opinion that it might have had its scat in the cage scam. Some people are not assured that the cause was a defective, or any other kind of a shot, while all seem to agree that an explosive was at the bottom of it. If one is asked the question: What caused the Allan Mine explosion? the easiest and safest answer is "Chuse unknown."

11. There is no doubt as to the ignition of gas set off in the course of the examination of places as required by the C.M.R.A. The examiner entering a place suddenly found himself in the dark. He retreated from the "head" or place, to the air course and sat down to relight his lamp. Unfortunately, and probably unthinkingly, he took a position, at the lower corner of the bead, in the air current. The current passing took with it the escaping gas from the surcharged head. Evidently he had opened his lamp and was attempting to relight when the flame of whatever he used in so doing communicated with the gas, and a violent explosion followed, in which the examiner and seven others were killed.

12. This was like a majority of the more serious explosions, one that did so little damage on the surface and to surface plant that rescue work was possible the moment the air currents could be adjusted. Besides the Coroners inquest an official investigation was held in order, if possible to ascertain the cause. The Coroner's jury's verdict was tantamount to a censure on certain officials charging negligence. The findings of the Commission censured no one and gave what in their opinion was the eause of the explosion. In their opinion the explosion was due to an inefficient shot communicating through a lipe with gas in the back of the fall or the holeing. This finding was not unanimously accepted. Objectors to the finding claim that it may have originated at another than the point named by the Commission. No one may dispute that it was a gas or a gas and dust explosion, but they would prefer to endorse a finding such as this: "An explosion of gas and dust, place in the pit and cause of lighting