

Explorer Events

Cost = \$10 per Explorer

Single Rapid Dress

Members Needed:

One per Post

Equipment Needed:

NFPA firefighting gear – pants with suspenders, boots, jacket, Nomex hood, helmet, gloves, and SCBA (SCBA will be provided)

Objective:

Be the fastest to dress

Event:

All participants will compete at the same time. Before go, all participants will lay their gear out in front of them – no buttons or buckles are to already be fastened. On go, everyone must begin dressing. When dressing is complete, the participant must clap his/her hands and put them in the air. A judge will inspect contestants for exposed skin (hair can be showing), anything unfastened or out of place, and any other infractions the judge may deem unsafe in a dangerous environment. There will be a five second penalty imposed for any infraction.

Due to penalties, it is important for all contestants to complete the task – the fastest dressed may make costly mistakes.

*Note – If the SCBA is donned over the head, the contestant's helmet must be on first. If a participant dons the SCBA in the over the head motion and does not have his/her helmet on, they will be disqualified.

Physical Fitness Event

Team Rapid Dress

Members Needed:

Five per Team

Equipment Needed:

Pants, boots, jacket, helmet, gloves, and Nomex hoods

Objective:

Be the fastest team to dress vent: Team members will each sit in one of five chairs placed in a straight line, one in front of another, with 12' between each seat. Before go, gear will be laid out in front of each participant.

On go, time will start and the first member in the back of the line will rapid dress. When done, the team member will tap his/her next teammate in line on his/her back, step back, and put his/her hands in the air for inspection.

All team members must stay in place until checked by judges. Time will continue until all five team members have completed the rapid dress. Upon completion, the last team member must clap his/her

hands and put them in the air to signal for time to stop. A judge will inspect each person for exposed skin, anything unfastened or out of place, and any other infraction deemed unsafe.

Make - N - Break

Members Needed:

Five per Team

Equipment Needed:

NFPA firefighting gear – pants, boots, jacket, helmet, gloves

Objective:

To deploy a hose line, knock down a target, and break down the hose; bring nozzle and personnel back across the start/finish line. Event:

There will be three 50' sections of 1 ¾" hose, a fog nozzle, three spanner wrenches, and a fire truck to hook to. Each team will have the opportunity to roll the hose however they wish.

At the whistle, the team will assemble the hoses and connect them to the fire truck. Once the hoses are connected, four team members will gather at the nozzle and one member will stay at the fire truck. When the four members at the nozzle are ready for water, they will signal to the member at the fire truck and he/she will open a ball valve to release the water from the truck. The team member on the nozzle will open the nozzle and direct the stream at a fixed target.

Once the target is knocked over, the team shuts down the water supply, disassembles the hoses, and disconnects them from the water supply.

The time stops once the water supply has been shut-off and the last team member crosses the start/finish line.

Relay Event

Objective: Complete the relay in the fastest time

Equipment:

- NFPA firefighting gear - pants, boots, jacket, helmet, and gloves (Normex hoods are not required)

Number of People: Five (5)

This event follows a relay format and consists of five stints. Each member of the team will complete one of five tasks. Each task will be done one at a time.

On go, the first task will be completed and the participant must tag the next person in line. Upon the tag, the other member is free to begin the next task. This will continue until all 5 tasks are completed. Time will end upon completion of the final task; the fifth contestant must clap his/her hands and put them in the air to signal for time to stop.

Upon relay completion, team members will be judged. A ten second penalty will be added for tasks not being completed properly.

The tasks are as follows:

First: Self-locking Doughnut Roll Carry - a team member will roll a 50' section of hose into a self-locking twin doughnut roll and carry it on their shoulder to tag the next person.

Second: Dummy Drag - a team member will pull a dummy 25' and tag the next person.

Third: Ladder Carry - a team member will pick up a single ladder and do a one person shoulder carry for 25' and tag the next person in line.

Fourth: Knot Tie - a team member must tie a clove hitch with two half hitches on an 8' pike pole and tag the next person in line.

Fifth and Final: SCBA and Hose Pull - a team member will already bin full turnout gear and will don a SCBA and pull 50' of three inch hose until it stops. The hose will be securely fastened.

Mystery Event

TBA