

Greene Co. Firefighters Association Firefighter's Challenge

GCFA Team Water on Roof Competition

Competitors will not be allowed to receive physical assistance to complete event.

All ties will be handled by a run-off event.

A Prize will be awarded to the best time in the team competition.

The Course Marshal, at his sole discretion, may stop any competitor who in the official's opinion creates or is in a dangerous or unsafe condition.

To compete in the GCFA water on the roof competition, a team must consist of 4 individuals. All competitors will wear full turnout gear (helmet, coat and pants with liners, boots and gloves). All PPE should be fastened as previously stated in the rules. Competitors will provide their own NFPA approved structural fire fighting turnout gear.

Objective: To put as much water onto a roof of a small tin top building, allowing water to flow down the roof, into a rain gutter, and into a drum in one minute.

Distances: The tin building is 4' x 8' with the highest point of the roof being 7' and the lowest point being 5'. 50' from the starting line will be a reservoir with four 2 gallon buckets. 25' away from the reservoir is a railing with the tin building 8' feet on the other side of that.

At the starting signal, all four members run the 50' to the reservoir, and fill a 2 gallon bucket. They will then proceed to the railing and attempt to throw the water on the roof of the tin building. They will continue doing this until a time of 1 minute has elapsed and the finishing horn has sounded. After the horn has sounded, a time of one minute shall elapse and the water level in the drum shall be measured. The team with the most water in the drum is the winner.

Firefighter Challenge Penalties Summarized

- False start: 1 inch deduction per infraction
- Loss of equipment: ½ inch deduction
- Lost equipment not retrieved: 2 inch deduction
- Step over or around railing: ½ inch deduction per infraction

Disqualification

- Failure to show
- Skipped event
- Disrupting the competition
- Unsportsmanlike behavior
- Unauthorized personnel on the course
- Crossing over or walking around the railing

GCFA Team Hose Lay Competition

Competitors will not be allowed to receive physical assistance to complete event.

All ties will be handled by a run-off event.

A Prize will be awarded to the best time in the team competition.

The Course Marshal, at his sole discretion, may stop any competitor who in the official's opinion creates or is in a dangerous or unsafe condition.

To compete in the GCFA Hose Lay, a team must consist of 3 individuals. All competitors will wear full turnout gear (helmet, coat and pants with liners, boots and gloves).

Competitors will provide their own NFPA approved structural fire fighting turnout gear.

The 3 team members will start from a point 50' from the tailboard of a fire apparatus and run to a line 10' from the same tailboard where the PPE will have been placed before the start of the event. At this point, team members may begin to don their PPE. All PPE should be fastened properly. Team members may proceed to the tailboard as PPE is being fastened, but all PPE must be fastened securely, as previously stated in the rules, before leaving the tailboard of the apparatus.

On the tailboard of the apparatus will be 3 sections of 1 ½" hose, rolled in any manner desired by the team members. Rolls may be standing on edge, or lain flat as the team desires. There will be a single 1 ½" nozzle standing thread down in the upright position on the tailboard. No hoses or nozzle may be pre-connected before the start. It will also be each team's responsibility to check the nozzle setting before the start (125 gpm).

Before the start of the event there will be a 50' section of 2 ½" hose run from the apparatus out to a set area. This hose will have a 2 ½" gated wye attached with one opening capped for safety. This is to make sure that no water flows out of the opening that is not being used. This line will be charged before the start of the event to 90 psi. All hose and area will be wet down before the start of the event.

At the signal, the 3 team members will run to the 10' line where their PPE is waiting on them. Team members begin to don their PPE as they make their way to the tailboard where the hose and nozzle have been placed before the start. **REMEMBER-** All PPE must be donned and fastened properly before leaving the tailboard of the apparatus.

Each member will be required to carry 1 section of hose, with one of those members also carrying the nozzle.

The participants will be called team members #1, #2, #3 so that it will be understood who is doing what. Member #1 will carry his hose section to the gated wye. There will be pylons set up 10' apart in a 90' long line. Member #1 will roll the hose out that they have in hand between the pylons. If the hose rolls outside of bounds, which is outside of the 10' between pylons, a 5 second penalty will be given. After the hose has been rolled out, member #1 may make the connection to the wye.

Member #2 will have 1 section of hose and the nozzle. Member #2 will run to where they think the first section of hose will end up. Member #2 will then roll the section of the hose out between the same boundaries as member #1. A penalty of 5 seconds will be applied for the hose leaving the boundary. After the hose has been rolled out, member #2 will make the connection of the first hose to the second hose. While all this is going on, member #3 should have gone to where they think the second section of hose may end up. Member #3 will then roll out their section of hose. There is no out of bounds for this section. Member #2 should have already advanced to the end of the 3rd section of hose to place the nozzle on the end of the 3rd section of hose. Once member #3 has finished coupling the 2nd and 3rd section, they may help member #2 advance the hose line 40' past the last pylon. The hydrant man or member #1 may turn the water on at any time his other team members indicate as long as all of the couplings have been thoroughly made. Once members #2 and #3 have both crossed the line, they may spray the 1' x 1' target #1 down. Once the #1 target is down, members #2 and #3 may advance their hose line to another line, which is 40' at a right angle from the last pylon. Once Members #2 and #3 are both passed the line, they may spray 1' x 1' target #2 down. When target #2 falls down, then the time will stop.

Note: By not crossing either 40' line before the target is sprayed down, your running time will be doubled. Hydrant man can not leave a charged hydrant at any time. No team member can keep a hose from rolling out of bounds.

Firefighter Challenge Penalties Summarized

- False start: 2 seconds per infraction
- D-ring unconnected, or 5" of Velcro not covered: 5 seconds per infraction
- Chin strap: 5 seconds
- Not zipping zipper up as required: 5 seconds
- Loss of equipment: 2 seconds
- Hose rolling out of bounds: 5 seconds per infraction
- Keeping hose from rolling out of bounds: 10 seconds per infraction
- Not crossing 40' line before spraying down target: 2x run time
- Failure to activate target: 10 seconds
- leaving unattended charged hydrant (wye valve):15 seconds.

Disqualification

- Failure to show
- Skipped event
- Disrupting the competition
- Unsportsmanlike behavior
- Unauthorized personnel on the course
- Water play

GCFA Team Air Pack Relay Competition

Competitors will not be allowed to receive physical assistance to complete event.

All ties will be handled by a run-off event.

A Prize will be awarded to the best time in the team competition.

The Course Marshal, at his sole discretion, may stop any competitor who in the official's opinion creates or is in a dangerous or unsafe condition.

1. The event will require 4 team members with pre-identified turnout gear. (Fire helmet, bunker coat, bunker pants, and fire service type boots.)
 - a. Additional equipment will be 4 folding chairs
 - b. one air pack, as described in prescribed gear earlier
 - c. In this event, turnouts WILL require liners unless decided differently by the competing teams.
2. The event will be laid out with four chairs, 25' apart, and a finish line 25' from the last chair. In front of each chair, there will be a line 5' out in front of each chair. No PPE will be allowed to be out passed this line, nor will the competitor be allowed to cross before all PPE is donned without having penalty points added to their time.
3. This event will begin with all team members sitting in chairs and facing the end of the course.
 - a. The team members will remain facing forward, with shoes on their feet, strings tied, hand on knees.
 - b. All PPE will be placed on the ground in front or to the side of the competitor before the start.
 - c. The SCBA will be placed on the ground at the first chair any place the competitor wishes as long as it is not out passed the 5' line.

4. At the start signal, the first team member will don their PPE and the SCBA as quickly as possible. After all PPE and SCBA are donned, the team member will make their way to the next chair in any manner they choose. After tagging the 2nd team member, the 1st team member will remove the SCBA and place it in a spot for the 2nd member (as long as it is not out passed the 5' line). As soon as the 2nd member is tagged, they may begin donning their PPE and SCBA. Be sure that the 1st team member is not touching the SCBA in any manner, for this will cost your team penalty points. After the 2nd team member has donned the PPE and SCBA, they move to the 3rd chair and tag the 3rd team member. This will continue throughout the course until the last member dons their PPE and SCBA, and then crosses the finish line. Time will stop then; penalty seconds will be totaled and added to the running time.

5. All PPE must be fastened as stated previously in rules. Helmet must have chin strap under chin and drawn tight. Coat with D-rings must have at least 3 D-rings fastened, zipped coat must be zipped as described in prescribed gear. Pants must have waist D-ring fastened, or if zippered pants without D-ring, zipper will have to be zipped and suspenders over proper shoulders. SCBA straps should be drawn tight; however, if you put the SCBA on without pulling the straps tight, you must go through the motion of pulling the straps.

6. All participants will be checked by the judges as you dress and don the SCBA.

7. This is the only event in which short pants may be worn.

Firefighter Challenge Penalties Summarized

- False start: 10 seconds per infraction
- D-ring unconnected, or 5" of Velcro not covered: 5 seconds per infraction
- Chin strap: 5 seconds
- SCBA strap: 5 seconds per infraction
- Not zipping zipper up as required: 15 seconds
- Loss of equipment: 2 seconds
- false start dressing before tagged: 20 seconds

Disqualification

- Failure to show
- Skipped event
- Disrupting the competition
- Unsportsmanlike behavior
- Unauthorized personnel on the course

GCFA Individual “Pro Style” Competition

Each event must be performed in the order specified below for time.

Competitors will not be allowed to receive physical assistance to complete event.

All ties will be handled by a run-off event.

Prizes will be awarded to the best three times in the individual competition.

The Course Marshal, at his sole discretion, may stop any competitor who in the official's opinion creates or is in a dangerous or unsafe condition.

All competitors will wear full turnout gear (helmet, coat and pants with liners, boots and gloves) and wear and breathe from an airpack. Competitors will provide their own NFPA approved structural fire fighting turnout gear and Air-Packs (SCBA).

The Events are as follows:

EVENT 1 Hose Rollout. The competition starts with the competitor sitting on a chair with their hands on their knees behind a line 5’ away containing turnout gear and airpack. At the starting sound, the competitor will don their turn out gear and airpack and then advance to starting line. All PPE should be fastened as previously stated in the rules. At the starting line, a fifty foot section of 1 ½” hose (rolled in any manner) will be picked up. They must unroll this section and extend it between two lines that are 49 feet apart, leaving six inches on either end to play with. One penalty point per inch will be assessed for each inch that the fitting that is shy of the two lines. Measurement will be taken from the fitting farthest from the line, not from both ends of the hose section.

EVENT 2 Stair Climb. The event starts at the base of the 12’ high x 5’ x 7’ tower. The hand rails may be used in climbing the tower. Steps may be taken in multiples on the way up, but every step must be contacted and handrails used when descending the tower. Failure to touch each step or use the handrails on the descent will result in a 2 second penalty per infraction. A 15 second penalty will be assessed for crossing over any hand railings.

EVENT 3 Forcible Entry. The forcible entry evolution utilizes a chopping simulator. Using the 9-lb. shot mallet provided, the competitor must drive the sled;100-lb. steel beam a horizontal distance of 4-ft. 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 tape, making infractions visible by a mark on the tape. A 5-second penalty is assessed for each infraction after the first handle strike. Both hands must be above the tape mark on the handle (12-in. from the head end) at the point of impact. A 2-second penalty is assessed for every inch or fraction of an inch that the sled is short of the end of the tray. The hammer must be placed on the designated 4'x4' mat. A 2-second penalty is assessed for this infraction.

EVENT 4 Victim Rescue. A 120-lb. Eutaw F. D. Rescue Larry drag dummy must be dragged backwards a distance of 50-ft. Carrying the dummy is not permitted. If any competitor crosses the course delineator (i.e., goes out of lane), a 5-second penalty will be assessed. Larry the dummy must not be grasped by its clothing or appendages. Time stops when the competitor and victim completely cross the finish line.

EVENT 5 Hose Advance. The competitor must pick up the nozzle end of the 1 ¾" charged hose line, and drag it a distance of 50'. Once the nozzle penetrates the swinging doors (i.e., crosses the threshold 50' away) the competitor opens the nozzle, hits the 1' x 1' target with the water stream, shuts down the nozzle and places the nozzle on the pavement. If the nozzle is not shut before it is placed down, the competitor must go back and close it. If course staff is required to shut off the nozzle a 5-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.

EVENT COMPLETION All competitors are personally responsible for the completion of each event. No course volunteer has the authority to instruct a competitor in the negotiation of the events on the course; only the Course Marshal can intervene or direct the actions of a competitor. In those rare situations where the event staff may have created an impediment, the options to rectify this situation may include a deduction in time to remedy the hindrance or allow another run of the course.

Firefighter Challenge Penalties Summarized

- False start: 2 seconds
- D-ring unconnected, or 5" of Velcro not covered: 5 seconds per infraction
- Chin strap: 5 seconds
- SCBA strap: 5 seconds
- Not zipping zipper up as required: 5 seconds
- Each inch that the fitting is shy two lines: 1 second per infraction
- Skipped Step (tower descent): 2 seconds per infraction
- Crossing over a hand railing: 15 seconds
- Forcible entry machine foul: 5 seconds per mis-strike
- Failure to finish forcible entry: 2 seconds per inch or fraction thereof
- Hammer placement: 2 seconds
- Failure to advance hose 75-ft.: 10 seconds
- Failure to activate target: 10 seconds
- Out of lane: 5 seconds per occurrence

Disqualification

- Failure to show
- Double false-start
- Skipped event
- Disrupting the competition
- Unsportsmanlike behavior
- Unauthorized personnel on the course
- going off air
- Water play

GCFA Team Relay “Pro Style” Competition

Each event must be performed in the order specified below for time.

Competitors will not be allowed to receive physical assistance to complete event.

All ties will be handled by a run-off event.

Prizes will be awarded to the best three times in the relay competition.

The Course Marshal, at his sole discretion, may stop any competitor who in the official's opinion creates or is in a dangerous or unsafe condition.

To compete in the GCFA Relay a team must consist of 4 individuals who will complete one or more of the five sequentially performed tasks. All competitors will wear full turnout gear (helmet, coat and pants with liners, boots and gloves) and airpack (SCBA). Competitors will provide their own NFPA approved structural fire fighting turnout gear and Air-Packs (SCBA).

The team is then pre-positioned at their assigned locations.

The Events are as follows:

EVENT 1 Hose Rollout with Stair Climb. The competition starts with competitor #1 sitting on a chair with their hands on their knees behind a line 5' away containing turnout gear and airpack. At the starting sound, the competitor will don their turn out gear and airpack and then advance to starting line. All PPE should be fastened as previously stated in the rules. At the starting line, a fifty foot section of 1 ½" hose (rolled in any manner) will be picked up. They must unroll this section and extend it between two lines that 49 feet, leaving six inches on either end to play with. One penalty point per inch will be assessed for each inch that the fitting that is shy of the two lines. Measurement will be taken from the fitting farthest from the line, not from both ends of the hose section. Competitor #1 will then advance up the 12' high x 5' x 7' tower and tag competitor #2 at the top of the tower. The hand rails may be used in climbing the tower. Steps may be taken in multiples on the way up.

EVENT 2 Hose Hoist and Tower Descent. From the top of the tower, using a hand over hand motion, competitor #2 will pull a 5/8 inch rope to hoist a donut roll of a fifty foot section of 2 1/2" hose. Competitor #2 must clear the donut roll over the rail and place it in the designated circle at the top of the tower. A fifteen second penalty will be assessed if the donut roll is outside of the circle. The donut roll must not leave the top platform, otherwise it will result in disqualification. Competitor #2 then continues down the tower touching every stair and using the handrails. Once the competitor has both feet on the ground competitor #2 tags competitor #3 who is on or moves to the force machine. A 15 second penalty will be assessed for crossing over any hand railings.

EVENT 3 Forcible Entry. The forcible entry evolution utilizes a chopping simulator. Once on the Force Machine Competitor #3 will use the 9-lb. shot mallet provided, the competitor must drive the sled; 100-lb. steel beam a horizontal distance of 4-ft. 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 tape, making infractions visible by a mark on the tape. A 5-second penalty is assessed for each infraction after the first handle strike. Both hands must be above the tape mark on the handle (12-in. from the head end) at the point of impact. A 2-second penalty is assessed for every inch or fraction of an inch that the sled is short of the end of the tray. The hammer must be placed on the designated 4'x4' mat and then competitor #3 can tag competitor #4. A 2-second penalty is assessed if the hammer is not placed on the mat.

EVENT 4 Crawl Space. Competitor #4 moves to crawl space entrance and maneuvers through crawl space. Upon exiting crawl space, competitor #4 must run 10' and tag competitor #5. Competitor may remove backpack harness, but not face piece in order to maneuver through crawl space. The competitor must remain on air throughout entire evolution, and finish with harness on and secure. Crawl space will be a 3' x 3' x 10' long attic crawl space simulator with over head rope obstructions and one joist obstruction underneath.

EVENT 5 Hose Advance. Competitor #5 must negotiate the 35' slalom course without missing or knocking over any delineator; doing so will result in a 5-second penalty for each infraction. The competitor must pick up the nozzle end of the 1 3/4 " charged hose line, and drag it a distance of 50'. Once the nozzle penetrates the swinging doors (i.e., crosses the threshold 50' away) the competitor opens the nozzle, hits the 1' x 1' target with the water stream, shuts down the nozzle and places the nozzle on the pavement. If the nozzle is not shut before it is placed down, the competitor must go back and close it. If course staff is required to shut off the nozzle a 5-second penalty will be assessed. If the nozzle opens after hitting the ground, there is no penalty and the competitor can continue to the finish line.

EVENT COMPLETION All competitors are personally responsible for the completion of each event. No course volunteer has the authority to instruct a competitor in the negotiation of the events on the course; only the Course Marshal can intervene or direct the actions of a competitor. In those rare situations where the event staff may have created an impediment, the options to rectify this situation may include a deduction in time to remedy the hindrance or allow another run of the course.

Firefighter Challenge Penalties Summarized

- False start: 2 seconds
- D-ring unconnected, or 5" of Velcro not covered: 5 seconds per infraction
- Chin strap: 5 seconds
- SCBA strap: 5 seconds
- Not zipping zipper up as required: 5 seconds
- Each inch that the fitting is shy of two lines: 1 second per infraction
- Skipped Step (tower descent): 2 seconds per infraction
- donut roll is placed outside of the circle: 15 seconds
- Crossing over a hand railing: 15 seconds
- Forcible entry machine foul: 5 seconds per mis-strike
- Failure to finish forcible entry: 2 seconds per inch or fraction thereof
- Hammer placement: 2 seconds
- Knocking over or missing delineator: 5 seconds per occurrence
- Failure to advance hose 75-ft.: 10 seconds
- Failure to activate target: 10 seconds

Disqualification

- Failure to show
- Double false-start
- donut roll leaving the tower platform
- Skipped event
- Disrupting the competition
- Unsportsmanlike behavior
- Unauthorized personnel on the course
- going off air
- Water play