Firefighter Combat Challenge disciplines: Disciplines & general rules

Dress Code:

(Full SCBA & bunker/turnout gear)

Mandatory dress code for competitors

➢ NFPA/EN approved helmet
➢ NFPA/EN approved flash hood
➢ NFPA/EN approved bunker jacket
➢ NFPA/EN approved bunker pants
➢ NFPA/EN approved fire boots
➢ NFPA/EN approved structural gloves
SCBA sets and Helmets will be provided by Dräger SA

Competitors to wear full specified gear while running the circuit. (bunker gear, boots, gloves etc.) Competitors must supply their own NFPA/EN approved fire gear, Dräger to provide all SCBA's and Helmets. To avoid unnecessary delays in the timetable, competitors will get penalised for not being dressed correctly and on time. The full circuit must be completed within 6 minutes to avoid disqualification. There are 5 competitors in a team. The team event and the individual event have the same disciplines, 6 minutes will be cut off time for both events. Competitors will use a baton, handing it to the next competitor, indicating the next discipline to commence.

First discipline:

The competitor must stand in the demarcated area. On the sound of the airhorn, the first competitor picks up the hose pack, runs up the staircase, 5 levels high, at the top, place the hose pack in the demarcated area. Handing the baton to the second competitor.

The competitor will be penalised for:

o False start.
o Dropping the hose pack on his way up.
o Not placing the hose pack in the demarcated area.
o Dropping the baton/forgets to hand the baton to the next competitor.

Second discipline:

After receiving the baton from the first competitor, the second competitor, standing in the demarcated area, hoisting the hose pack from the bottom of the staircase with the rope, place it in the demarcated area, descending the staircase touching each step. Handing the baton to the third competitor at the bottom of the staircase.

The competitor will be penalised for:

o False start.
o Dropping the hose pack at any given time.
o Not touching each step coming down the staircase.
o Dropping the baton/forgets to hand the baton to the next competitor.

Third discipline:

The third competitor standing in the demarcated area, receiving the baton from the second competitor, will pick up the hammer, in the correct way, start hitting the Kaiser machine's moving block, using the correct angle and technique until the mark on the Kaiser machines reached, placing the hammer in the demarcated area in the correct position, making his/her way through the delineators in the correct manner, handing the baton to the fourth competitor.

The competitor will be penalised for:
o False start.
o Not holding the hammer in the correct position.
o Lifting the hammer too high using the incorrect technique.
o Putting the hammer down before the correct mark has been reached on the Kaiser machine.
o Not placing the hammer back in the demarcated area.
o Not running through the delineators correctly or missing some.
o Dropping the baton/forgets to hand the baton to the next competitor.

Fourth discipline:

The fourth competitor waiting in the demarcated area, receive the baton from the third competitor, will pick up a fully charged hose, run through the swing doors, opening the branch on the hose, knocking down the target with a water jet, after the target drops, close the branch and place it in the correct demarcated area without dropping the branch. Handing the baton to the fifth competitor.

The competitor will be penalised for:
o False start.
o Not be able to control the hose.
o Not be able to hit the target.
o Dropping the hose.
o Not closing the branch properly.
o Dropping the branch.
o Dropping the baton.

Fifth discipline:

After receiving the baton from the fourth competitor, standing in the demarcated area, the fifth competitor will pick up Rescue Randy, dragging the mannikin, walking backwards until both Rescue Randy's feet crossed the marked line at the end of the carpet. This discipline completes the circuit on which the electronic timer will be stopped.

The competitor will be penalised:
o False start.
o Dropping Rescue Randy.
o Falling/stepping out of the demarcated area on the sides of the carpet track.
o Dropping the baton.

Penalties:

➢ High rice hose pack placement (in demarcated area) 2 seconds
➢ Donut roll placement (demarcated area) 2 seconds
➢ Skipped step (tower descent) 2 seconds
➢ Keiser Force Machine foul (per miss strike) 5 seconds
➢ Hammer placement 2 seconds
➢ Knocking over or missing delineator (per occurrence) 5 seconds
➢ Out of lane (per occurrence) 5 seconds
➢ Unauthorized personnel on course (per occurrence) 10 seconds
➢ False start 5 seconds
➢ Dropping equipment 5 seconds

Disqualification:

• Failure to show.
• Altered bunker/turnout gear.
• Loss of object from tower.
• Skipped event.
• Disrupting the competition.
• Unsportsmanlike behaviour (i.e. throwing around or dropping gear).
• Interference on the course.
• Unauthorized personnel/supporters on the course.
• Failure to finish in four (6) minutes.

• Destruction of challenge equipment.

Rescue disciplines:

Disciplines & general rules

Dress Code:

(Full SCBA & bunker/turnout gear)

Mandatory dress code for competitors

➢ NFPA/EN approved helmet
➢ NFPA/EN approved flash hood
➢ NFPA/EN approved bunger jacket
➢ NFPA/EN approved bunger pants
➢ NFPA/EN approved fire boots
➢ NFPA/EN approved structural gloves
SCBA sets and Helmets will be provided by Dräger SA

All competitors to always wear full specified gear, while running the circuit. Competitors must supply their own NFPA/EN approved fire gear, Dräger to provide all SCBA's and Helmets. To avoid unnecessary delays in the timetable, competitors will get penalised for not being dressed correctly and on time. The full circuit must be completed within 8 minutes to avoid disqualification. There are 2 competitors going into the maze under air and the remaining 3 competitors on the outside assisting with the rescue randy upon exit, will have full gear without air. The Maze will be completely dark with simulated smoke and lights. The team is allowed
to use one torch for the maze. No TIC/Thermal cameras to be used.

Rescue activity guidelines:

The competitor must stand in the demarcated area. On the sound of the airhorn or instruction form the Marshall, the team will move from the start to the back of the MTG and move up the ladder. The designated competitors for the maze
will enter the maze and start with the search for the rescue randy immediately. When the randy is found an escape mask (Parat) must be donned to ensure the Randy does not suffocate from the smoke. The 2 competitors will need to continue
and manoeuvre with the "victim" through the remainder of the maze to the exit point at the top of the MTG. The 2 competitors will need to signal to the rest of the team to open the hatch and exit the maze with the "victim". The remainder of the team must get the "victim" into the basket stretcher and secure it. When the victim is secured and the Judge has evaluated the technique, the competitors

will move down the ladder observing safe 3 point rules and move as a team to the finish/start line to stop the timer.

Penalties:

o Incorrect gear. 5 Sec
o Not following 3-point rule. 5 Sec
o Not following safety guidelines. 5 Sec
o Using more than one flashlight. 2 Sec
o Removing SCBA Mask in the Maze.5 Sec
o Donning the Rescue hood/Parat incorrectly.2 Sec
o Incorrect knots used for the stretcher.2 Sec
o Not securing the "victim" to the stretcher correctly.2 Sec
o Inhumane treatment of the "victim". 5 Sec
o Non completion: **DQ**