

# BOOMER MINE YIELDS ITS DEAD

NINETEEN BODIES HAD  
BEEN RECOVERED BY  
THE RESCUERS UP  
TO MIDNIGHT

Boomer, W. Va., Nov. 30.—  
Nineteen men are known to have  
been killed by the explosion in  
Mine No. 2 of the Boomer Coal  
and Coke Company here today,  
according to rescue parties, who  
emerged from the workings to-  
night.

One of the shops has been fitt  
ed up as a temporary morgue,  
but the bodies will not be taken  
out until morning. Eleven oth  
ers are known to be missing.  
Thirty miners were brought to  
the surface tonight and rescuers  
have hopes that others will be  
found alive.

The work of clearing the en-  
tries from all debris is proceed-  
ing slowly, and it will be late to-  
morrow before the innermost  
parts of the mine will be reached.

Reports received up to midnight from Boomer, where an explosion occurred shortly before noon yesterday are to the effect that four bodies had been recovered from the mine, and that a number of others are believed to be dead, though there was still hope that they might be rescued alive, as the work of the rescuers developed the fact those still imprisoned might have barricaded themselves in a portion of the mine which it was possible to protect from the effects of the deadly gases following the explosion.

Of the four bodies recovered up to that hour, two are those of white Americans, who have been identified as Ed Hall and a man named Pauley, while the other two are negroes whose names are unknown.

The number still in the mine is variously estimated at from twenty to thirty, considerable difficulty being experienced in arriving at the exact number owing to the fact that most of the men employed in the mine were foreigners and were known only by number. Added to this is the fact that the officers of the company decline to give out any information regarding the accidents, and not only refused to confirm the recovery of bodies, but positively denied that any had been found, some time after information to the contrary had been confirmed.