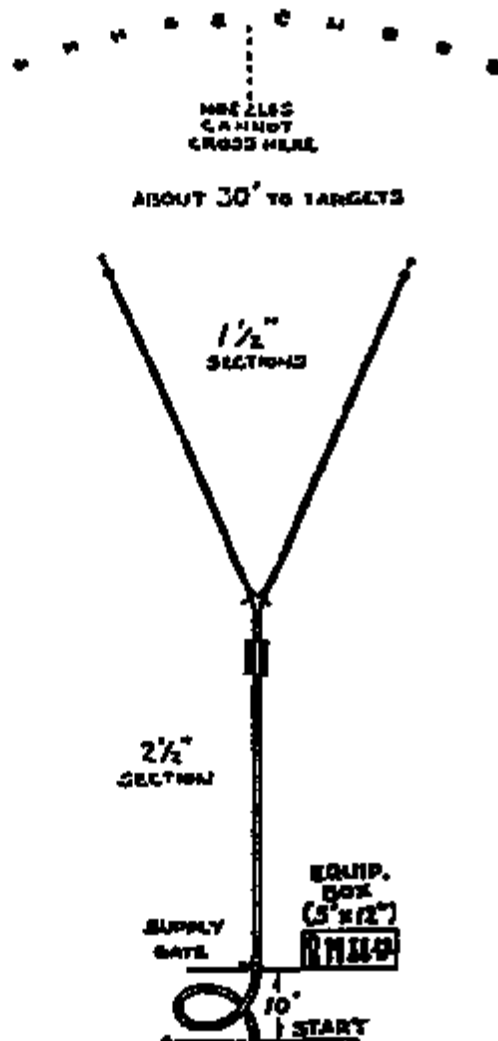


Fire and Rescue Challenge -2010 Fire Team Events

1) MULTI-TARGET ATTACK



Objective: To set-up a basic extended-lay through a confined space and knock down six (6) targets.

Equipment Needed:

- 1 - 2 1/2" section of hose
- 2 - 1 3/4" sections of hose
- 2 - 1 1/2" nozzles
- 1 - 2 1/2" to 1 1/2" gated wye

Fire Gear Needed: NFPA approved helmet, coat, pants, boots and gloves. (Extrication or utility type leather gloves will be permitted)

Number of People: Five (5)

At the whistle, the team will go to the equipment box and set-up the 2 1/2" hose from the water supply gate, through the confined space, to the gated wye, then set-up the attack lines and nozzles. The lines will then be wet and the nozzle men will knock down the targets. Nozzle men must have a back-up man touching them when water is flowing. The targets can be knocked

down in any order, but the outside targets must be knocked down first. The left nozzle team can only shoot down the three (3) left side targets, and the right nozzle team can only shoot down the three (3) right targets. The nozzle teams cannot shoot at each others targets. Four (4) team members and equipment must go through the confined space. Time will be stopped when all targets are knocked down.

Penalties: 1) Knocking over inside targets before outside 5 seconds
2) Knocking over target of opposite team 5 seconds

2) Firefighter Endurance Challenge

Objective: To complete all stations with the lowest time.

A. Equipment:

- 1 Sledgehammer
- 1 Railroad Tie
- 1 Hose Pack (3 sections of 1 ¾" hose)
- 1 Platform
- 2 Salvage Buckets
- Debris
- 1 Scoop Shovel
- 1 Dummy
- Traffic cones
- 2 - 50' sections of 3" hose
- 1 - bucket

B. Fire Gear Needed: NFPA approved structural firefighting pants, suspenders, boots and coat. NFPA compliant firefighting gloves or Extrication gloves. (Leather gloves will be permitted if given prior approval by the Goodwill Fire & Rescue Challenge head judge.) No fabric or rubberized gloves will be allowed.

C. Firefighters: Five (6) Team Members (repeat team members may be used but not in back to Back stations.

D. Set-Up: Each station will have a traffic cone and sign with the corresponding station number identified. One team member will be positioned on the right side of the cone at each station in turnout pants, boots, coat, helmet and gloves which all meet Goodwill Fire & Rescue Challenge guidelines stated above.

E. Procedures: The first team member will complete their station and proceed to the next station and tag the team member at the following station in a relay like manner. The next team member will then proceed with their event and proceed to the next station and tag the next team member. This will be repeated until the last team member is finished with their event. The final team member will then proceed across the finish line to end the team timer. The team with the lowest time will achieve first place with the teams with higher times ranked accordingly. Fellow team members are not allowed to cross into event area unless participating.

STATION 1- Forcible Entry

A sledgehammer will be positioned next to a railroad tie with two white lines five (5) feet apart. One end of the tie will be flush with one mark. The clock will be started when contestant picks up the sledgehammer. The contestant will grasp the sledgehammer firmly with both hands stand to either the right or left side of the tie – do not straddle the tie on the end flush with the line.

The contestant will deliver repeated blows to the end of the tie until the end being struck crosses the second line. The contestant may switch sides of the tie, but never strike the tie from a straddling position. Upon completion of this event, the contestant will proceed to station two (2) and tag the next team member.

Penalties: Straddling tie while striking 10 seconds
Striking while only grasping with one hand 5 seconds
Intentionally moving tie by other means than striking with hammer contestant must restart

STATION 2 – Hose Carry

A hose pack will be positioned in front of a wooden platform. The contestant will place the hose pack on their shoulder and step up and down on the platform for 30 completed repetitions. Both feet must be on the ground and both reach the platform and back to the ground to be counted as a repetition. Upon completion of this event, the contestant will proceed to station three (3) and tag the next team member.

Penalties: Both feet not touching ground or platform Loss of repetition
Removing of hose pack from shoulder Contestant must restart station

STATION 3 – Debris Removal

A salvage bucket will be beside a pile of debris along with a scoop shovel. Another debris pile will be located 25 feet away from the other pile. The contestant will grasp the scoop shovel and shovel debris into the bucket. Once the bucket is filled above the red line, the contestant will lay the shovel down and pick up the bucket. The contestant will walk with the bucket to the second debris pile and dump the contents of the bucket. The contestant may briskly walk during this station, but never run. The contestant will then return to the original pile and begin shoveling more debris above the red line and repeating the dump procedure above. Upon completion of this event, the contestant will proceed to station four (4) and tag the next team member.

Penalties: Running 10 seconds
Using means other than shovel to move debris 5 seconds
Using bucket to scoop debris Contestant must restart station

STATION 4 – Dummy Drag

A dummy will be lying supine on the ground with the head flush to a white line. A traffic cone will be 35 feet away. The contestant will grasp the dummy around the chest and drag it around the far side of the cone and back across the line. Upon completion of this event, the contestant will proceed to station five (5) and tag the next team member.

Penalties: Carrying dummy- Contestant must restart station

STATION 5 – Hose Drag

Two sections of wet three inch (3") diameter fire hose will be lying with one end flush to a white line. Another white line will be 125 feet away. The contestant will grasp the hose at both ends and drag the hose to the white line 125 feet away. The contestant will then drop one end of the hose across the line and drag the hose back to starting line from one end. Once the contestant crosses the starting line, the contestant will proceed to station six (6) and tag the next team member.

Penalties: Dropping end of hose before line 10 seconds

STATION 6 – Water Relay

Two 55 gallon drums of water will be placed approximately 50' apart. The contestant will be standing at one drum. The contestant will grab a bucket, fill it with water and transport it to the opposite drum. This will be repeated until the water level in the drum being filled has risen above a pre-determined line. Once finished, the contestant will walk across the finish line 25 feet away. The clock will stop upon contestant crossing the finish line.

F. Penalties: Please see penalties listed after each station. Judges and safety officer may assess other penalties, as they desire in accordance with Goodwill Fire & Rescue Challenge event rules and regulations. Any contestant committing an unsafe act will be stopped by the safety officer and given a warning. The clock will be stopped for this warning. Any further unsafe acts by the contestant will result in disqualification from the event(s). The judges' and safety officer's rulings will be final.

3) Fire Truck Pull

Objective: To pull a piece of fire apparatus a specified distance in the shortest amount of time.

Equipment:

Fire Engine

Large diameter rope attached to apparatus

Fire Gear needed: Helmet, Gloves (Extrication or utility type leather gloves will be permitted)

Number of people: Five (5)

Setup: The Fire Engine will be parked with both front tires aligned with the start line. The finish line will be located fifty (50) feet from the start line.

Procedures: At the signal, the brake will be released and all team members will pull the truck until the front tires cross the finish line. Time stops when the front tires cross the finish line.

Penalties: Jumping the whistle- 5 seconds

4) Dual Attack

Objective: To deploy two (2) 100' hose lines and knock down two (2) sets of targets.

Equipment Needed:

4 – 1 ¾" hose

1 – 2 ½" to 1 ½" wye

2 - 1 ½" nozzle

Fire Gear Needed: NFPA approved helmet, coat, pants, boots and gloves. (Extrication or utility type leather gloves will be permitted)

Number of People: Six (6) – Eight (8)

Equipment may be placed at the start line any way the team chooses. At the sound of the judge's whistle, the event will start. The team will connect and stretch out two (2) 100' hose lines. One forward lay and one reverse lay. After the forward line has knocked over their two (2) targets, the water will be shut down at the wye. The nozzle will then be disconnected, the reverse hose lay connected to the forward hose lay, water will be turned on, and the second group of two (2) targets knocked down.

Penalties:

1) Jumping the whistle. 5 seconds

MYSTERY EVENT

5) Burst Hose Line Replacement

Objective: To replace a burst section of 2 ½ inch hose.

Equipment Needed:

4 sections of 2 ½" hose (one section will have a hole in it)

1 – Hose clamp

2 – Spanner Wrenches

1 – 2 ½" nozzle

Fire Gear Needed: NFPA approved helmet, coat, pants, boots and gloves for crawlers. (Extrication or utility type leather gloves will be permitted)

Number of People: Four (4)

Three sections of 2 ½" hose will be rolled up and located at the starting line. At the judge's whistle, team members should connect the sections of hose. Once all sections are connected, one team member should turn on the water flow. The burst segment of hose should be identified.

The replacement section of hose, clamp and spanner wrenches will be located 50 feet behind the start line. Team members should replace the busted segment of hose. Once the busted segment has been replaced, one team member should again turn on the water. Two firefighters must be at the nozzle of the hose and knock three previously placed targets to the ground. Time stops when the third target has been knocked to the ground.

Penalties:

1) Jumping the whistle. 5 seconds

2) Not having 2 firefighters on the nozzle. 5 seconds