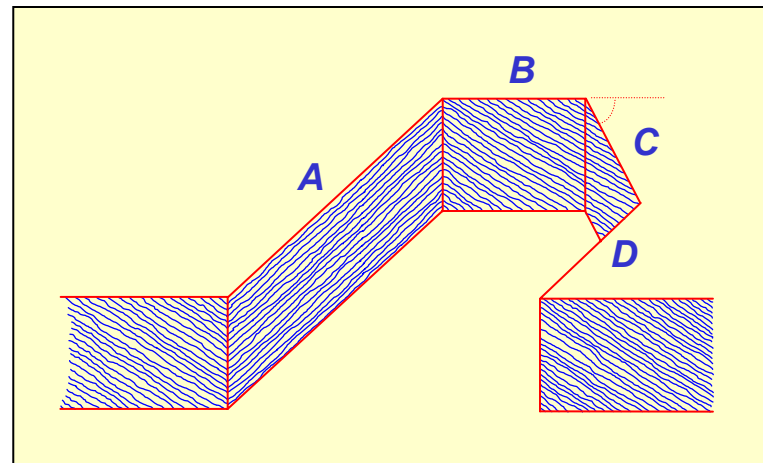
# Blast Management

## Rock mass blastability - blasting directions

Anisotropic rock with shallow dipping fissures - e.g. micaschist, micagneiss, ...



Fissure set spacing 0.25m

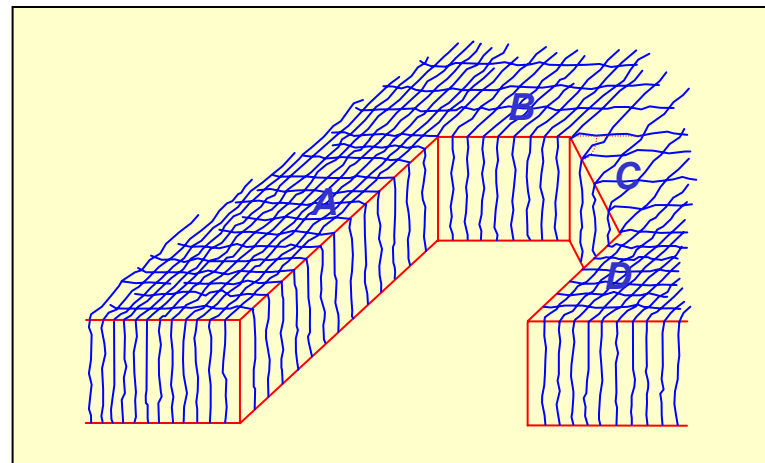
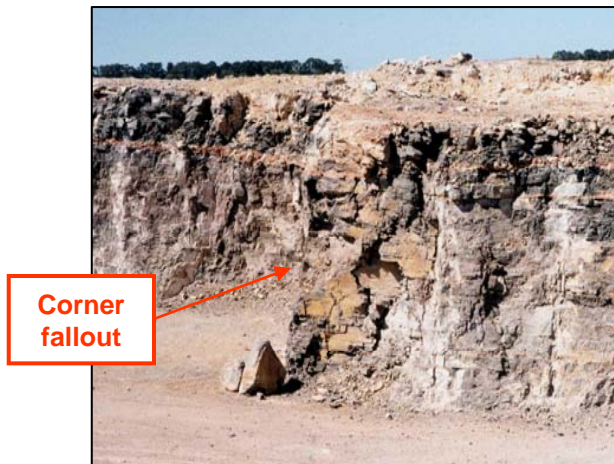


<b>Firing</b>	<b>Backwall</b>	<b>Fragmentation</b>	<b>Back-break &amp; Toe</b>	<b>Floor</b>
→	A	Poor	Extensive	Extensive
↓	B	Good	Minor	Average
↙	C	Good	Minor -	Average
←	D	Good	Minor	Average - Poor

# Blast Management

## Rock mass blastability - blasting directions

Isotropic rock with steeply dipping joint sets - e.g. quartzites, granites, limestones, ...



<b>Firing</b>	<b>Backwall</b>	<b>Fragmentation</b>	<b>Back-break &amp; Toe</b>	<b>Floor</b>
→	A	Good	Minor	Average
↓	B	Poor - Minor	Uneven	Varying
↙	C	Good -	Major	Minor
←	D	Good	Minor	Average



# Blast Management

## Sequential firing systems

- *electric caps*
- *fuse + detonating cord + surface delays + NONEL*
- *NONEL UNIDET*
- *electronic caps*

## Sequential firing guidelines

- *sequential firing of straight rows (increased burden relief results in a longer throw)*  
=> *max. muckpile throw*  
*(typical for wheel loader operations)*
- *sequential firing of “V shaped rows” at site specific delay times*  
=> *peaked muckpiles*  
*(typical for shovel operations)*
- *sequential firing to reduce throw - but not heave and fragmentation*  
=> *max. degree of selective loading of ore*  
*(typically shovel operations)*



Short interval initiation

Instantaneous firing



Stemming ejection and gas venting in bench walls resulting in excessive air blast and reduced heave and throw

# Blast Management

## Results of tight timing between rows

### Blasting front walls shaped by back-break:

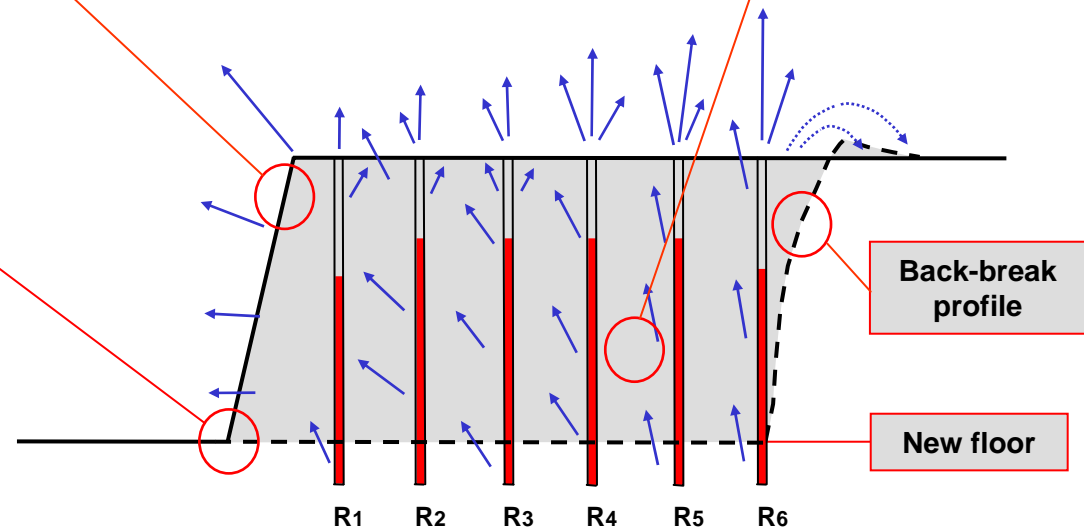
- excessive flyrock due to high column charge or small front row burden giving rise to **gas venting** of shotholes
- followed by an excessive loss of shothole pressure with reduced heave as a result

### Primary toe problem area since:

- excessive bottom-hole burden results in reduced front row throw
- with insufficient **heave and liberation** of the fragmented rock mass before the next row is on its way

Rear-end packing of muckpile occurs due to decreasing **burden relief** in the last rows, i.e. insufficient room for volume expansion or **swell** of each row.

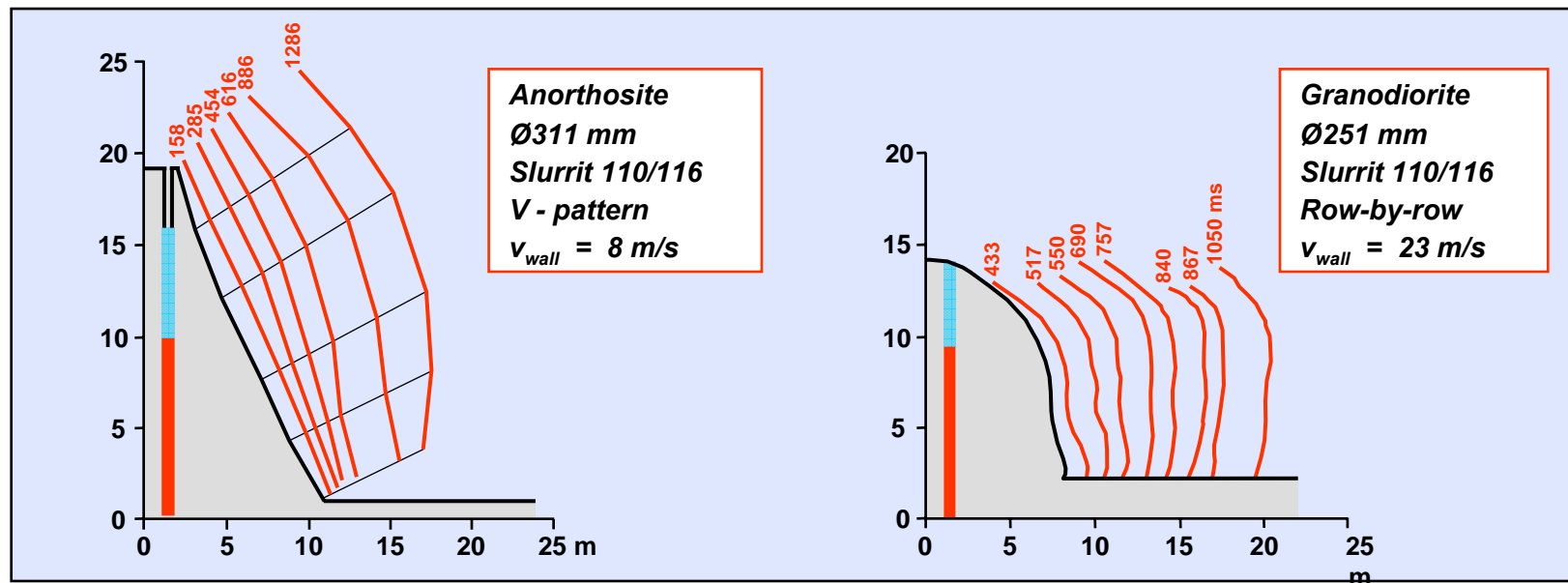
Floor heave, back-break and back-spill also tend to increase with row count for tight timing between rows.



# Blast Management

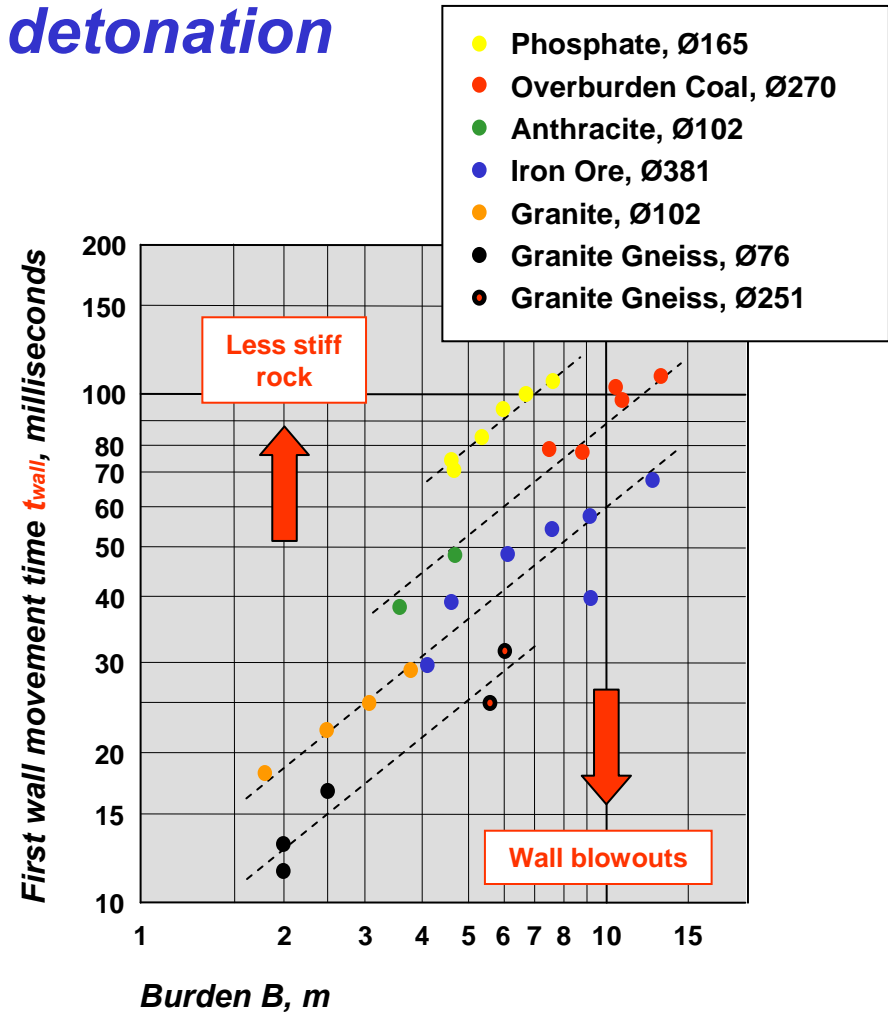
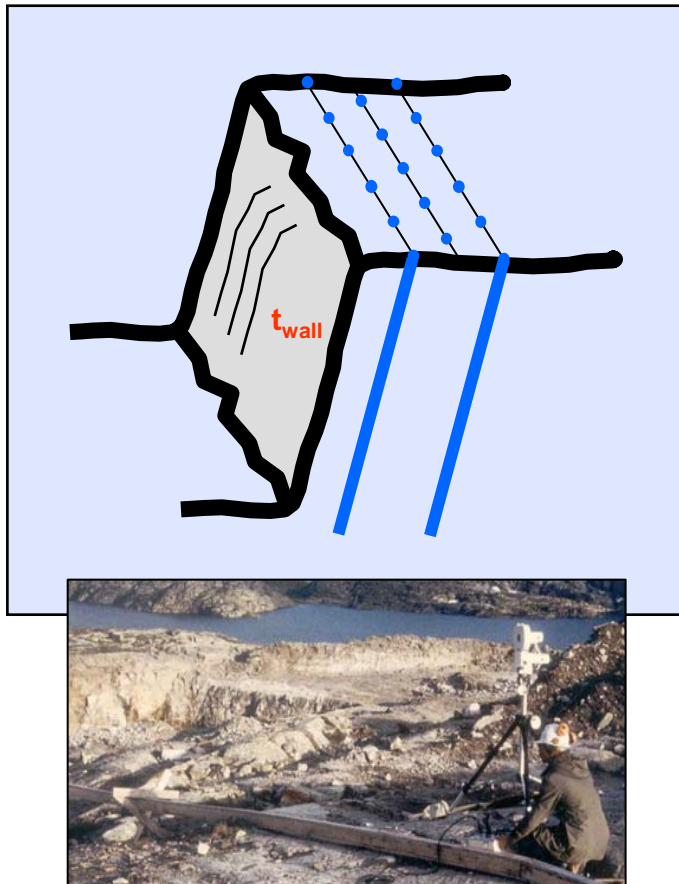
## Blast analysis using high-speed photography or video

- **functionality of stemming**
- **occurrence of undesirable events such as gas venting and stemming ejection**
- **flyrock and its origin**
- **bench face and bench top displacement profiles and velocities**
- **accuracy of firing times - especially surface delays**



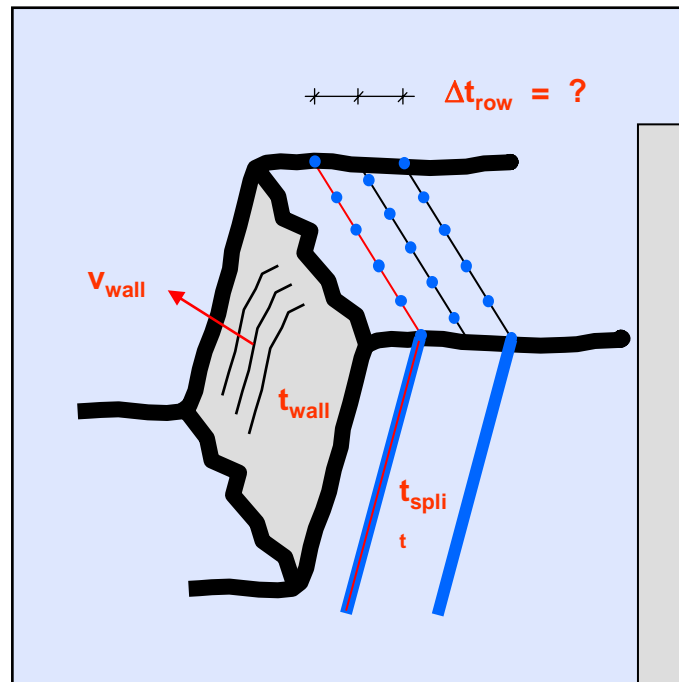
# Blast Management

## First bench movement after detonation



# Blast Management

## Illustration of row-by-row shot firing events

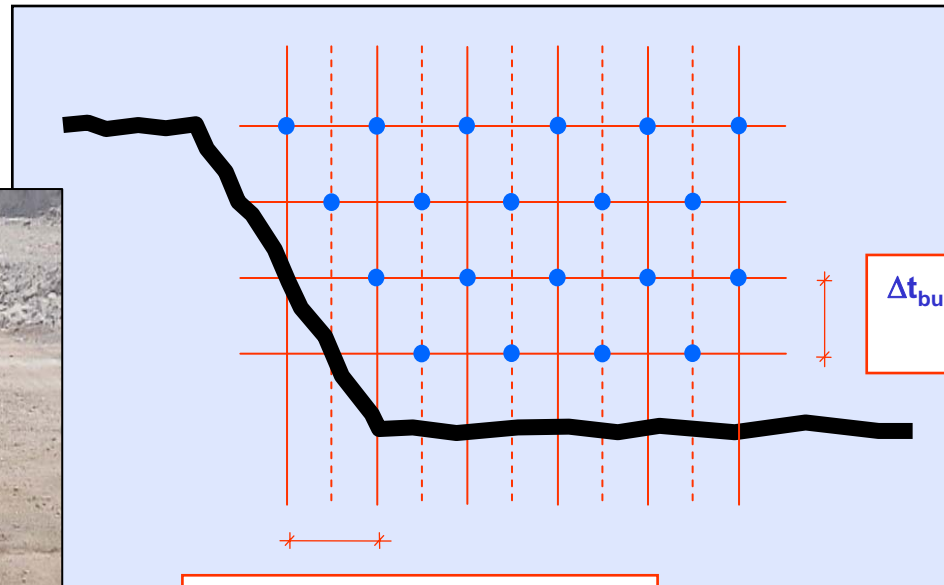


- $t_{split}$  = split-along-row fracture time
- $t_{wall}$  = first bench wall movement time  
= max. time for split-along-row to open  
 $\sim 5.5 \cdot B$  ( range 3 - 18 ms/m )
- $t_{row\ expansion}$  = time for 100% burden relief  
 $\sim 0.25 \cdot B \cdot 1000 / v_{wall}$
- $v_{wall}$  = average bench face start velocity  
 $\sim 15 - 20\text{ m/s}$  ( range 6 - 25 m/s )
- $\Delta t_{row}$  = time delay per row  
= affects both fragmentation and throw

# Blast Management

## Summary of shot firing delay windows

Wall control delays	0	< $\Delta t_{\text{shothole}}$	$\sim t_{\text{split fracturing}}$
Shotrock fragmentation delays	$t_{\text{split fracturing}}$	< $\Delta t_{\text{row}}$	$\sim t_{\text{wall}}$ (or $t_{\text{split opening}}$ )
Burden relief delays	$t_{\text{wall}}$	< $\Delta t_{\text{burden}}$	$\sim t_{\text{wall}} + t_{\text{row expansion}}$
Spacing relief delays	$\sim t_{\text{wall}} \cdot S / B$	< $\Delta t_{\text{spacing}}$	$\sim (t_{\text{wall}} + t_{\text{row expansion}}) \cdot S / B$



$\Delta t_{\text{burden}}$  = inter-row delay  
= constant · B

$\Delta t_{\text{spacing}}$  = inter-hole delay  
= constant · S

# Blast Management

## Example of shot firing event applications

Occurrence	Accumulated time	Mt. Coot-tha Quarry	Delay constants
Detonate row #1	$t_1 = 0$	$t_1 = 0 \text{ ms}$	
Split-along-row #1 fracturing	$t_2 = t_{split}$ $\sim 1 + S / (0.38 \cdot C_p)$	$t_2 = 1 + 4.0 \cdot 1000 / (0.38 \cdot 5000)$ $= 3.1 \text{ ms}$	$3.1 / 4.0 = 0.78 \text{ ms/m}$
Bench wall movement commences ( and split-along-row #1 opens )	$t_3 = t_{wall}$	$t_3 = 5.5 \cdot 3.5$ $= 19.3 \text{ ms}$	
Expansion time for rock in row #1	$t_4 = t_{wall} + t_{row \text{ expansion}}$	$t_4 = 19.3 + 0.25 \cdot 3.5 \cdot 1000 / 15.7$ $= 19.3 + 55.7 = 75.0 \text{ ms}$	
Detonate row #2 at $t_5 = t_1 + \Delta t_{row}$ :			
■ Optimum fragmentation	$t_5 < t_1 + t_{wall}$	$t_5 < 0 + 19.3 \text{ ms}$	$19.3 / 3.5 = 5.5 \text{ ms/m}$
■ Optimum burden relief	$t_5 \approx t_1 + t_{wall} + t_{row \text{ expansion}}$	$t_5 \approx 0 + 19.3 + 55.7 = 75.0 \text{ ms}$	$75.0 / 3.5 = 21.4 \text{ ms/m}$

# Blast Management

## Basic guidelines for shot firing delay constants

**Shotrock fragmentation delays,  $\Delta t / B$  and  $\Delta t / S$**

- lower limit ( $t_{split} / B$  and  $S$ )      1 - 3 ms/m
- upper limit ( $t_{wall} / B$  and  $S$ )      4 - 16 ms/m

□ hard and brittle rock mass  
□ soft and ductile rock mass

**Row burden relief delays,  $\Delta t / B$**

- lower limit ( $t_{wall} / B$ )      4 - 16 ms/m
- expansion time ( $t_{row\ expansion} / B$ )      12 - 20 ms/m
- upper limit ( $\Delta t_{wall + row\ exp.} / B$ )      16 - 36\* ms/m

*\* the upper delay limit can be reduced by introducing individual shothole spacing delays or by increasing  $\Delta t_{row\ exp.} / B$  with row count*

**Shothole spacing relief delays,  $\Delta t / S$**

- lower limit ( $t_{wall} / S$ )      4 - 16 ms/m
- upper limit ( $\Delta t_{wall + row\ exp.} / B$ )      16 - ?\*\* ms/m

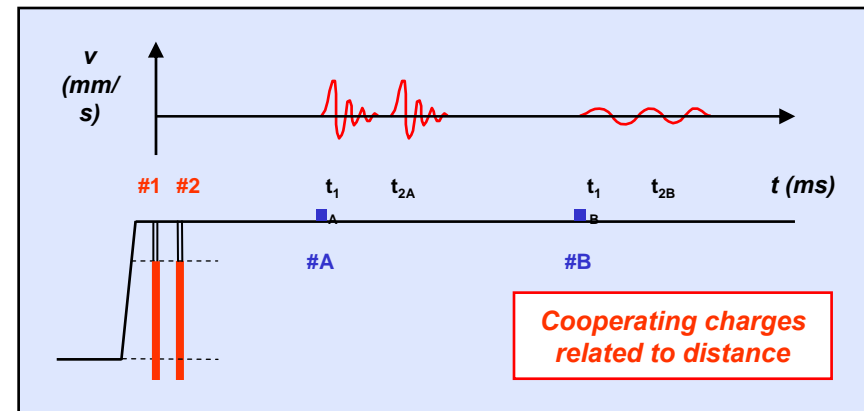
*\*\* increasing spacing delays results in more oversize and less throw*



# Blast Management

## Passive control of ground vibrations and air blast

- ▣ reduce number of shotholes per cap #
- ▣ use **single-shot sequential firing** - avoid detonating shotholes at times where stress wave amplitudes from adjacent shotholes can interact
- ▣ reduce charge weight per cap # by using:
  - smaller shothole diameters
  - decoupled charges
  - decked charges
  - air-decked charges
- ▣ use stemming and stemming plugs to reduce air blast



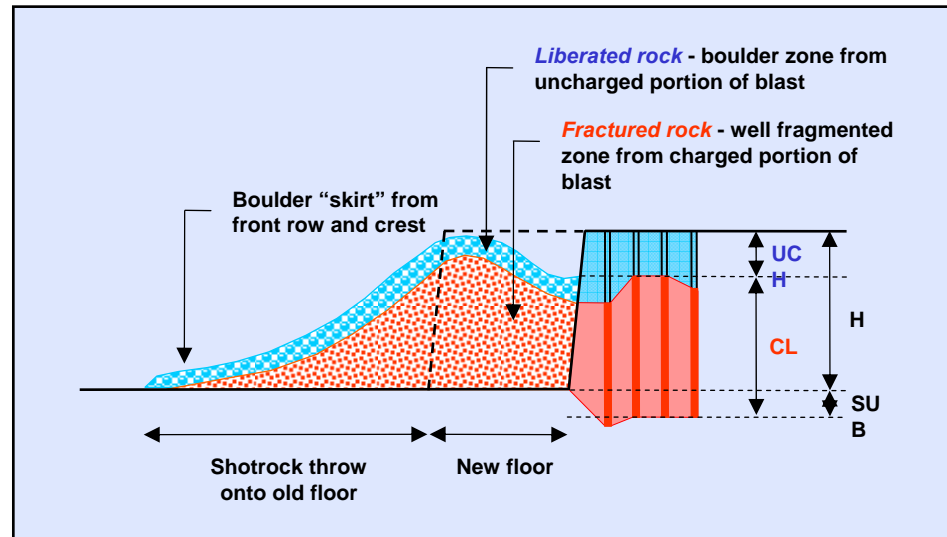
## Active control

- ▣ use of **single-shot response analysis** to accurately simulate and evaluate the overall seismic effects of multi-shot blast responses
- ▣ map property as to **seismic anomalies**
- ▣ use of more accurate firing systems than those currently available based on pyrotechnic cap technology
- ▣ **increase blast size to minimise the occurrence of blast induced annoyance to neighbours**

# Blast Management

## Blasting results

- => *shotrock fragmentation*
- => *muckpile throw, swell and loadability*
- => *side / back break and floor humps*

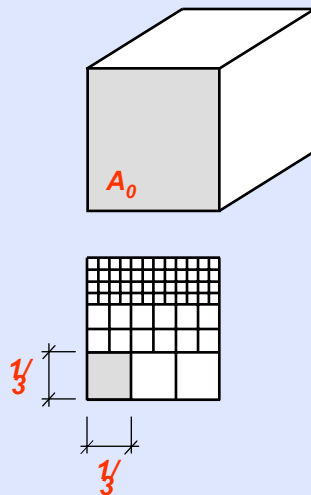


# Blast Management

## Measuring shotrock fragment size distributions

- ▮ *splitting samples into retained fractions on bar grizzlies, rectangular or square screens (1 or 2D volumetric based method)*
- ▮ *photo and video image analysis (2D area based method)*
- ▮ *rock fragment count method incorporating fragment dimension ratios (2 or 3D area based method)*

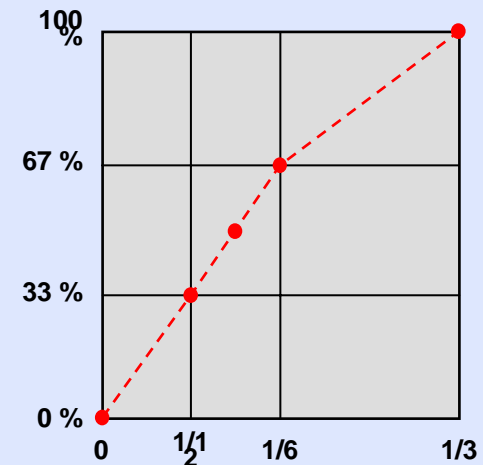
### Link between retained volumetric and area based methods



$$\begin{aligned} \text{Volume of cube} &= V_0 \\ \text{Area of square} &= A_0 \end{aligned}$$

$$\text{Relative volume (of coarse fraction)} = \frac{(1/3)^3 \times 9}{1^3} = 1/3$$

$$\text{Relative area (of coarse fraction)} = \frac{(1/3)^2 \times 3}{1^2} = 1/3$$



# Blast Management

## Shotrock fragment dimensions

Shotrock fragment dimension ratios  $H / B$  and  $L / B$  are fragment size dependent. Fragments become more cubical as their distance of origin from a shothole wall increases.

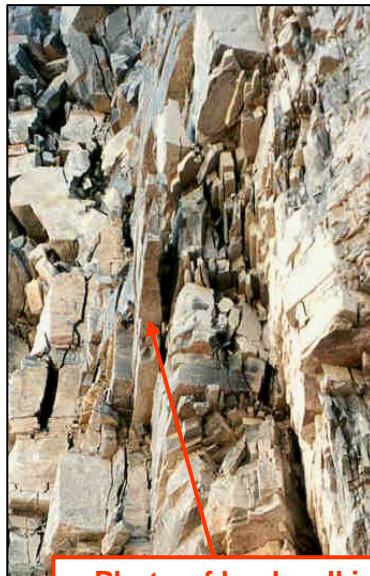
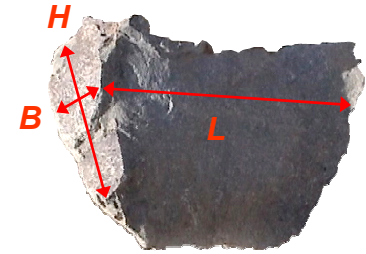
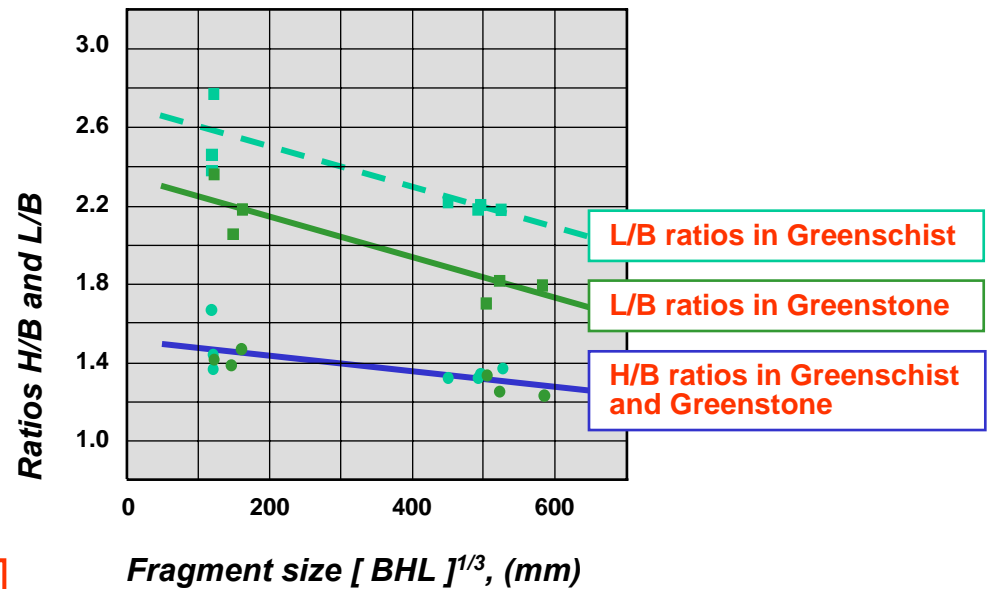


Photo of backwall in limestone.  
Note the platy shaped fragments located close to the shothole.



# Blast Management

## Characterisation of shotrock fragment size distribution

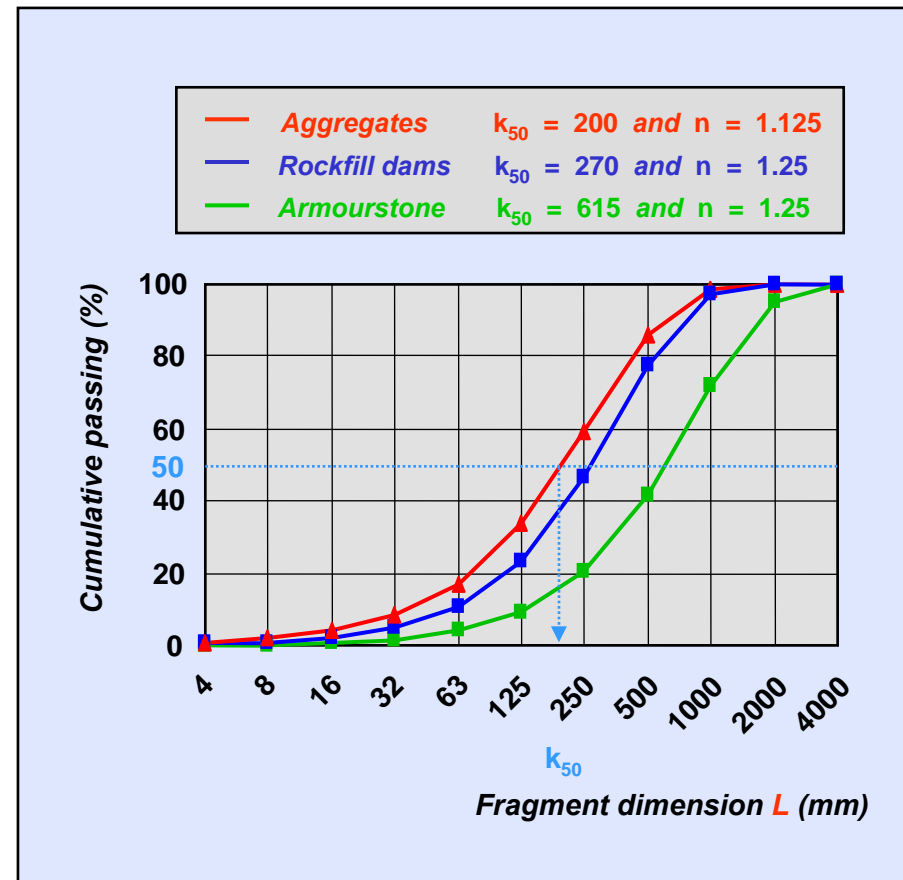
$$P(k_i) = 100 \cdot [ 1 - e^{-\ln 2 \cdot (k_i / k_{50})^n} ]$$

$P(k_i)$  = passing in % for size  $k_i$

$k_i$  = fragment size in mm ( $L_i$ )

$n$  = uniformity index

$k_{50}$  = mean fragment size ( 50% passing )



# Blast Management

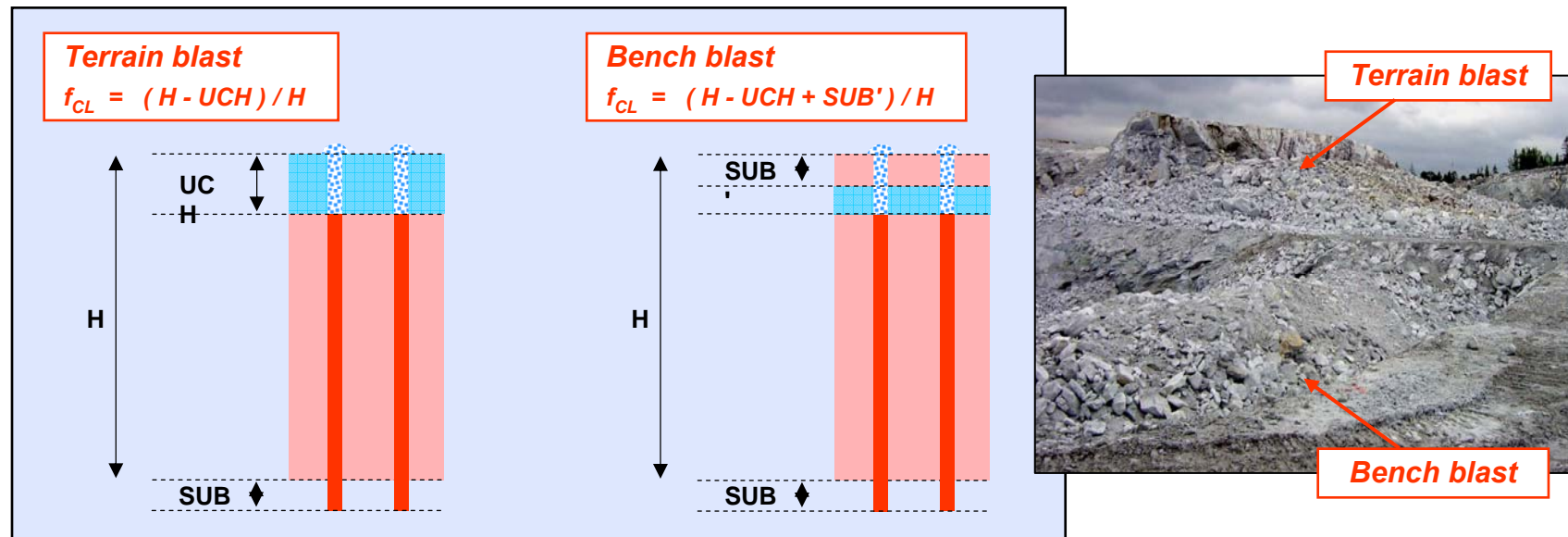
## Uniformity index $n$ - effect of bench charging zones

A simplified expression for estimating the shotrock uniformity index is:

$$n = 1.60 \cdot (k_{50} / 270)^{0.61} \cdot f_{CL}$$

$f_{CL}$  = "charged" bench height ratio

Since the shotrock fragment size distribution parameters  $k_{50}$  and  $n$  are dependent parameters, this leads to a simplification in that it is not necessary to find separate blast design guidelines for both size distribution parameters - only the mean fragment size  $k_{50}$ .



# Blast Management

## Melkøya LNG Plant Site Preparation

**Joint Venture**

**AF Spesialprosjekt A/S - Phil & Søn A/S**

**Duration**

**July 2002 - May 2003**

**D & B excavation volume**

**2 400 000  $\text{bm}^3$  peaking at 80 000  $\text{bm}^3/\text{week}$**

**Breakwater armourstone**

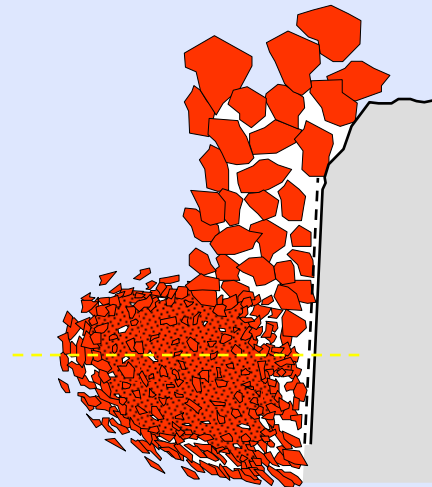
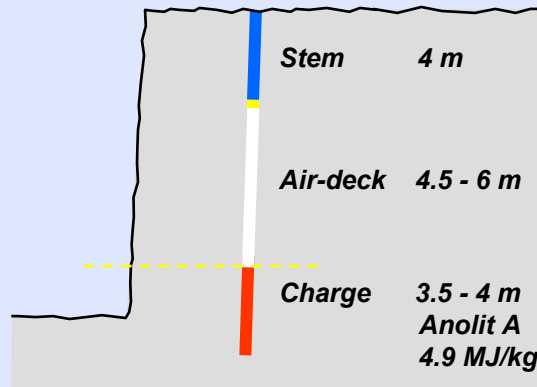
**670 000 compacted  $\text{m}^3$**

**Rock mass conditions**

**Terrain benches in fractured gneiss**



**Bench heights** 10 - 12 m  
**Shothole** Ø102 mm  
**Inclination** 6°  
**B x S** 4.5 x 3 - 3.5  $\text{m}^2$   
**PF** 0.2  $\text{kg}/\text{bm}^3$

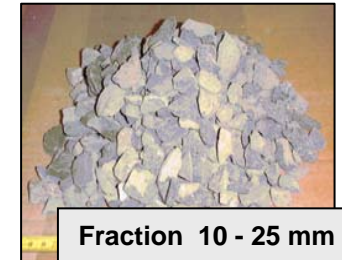
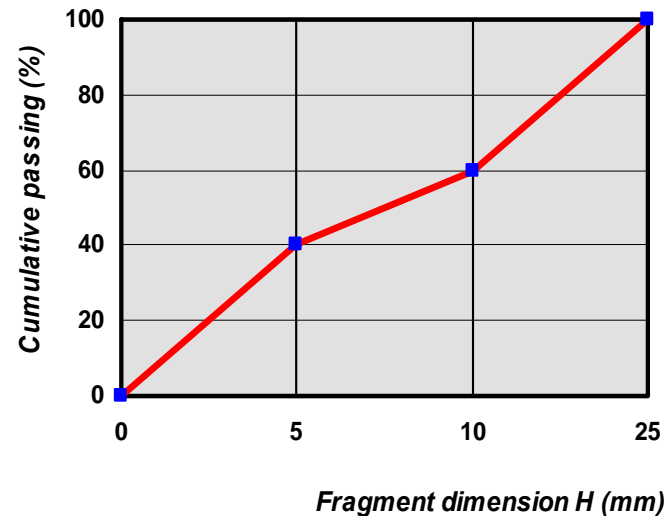


Armourstone Class	m (t)	L (mm)
oversize	> 35	> 2920
I	20 - 35	2420 - 2920
II	10 - 20	1920 - 2420
III	4 - 10	1420 - 1920
IV	1.5 - 4	1020 - 1420
V	0.5 - 1.5	710 - 1020

# Blast Management

## Fragment size distribution

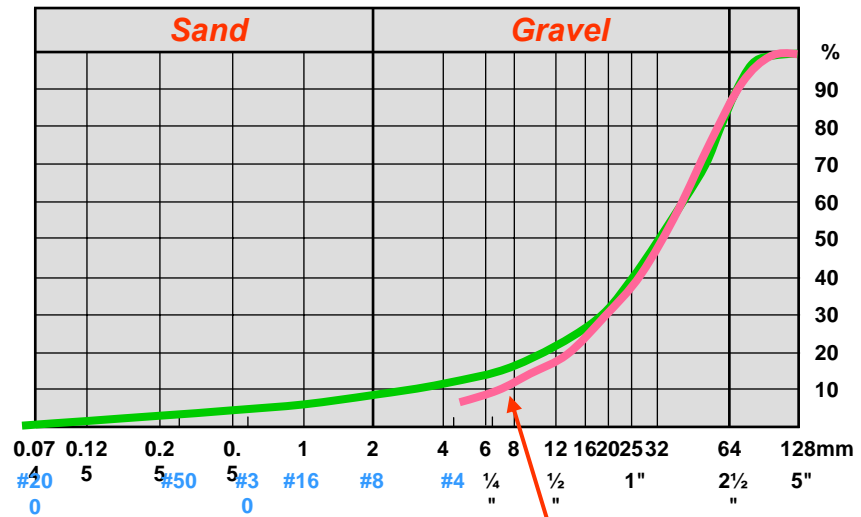
Mesh opening, d (mm)	Size fraction (mm)	Retained on mesh (kg)	Cumulative retained (kg)	Cumulative retained (%)	Cumulative passing (%)
25	> 25	0	0	0	100
10	10 - 25	4	4	40	60
5	5 - 10	2	6	60	40
0	0 - 5	4	10	100	0





# Blast Management

## Sieve versus photo image analysis of stockpile size distribution



Discrepancy due to segregation in stockpile as can be seen in the analyzed stockpile photos

# Blast Management

## Examples of rock fragment size distribution



Top of muckpile

$$k_{50} = 526\text{mm}$$
$$n = 1.69$$



Loading front

$$k_{50} = 214\text{mm}$$
$$n = 1.19$$

Scale: Balls  
 $\varnothing 206\text{mm}$



Stockpile (mesh sizing)

$$d_{50} = 32\text{mm}$$
$$n = 1.60$$

# Blast Management

## Shotrock assessment

<b>Bench Blasting Operations</b>	<b>Shotrock Designation</b>	<b>Mean Fragment Size, <math>k_{50}</math> [ mm ]</b>	<b>Loading Equipment</b>
<b>Aggregate Quarries</b>	Crushing & Screening	125 - 290 <sup>1)</sup>	Wheel Loaders, Front Shovels or Hyd. Excavators
<b>Rockfill Dam Quarries</b>	Supporting Fill:		
	Fine Zone	160 - <sup>2)</sup>	Wheel Loaders
	Fine Zone	200 - 250	Wheel Loaders
	Coarse Zone	250 - 320	Wheel Loaders
	Coarse Zone	- 440 <sup>3)</sup>	Wheel Loaders + Hyd. Excavators
<b>Open Pit Mining</b>	Crushing & Milling	160 - 250 <sup>4)</sup>	Shovels + Wheel Loaders
<b>Road Construction</b>	Sub-base	200 - 310	Hyd. Excavators

1) Targeted mean fragment sizes dependent on primary crusher openings, primary crusher capacities and marketability of fines.

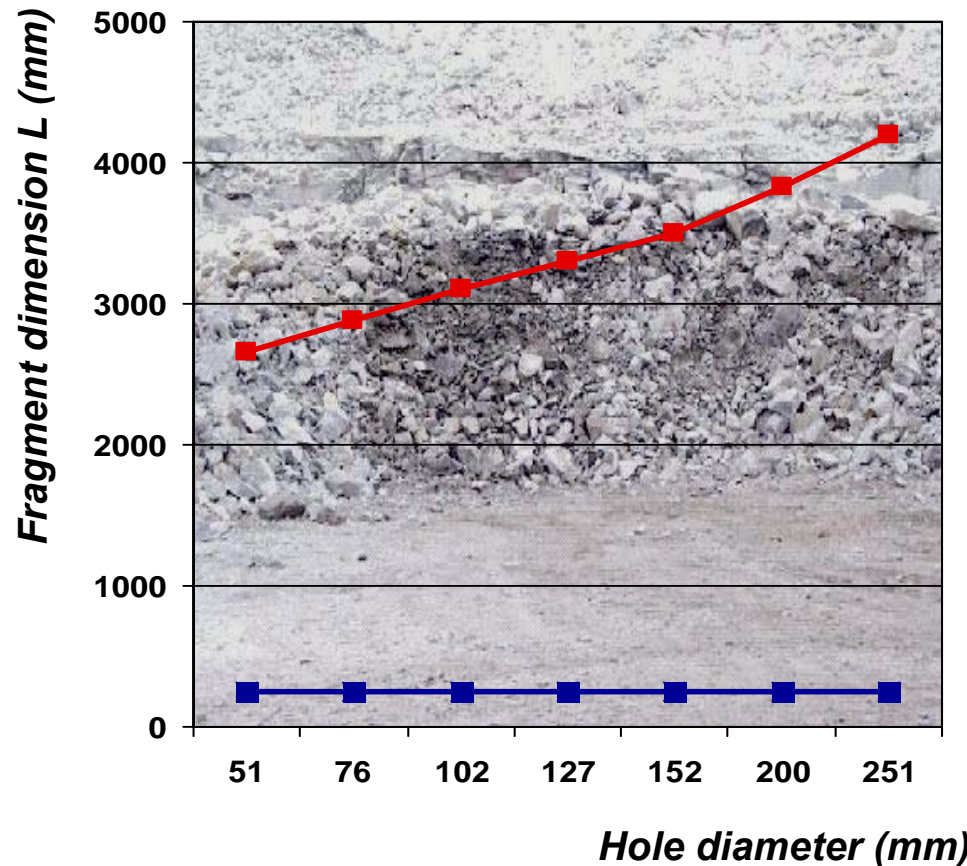
2) Blasts with a high portion of shotrock for transition zones (  $k_{max} = 200$  mm ).

3) Blasts with a high portion of shotrock for dam slope rip-rap and crown cap. Fragment size criteria for supporting fill is typically  $k_{max} \approx 2/3$  of placement layer thickness.

4) Blasts with the largest mean fragment sizes were observed for orebodies with low mechanical strength properties.

# Fines and Boulder Management

## Trendlines for shotrock fragment size distribution



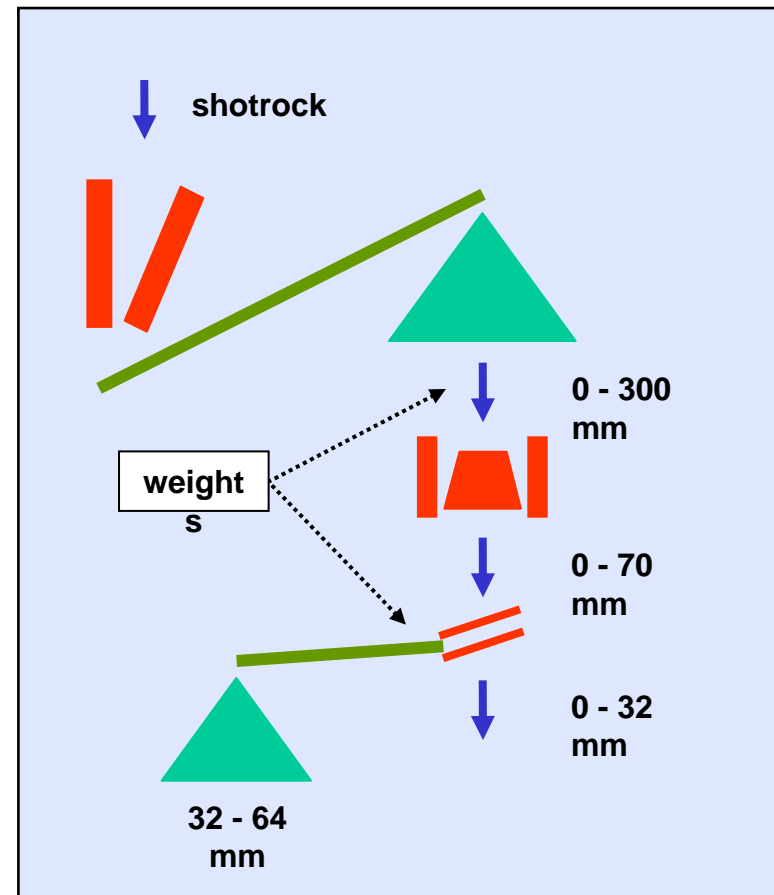
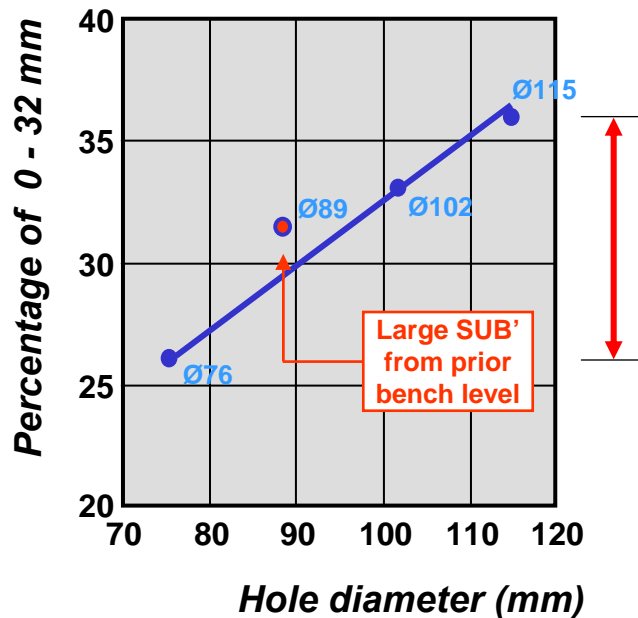
$k_{max}$  and production of oversize increases with drill-hole diameter due to use of longer uncharged lengths and drill patterns. The shotrock uniformity index  $n$  decreases.

$k_{50}$  remains constant - but the production of fines also increases with drill-hole diameter.

# Fines Management

## Nodest Vei A/S, Norway - effect of shotrock micro-fracturing

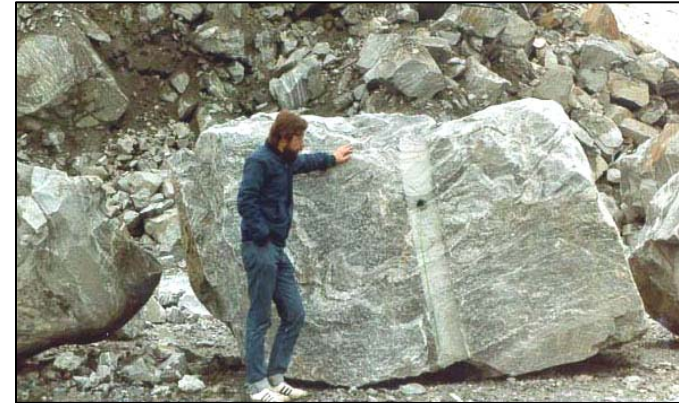
Rock type	Anorthosite
Explosive	Slurrit 50-10
Test blasts tonnes	4 x 50 000
Bench height	11 m



# Boulder Management

## Boulder handling

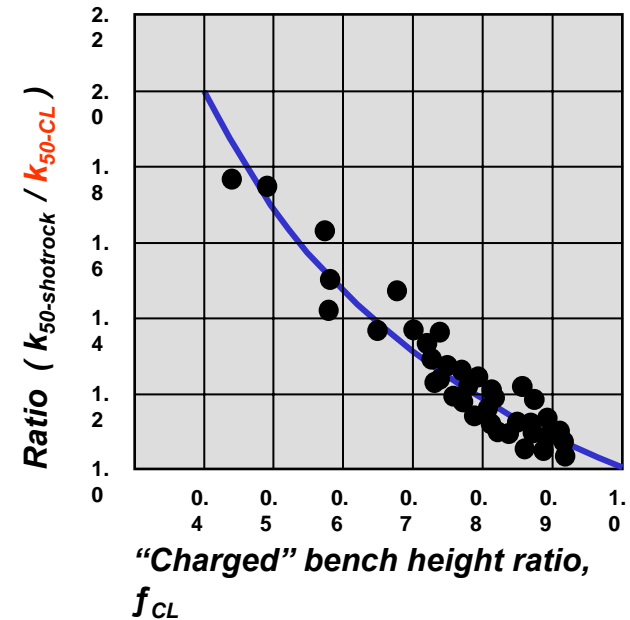
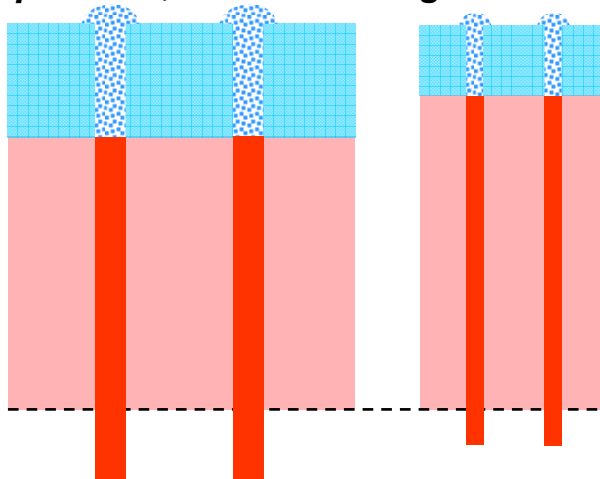
- *boulder count dependent on primary crusher opening (and to a lesser extent capacity)*
- *sort boulders from muck pile*
- *down-size boulders*
- *minimize boulder count using reduced uncharged height and/or tighter drill patterns*



# Boulder Management

## Shotrock boulder count versus charged portion of blast

**Boulders originate from the uncharged portion of a bench blast. To reduce shotrock boulder count and size; the uncharged portion of the blast must be reduced, and if necessary, by using smaller shotholes - which dictate smaller drill patterns, less stemming and sub-drill.**

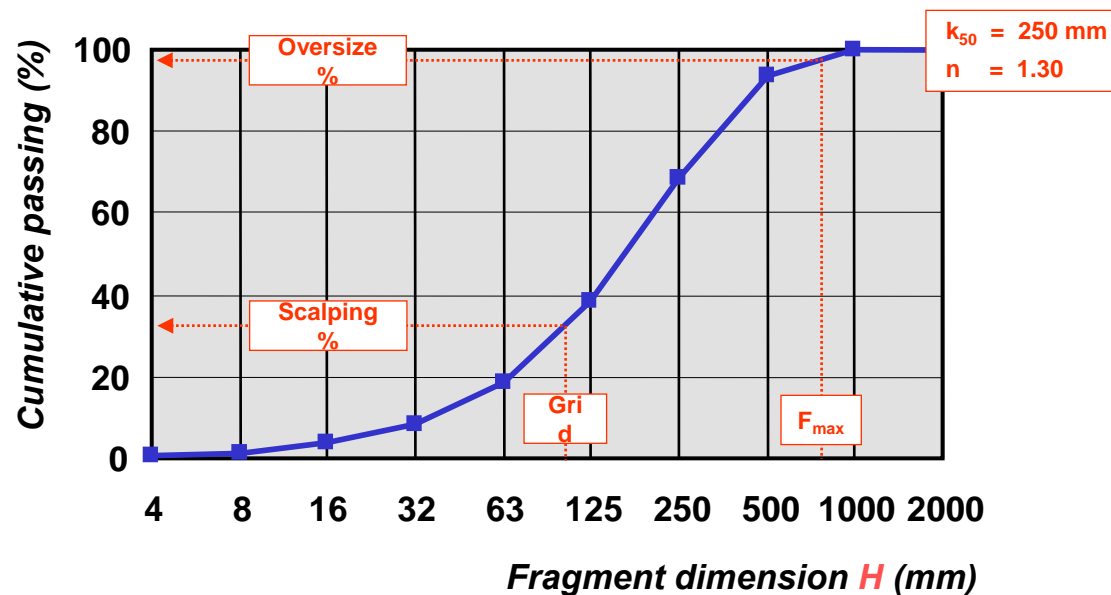


$$k_{50-shotrock} = k_{50-CL} / f_{CL}^{0.76}$$

# Boulder Management

## Primary crushing - gross capacity components


- **crusher size** - design capacity versus feed fragment sizing
- **scalping** - scalping capacity increases with grid opening
- **occurrence of boulder bridging, blockages and delays**
- **occurrence of no shotrock delivery versus use of pre-primary surge pile**
- **downtime for maintenance and replacement of wear parts**





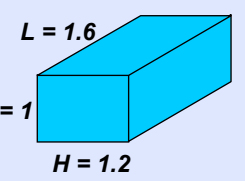
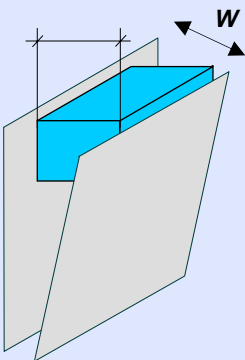
# Boulder Management

## Matching boulder size to primary crusher opening



*Primary crusher feed, 0 -  $F_{max}$*

*Typical boulder dimension ratios*

$$\frac{F_{max}}{W} = \frac{H_{max}}{W} \sim 0.8 \times$$


# Boulder Management

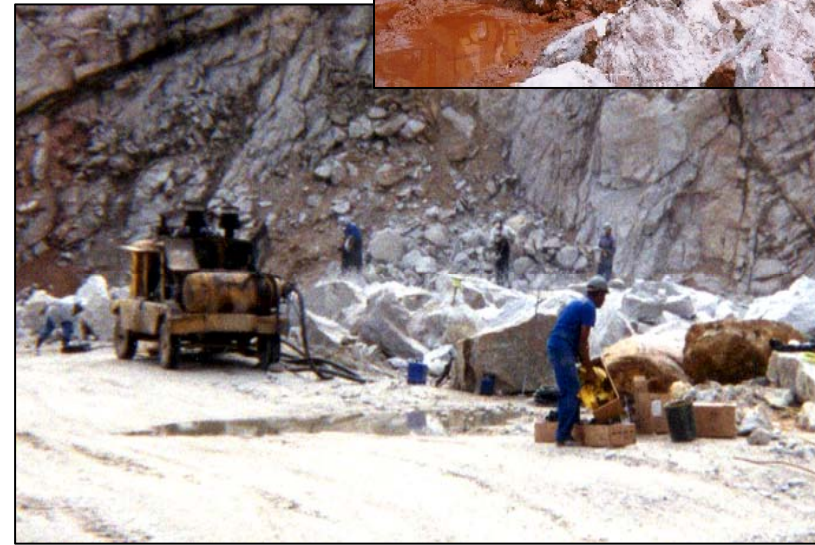
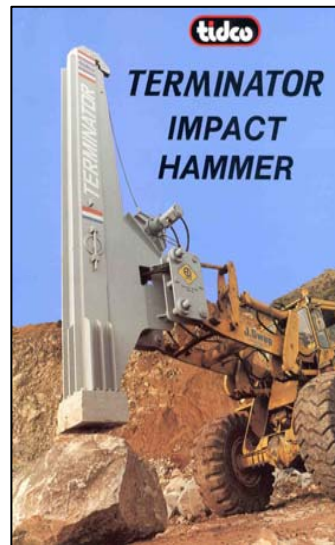
## Example of application using shotrock fragment size distribution

<b>Primary crusher opening</b>	<b>W</b>	<b>= 950 mm</b>	
<b>Crusher limit as to boulder height</b>	<b>H<sub>max</sub></b>	<b>= 950 · 0.8</b>	<b>= 760 mm</b>
<b>Crusher limit as to boulder length</b>	<b>L<sub>max</sub></b>	<b>= 760 · 1.6 / 1.2</b>	<b>= 1013 mm</b>
<b>Crusher limit as to boulder thickness</b>	<b>B<sub>max</sub></b>	<b>= 760 · 1.0 / 1.2</b>	<b>= 633 mm</b>
<b>Shotrock size distribution parameters</b>	<b>k<sub>50</sub></b>	<b>= 250 mm</b>	
	<b>n</b>	<b>= 1.30</b>	
<b>Shotrock oversize percentage</b>	<b>P ( 1013 )</b>	<b>= 100 · e<sup>- ln 2 · ( 1013 / 250 )<sup>1.30</sup></sup></b>	
		<b>= 1.39 %</b>	
<b>Blast volume</b>		<b>10 000 bm<sup>3</sup></b>	
<b>Shotrock boulder (oversize) count</b>	<b>N</b>	<b>≤ 10 000 · 0.0139 / ( 1.013 · 0.760 · 0.633 )</b>	
		<b>≤ 286 boulders / 10 000 bm<sup>3</sup></b>	

# Boulder Management

## Methods for down-sizing boulders

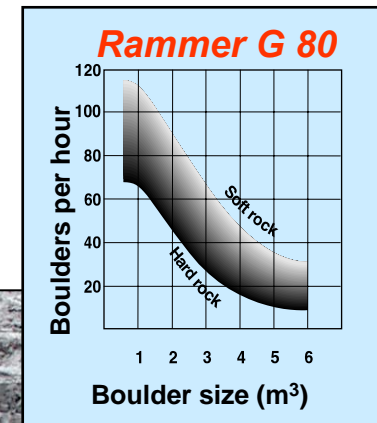
- **hammering with breakers mounted on:**
  - ▢ hydraulic excavators working along the loading front
  - ▢ hydraulic excavators working at boulder stockpiles
  - ▢ stationary booms located at primary crushers or grizzlies
- **drop-weights or swing-balls**
- **secondary blasting**



# Boulder Management

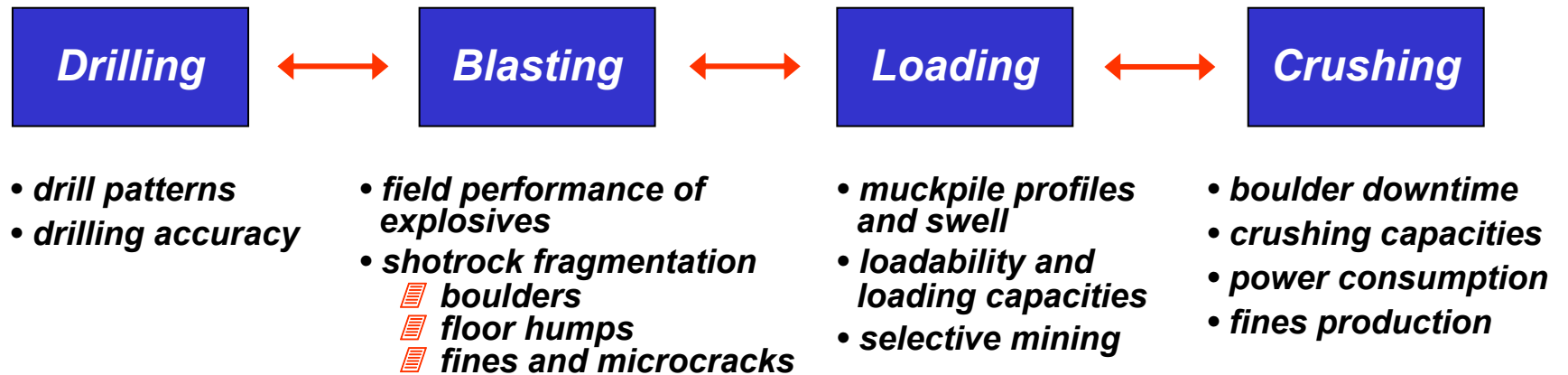
## Typical input usage of hydraulic excavator mounted breakers

- ▣ *down-sizing boulders*
- ▣ *removing floor humps*
- ▣ *scaling and cleaning back walls*
- ▣ *breaking up frozen sub-drill zones prior to removal*



# Blast Management

## How drilling and blasting affect down-stream operations



**Quarry process mapping => Modelling => Objective measurements  
=> Management of operations**

*Fine tuning drill, charging and firing patterns to local geological conditions is based on extensive field trials incorporating the analysis of blast behaviour by high-speed videos, shotrock fragmentation and throw, ground vibration monitoring, boulder count, loading and hauling capacities, and crushing plant performance studies.*