



2017 PUBLIC SAFETY FIREFIGHTER CHALLENGE RULES

FIREFIGHTER CHALLENGE
[unreadable]



The start area is at the base of the tower. The competitor may adjust the placement of the high-rise pack within the boundaries of the staging area, but shall not have a void of more than one inch (2.54 cm) off the ground. The start official may exercise discretion to decide if a pack is too bowed. Other than the high-rise pack, the competitor may not touch any other props, including the hammer. If in the opinion of the competitor, any prop is improperly positioned such discrepancies should be pointed out to an official prior to the race. Upon the order of the start official, competitor will stand on their respective staging pad without touching the high-rise pack. At a random time, the start sequence shall begin. The start sequence count down will finish when the siren sounds. If the competitor touches the high-rise pack before the siren sounds, they will incur a 5 second penalty.

EVENT 1 High-Rise Pack Carry

The hose pack cannot be touched before the start. The hose load and cover may be carried in any manner and must be deposited into the container at the top of the tower, with no part of the pack touching the deck outside of the box. One foot must be on the top deck before releasing the high-rise pack. A two second penalty will be assessed for either infraction. If a competitor misses the box, they may correct the position, but only before starting the next evolution. The high-rise pack may not be used as a step. A 10 second penalty will be imposed for this infraction. The hose load must stay on the top platform. The competitor is disqualified if the high-rise pack falls off the tower. Tower will be accessed via ladder. Ladder will be secured for safety. An event judge will be on tower for rule enforcement only.

Hose Hoist

A donut roll of large diameter hose and rope is used for this event. The competitor is not allowed to stand on anything other than the top platform while hoisting. The evolution is complete when the roll clears the railing at the top of the tower and is placed in the container on the top floor. The donut roll must ascend; loss of control, resulting in roll touching ground after start of ascend will result in disqualification (as observed by a course official). Proper placement is on, or in the container with no part of the donut touching the deck outside of the box. A two second penalty will be assessed for this infraction. The donut roll must stay on the top platform. Disqualification results with any loss of control of the donut roll, including it falling off the tower. If the competitor trips on the hoisting rope, they are responsible for any additional penalties. A fallen donut roll may not be retrieved. Descending the tower, every step must be contacted. Failure to touch each step on the descent will result in a two second penalty per infraction.

Forcible Entry

The forcible entry evolution utilizes the Keiser Force Machine (a chopping simulator). Using the provided nine pound (4kg) shot mallet, and with both feet on the diamond plate surface, the competitor must drive the sled, a \approx 160lb. (72.5kg) steel beam a horizontal distance of five feet (1.5m). Pushing, raking or hooking the beam is not allowed; only the head of the mallet is allowed to strike the beam. The handle must not come in contact with the beam at any time. The upper edge of the beam will be covered with pressure sensitive material, making infractions visible by a mark thereon. A five second penalty is assessed for each infraction after the first handle strike. Both hands must be above the tape mark on the handle (12 inches [30.5cm] from the top [head] end) at the point of impact. A two second penalty is assessed for every inch (2.5cm) or fraction thereof that the sled is short of the end of the tray. Any part of the hammer must be placed on the designated 2 foot by 3 foot (61cm x 91cm) mat. Contacting the mat is defined as the hammer being in contact with the imaginary plane that extends vertically from the border of the mat. A two second penalty is assessed for the infraction of no contact. Prior to completing the evolution, if the competitor loses control of the hammer, and it travels outside of the vertical boundaries of the confines of the tray, the competitor will be disqualified.

4 Hose Advance

The competitor must negotiate the 140 foot (42.6m) slalom course without missing or knocking over any delineator (including the target); doing so will result in a five second penalty for each infraction. The competitor must pick up the nozzle end of the 1 3/4 inch; (4.45cm) charged hose line and drag it a distance of 75 feet (22.8m). Once the nozzle penetrates the swinging doors (i.e., crosses the threshold 75 feet distant), the competitor opens the nozzle, hits the target with the water stream, shuts down the nozzle and places the nozzle on the pavement. A failure to advance the hose a distance of 75 feet will result in a 10 second penalty. The nozzle must not be opened before penetrating the swinging doors. A two second penalty will be assessed for this violation. Failure to drop the target will result in a 10 second penalty. If the nozzle is not shut before it is set down, the competitor must go back and close it. If the course staff is required to shut off the nozzle, a two second penalty will be assessed. If the nozzle opens after hitting the ground, there is no penalty and the competitor can continue to the victim rescue evolution.

Victim Rescue

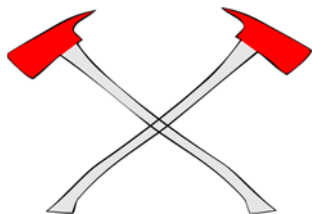
A 175lb. mannequin dressed in turnout gear must be lifted and dragged backwards a distance of 100 feet. Carrying the dummy is not permitted. If any competitor crosses the course center delineator (i.e., goes out of lane), or grasps the mannequin by its clothing or appendages, a five second penalty will be assessed for each infraction. Time stops when the competitor **and** mannequin completely crosses the finish line. It is the responsibility of the competitor to drag the heels of the mannequin over the finish line. If the heels of the dummy do not make contact with the finish line (i.e. - the competitor lunges or falls), a stopwatch time will be used, and a one second penalty will be assessed. The official will enforce the 1 second penalty regardless of the intent of the competitor. Falling at any other point during the drag is considered to be self-penalizing and does not cause a penalty. The Course Marshal, at his sole discretion, may stop any competitor who in the official's opinion creates or is in a dangerous, unsafe or stressful condition.

SCBA: High pressure breathing apparatus (AirPak)and face mask must be worn by all participants in the individual competition (air). (AirPak) must be worn in team competition however no face mask or air required. Competitors may not tie knots in the harness straps. Any

willful or malicious destruction of Challenge equipment will result in disqualification and suspension pending restitution

Turnout Gear

All competitors must compete in their own protective equipment. PPE (i.e., turnout gear - helmet, coat, pants, gloves and boots) must be serviceable (i.e., without holes), approved for structural firefighting consistent with NFPA 1971 standards in effect at the time of manufacture. Hoods, face shields and earflaps are not required. Articles of turnout gear, SCBA, and all other equipment/worn apparel (including eyewear, radios, etc.) must not be removed or lost during the competition. If dropped, they must be retrieved and correctly replaced by the competitor before continuing. Non-retrieval results in disqualification. Competitors found to be non-compliant either during or after a competition will be disqualified and their time nullified. Questions about the suitability and compliance should be directed the Course Marshal prior to racing. Duct tape or other visible modifications are not permitted. Coats and jackets must be properly sized and cover the area of intended protection. Collars must be showing (not tucked in). Structural boots must have a steel sole/shank and toe (i.e., meet NFPA 1971). Gloves, likewise must be designated for structural fire suppression and bear an NFPA-compliant label. Helmet decorations are allowed, however helmets must have an NFPA-compliant label with the original suspension and padding present. Officials may inspect all gear prior to participation. Their decisions are final. Any competitor who reports to the Staging Area and is found to be in violation of these rules will be subject to a 15-second penalty or disqualification depending upon the severity of the infraction. EMS and RESCUE entries will be required to wear turn out gear as issued from their appropriate agency.



Firefighter Combat Challenge Penalties Summarized

- High-rise hose pack placement (out of box): 2 seconds
- Premature release of high-rise pack: 2 seconds
- Donut roll placement (not in or on the box): 2 seconds
- Standing on hose pack: 10 seconds
- Skipped step (tower descent): 2 seconds
- Keiser Force Machine foul: 5 seconds per misstrike
- Failure to finish forcible entry: 2 seconds per inch or fraction thereof
- Hammer placement (not touching mat): 2 seconds
- Knocking over or missing delineator: 5 seconds per occurrence
- Failure to advance hose 75-ft.: 10 seconds
- Early nozzle activation: 2 seconds
- Failure to close nozzle: 2 seconds
- Failure to activate target: 10 seconds
- Unauthorized personnel on course: 10 seconds per occurrence
- False start: 5 Seconds

Firefighter Combat Challenge Disqualification Summarized

- Failure to show
- Altered turnout gear
- Loss of object from tower
- Skipped event
- Disrupting the competition
- Unsportsmanlike behavior (i.e., throwing gear)
- Interference on the course
- Unauthorized personnel on the course
- Failure to finish in six minutes
- Destruction of Challenge equipment
- Failure to retrieve dropped equipment/apparel.

Disputes

The team captain and the Course Marshal will resolve all disputes regarding penalties. We do not review videotapes, etc. All Course Marshal decisions are final. Protests must be filed immediately with the Course Marshal, before the next race, prior to leaving the course.

RULES MAY BE CHANGES OR UPDATED PRIOR TO EVENT. PLEASE CHECK BACK FOR CHANGES. TEAMS AND INDIVIDUALS WILL BE NOTIFIED OF ANY CHANGES PRIOR TO EVENT