



**FIREHAWK  
FIREFIGHTER  
CHALLENGE**

**PRESENTED BY THE CORLEY-MTN. RFD**

**2011**



**2011  
FIREHAWK FIREFIGHTER CHALLENGE  
OFFICIAL RULE & EVENT MANUAL**



## 2011 FIREHAWK FIREFIGHTER CHALLENGE OFFICIAL RULES

1. All competitors must be an active member of a fire department.
2. All events involve a team of 3 firefighters. Each participating department may register up to 2 teams.
3. Fire departments registering 2 teams may not switch members during the challenge.
4. Registration for the challenge is completed by submitting the official registration form.
5. All registering teams must designate a team captain at the time of registration.
6. Teams must register by Monday, September 19, 2011.
7. If for good reason, a team is not registered by the deadline, a team may register late up until one day before the event.
8. No entry fee is required to enter the challenge.
9. The challenge will consist of five events.
10. Once a team is registered, they may not withdrawal from the challenge. However, if any members need to be swapped they may do so until 2 days before the challenge with notification to challenge officials.
11. A meeting of all of the teams will take place at 9:30 a.m. on the day of the challenge at the competition grounds. This meeting is mandatory! All rules and regulations and the challenge events will be described during the meeting. Any team not present at the meeting may risk a penalty at the start of the challenge.
12. Scheduled start time for the first challenge event is at 10:00a.m.
13. The starting order will be determined by a draw.
14. The waiting competitors and teams must wait in the staging area with their gear ready. Competitors not ready for the start signal will get the opportunity to go later, however if a team is still not ready by the time for the last team to go, they could risk being disqualified.
15. Anybody, not competing in the challenge may not be on the challenge course at any time during the challenge.
16. Competitors are permitted to only be on the course when they are competing in an event.
17. Any disputes regarding penalties will be resolved by the competitor and the chief judge.
18. In the event of a tie score, the tied teams will compete in a run off event decided on by the judges, the winner of that will be the champion.
19. At the conclusion of the five challenge events, the teams will be ranked according to the points accumulated during the challenge in each event.
20. An award trophy will be awarded to the winner.
21. All decisions made by the event judges are final.
22. The rules of the event may be subject to change, any changes will be made aware to everyone before the event starts at the team meeting.
23. All guidelines for challenge must be followed or the team may suffer a points penalty.
24. Official web site for the challenge is [www.cmrfd.com](http://www.cmrfd.com).



## EQUIPMENT & GEAR REQUIREMENTS

**3 PARTICIPANTS**

**EQUIPMENT PROVIDED BY COMPETITION OFFICIALS**

**DRESSING BENCHES**

**PROTECTIVE GEAR REQUIRED (THESE ITEMS MUST BE SUPPLIED BY COMPETITORS.)**

**PANTS/BOOTS, COAT, GLOVES, HOOD, HELMET, SCBA**

### EVENT DESCRIPTION

- Prior to the start of the event, all team members will be seated on dressing benches placed five feet apart.
- Each team member's protection gear will be placed on the ground as it hangs in the station five feet in front of the team member.
- Upon receiving the signal from the starter, the team members stand up and move forward to their gear and don all of their protective gear.
- The team members may assist each other if needed.
- When all of the gear is worn, the team member returns to their dressing bench and signals by raising their hand that they are finished.
- Time will be stopped when all team members are sitting down with their hands raised. Time will not be stopped until all three team members hands are raised.
- The judges will then inspect each team member to ensure all gear is properly donned.
- This competition is based on completing the challenge in the fastest time.

### EVENT RULES

- No team member may have any of the required protective gear on or with them prior to the starting of the event.
- Team members must remain seated on their dressing bench until the starter signals to begin.
- All protective clothing must be properly donned and worn. All buttons, snaps, zippers, clips, or other fasteners must be fully utilized as designed by the manufacturer.
- All SCBA's must be fully donned. A proper mask seal is required and the unit must be fully in service with air flowing.
- When all of the gear is worn and the team members return to their bench and signals that they are finished, they may not adjust their equipment after their hand is raised.

**PENALTIES ARE LISTED ON PAGE 11.**



## EQUIPMENT & GEAR REQUIREMENTS

3 PARTICIPANTS

### EQUIPMENT PROVIDED BY COMPETITION OFFICIALS

OBSTACLE COURSE, DUMMY, ROPE

### PROTECTIVE GEAR REQUIRED (THESE ITEMS MUST BE SUPPLIED BY COMPETITORS.)

PANTS/BOOTS, COAT, GLOVES, HOOD, HELMET, SCBA

## EVENT DESCRIPTION

- All team members will have their full protective gear donned before the start of the challenge.
- All teams will be placed in a holding area and must remain in that holding area until it is their turn to do the event.
- Before the start, two team members will be blindfolded and all team members will be prohibited from seeing the obstacle course before the event takes place.
- Team members will begin at the entrance of the obstacle course.
- Upon receiving the signal from the starter, two team members will enter the obstacle course in the entry position on all fours.
- The third member will remain at the entrance.
- The first man must remain in contact of the wall throughout the obstacle course.  
Upon entry: Right hand, right wall. Upon Exit: Left hand, left side
- The second team member must remain in contact with the first man at all times.
- There will be obstacles throughout the course.
- Team must find the hidden dummy and bring the dummy out of the course.
- The team determines the method on how they will bring the dummy out.
- Team must use the same way to get out as they did to come in with the first man using their left hand and on the left side of the hall.. Doors will be closed on rooms already previously visited and empty.
- Time will be stopped when the rescued dummy is out of the door.
- If the oxygen runs out before the team is complete, time will be stopped at that point. SCBA bottle may not be anywhere near empty when this challenge begins.
- This competition is based on completing the challenge in the fastest time.

## EVENT RULES

- NO team members may see the layout or the obstacle course itself before the challenge event.
- Any team who has already completed the obstacle course may not talk to other teams who have not completed the course.
- No one may assist the participating team in this event either by physically, coaching, or by any other means. It is all up to the three participating team members.
- The first man must remain in contact of the wall throughout the obstacle course.  
Upon entry: Right hand, right wall. Upon Exit: Left hand, left side.
- The second man must remain in contact with the first man at all times throughout the obstacle course.

**PENALTIES ARE LISTED ON PAGE 11.**



## EQUIPMENT & GEAR REQUIREMENTS

**3 PARTICIPANTS**

**EQUIPMENT PROVIDED BY COMPETITION OFFICIALS**

**50 FEET SECTIONS OF 1.5" HOSE**

**PROTECTIVE GEAR REQUIRED (THESE ITEMS MUST BE SUPPLIED BY COMPETITORS.)**

**PANTS/BOOTS, GLOVES, HOOD, HELMET**

### EVENT DESCRIPTION

- All team members will line up behind a start line with unrolled hose stretched out in front of them.
- Prior to the start signal, all team members must don their Nomex hood backwards to blindfold themselves before beginning the event. The hood is to remain in place during the entire event.
- Upon receiving the signal to start, each competitor will begin to roll their section of the hose in any method they choose.
- The team is finished when all team members have rolled their hoses completely and that is when the time will be stopped.
- This competition is based on completing the challenge in the fastest time.

### EVENT RULES

- Team members cannot touch or remove the hood until they have completed rolling their section of the hose.
- Team members cannot assist each other in the rolling of the hose either by physically, coaching, or by any other means.
- Upon completing the hose roll, each team member must lay the rolled hose on its side.
- Judges will inspect the hose by picking it up to determine if it will remain rolled. A penalty will be assessed if the hose unrolls.

**PENALTIES ARE LISTED ON PAGE 11.**



## EQUIPMENT & GEAR REQUIREMENTS

3 PARTICIPANTS

EQUIPMENT PROVIDED BY COMPETITION OFFICIALS

LADDERS

PROTECTIVE GEAR REQUIRED (THESE ITEMS MUST BE SUPPLIED BY COMPETITORS.)

PANTS/BOOTS, COAT, GLOVES, HELMET

### EVENT DESCRIPTION

- Team members begin standing twenty-five feet from the base of the ladder at the start/finish line.
- Upon receiving the signal from the starter, the team members will approach the ladder with two holding the bottom while the first climber climbs the ladder to the top touching the bell located at the top of the ladder and then descends down the ladder.
- The second climber then climbs the ladder repeating the same procedure while the first climber takes the place of the second climber at the bottom of the ladder.
- The third climber then climbs the ladder repeating the same procedure while the second climber takes the place of the third climber at the bottom of the ladder.
- Once all team members have climbed the ladder, they all will run back to the start/finish line where the time will be stopped.
- The ladder will stay in place against the wall during the competition.
- This competition is based on completing the challenge in the fastest time.

### EVENT RULES

- When climbing and descending the ladder, EVERY RUNG MUST BE TOUCHED. There will be NO "SLIDING" on the ladder.
- Only one team member is permitted to be on the ladder at any time.
- Team members may assist each other when getting on or off the ladder in the interest of team safety.

**PENALTIES ARE LISTED ON PAGE 11.**



## EQUIPMENT & GEAR REQUIREMENTS

**3 PARTICIPANTS**

**EQUIPMENT PROVIDED BY COMPETITION OFFICIALS**

**PUMPER, 1.5" HOSE, NOZZLES, BUCKET & POLES WITH CABLE**

**PROTECTIVE GEAR REQUIRED (THESE ITEMS MUST BE SUPPLIED BY COMPETITORS.)**

**PANTS/BOOTS, COAT, GLOVES, HELMET, GOGGLES**

### EVENT DESCRIPTION

- A pumper will supply two 1.5" lines with adjustable stream nozzles. The lines will have approximately 80 psi at the nozzles.
- Each member of the team must have protective gear needed as indicated above.
- Each member of the team will line up behind one-another with the front firefighter no further than the pole on their side.
- There will be two poles connected with a cable and a bucket on it. The teams must push the bucket with the water stream to the opposite pole and the first to hit the opposite pole wins the battle.
- After the battle begins, either team may advance towards the opposing team and the use of the water stream may be used against the challenging firefighters WITH CAUTION for NO LONGER than FIVE SECONDS and only from the chest down. Water stream MAY NOT in any circumstances BE USED ON ANY FIREFIGHTERS FACE.
- This challenge will use a double elimination bracket. The loser of the first battle, will play the loser of the second battle and so on. The winner of the first battle will play the winner of the second battle and so on.
- The final battle will be the winners of the losers class and the winners of the winners class.
- This competition is based on elimination using a double elimination bracket.

### EVENT RULES

- All members must have on the protective gear required.
- All members must have their shield down and goggles on.
- When advancing, the entire team must advance forward together.
- The firefighter on the nozzle will give the command to advance.
- USE WITH CAUTION the use of the water stream against the other firefighters, regulated at only a **FIVE SECOND SHORT BURST** ONLY **FROM THE CHEST DOWN**. The water stream may not touch any firefighters face. If the stream is used on any firefighter's face, that team in control of the stream will be disqualified. This is a SAFETY issue.
- If there is an equipment failure or if a person is injured in the battle, the battle will start over.

**PENALTIES ARE LISTED ON PAGE 11.**

# 2011 FIREHAWK FIREFIGHTER CHALLENGE GEAR REQUIREMENTS

## TURNOUT GEAR

All competitors must provide their own gear for the challenge. Judges will inspect the gear prior to the challenge on the day of the challenge. The inspection is only to ensure compliance in all fairness for the challenge. Articles of turnout gear must not be lost or removed during a competition. If dropped, equipment must be retrieved before continuing or the team will suffer a 5 second infraction. Turnout gear should include: coat, pants with suspenders, boots, gloves, nomex hood, helmet, and SCBA.

## SCBA GEAR

An SCBA (Self Contained Breathing Apparatus) with air pack and regulator must be provided by the competitor. The SCBA must be worn by all participants for the specified events.

## FIREHAWK FIREFIGHTER CHALLENGE SCORING

Four of the five events will be scored based on the amount of time it takes for a team to complete the required task. A time penalty determined by the judges may be charged to a team for rule infractions and safety violations. Upon completion of each challenge event, team scores will be calculated and the team that completes the event in the least amount of time will be declared the champions.

## FIREHAWK FIREFIGHTER CHALLENGE JUDGING

Following the start command of "Get ready, set..." an audible sound will start each event and the official will begin timing. A "false" start will result in a restart on the first occurrence. Any additional "false" starts will result in a 10 second penalty against the team causing the infraction. All required elements of the event must be completed before the judge stops the timing. Any safety violations or any missed elements of the event observed by the judge will result in a 10 second infraction against the team committing the violation.



## FIREHAWK FIREFIGHTER CHALLENGE POINTS CHART

POSITION	POINTS
1st Place	100
2nd Place	95
3rd Place	90
4th Place	85
5th Place	80
6th Place	75
7th Place	70
8th Place	65
9th Place	60
10th Place	55
11th Place	50
12th Place	45
13th Place	40
14th Place	35
15th Place & Below	30



## OFFICIAL REGISTRATION FORM

### TEAM INFORMATION

TEAM MEMBER 1

TEAM CAPTAIN

TEAM MEMBER 2

TEAM MEMBER 3

### DEPARTMENT CONTACT INFORMATION

DEPARTMENT NAME

CONTACT NAME

ADDRESS

YOUR MAILING ADDRESS

CITY

STATE

ZIP CODE

PHONE NUMBER

EMAIL

IF YOU WISH, YOU MAY DESIGNATE A PERSON TO BE A SUBSTITUTE IF ANOTHER TEAM MEMBER CANNOT MAKE THE CHALLENGE, IF A CHANGE IS NEEDED, JUDGES WILL APPROVE THE SWAP. HOWEVER, A SWAP CANNOT TAKE PLACE IN THE MIDDLE OF A CHALLENGE.

BE SURE TO HAVE ALL OF THE PROPER EQUIPMENT AT THE START OF THE CHALLENGE. NOT DOING SO, YOU MAY RISK DISQUALIFYING THE TEAM. ALL EQUIPMENT NEEDED IS LISTED IN THE EVENT DESCRIPTIONS.

BE SURE TO ARRIVE AT 9:00A.M. FOR GEAR INSPECTION BY THE JUDGES AND TEAMS MUST BE PRESENT AT A MEETING BEFORE THE CHALLENGE AT 9:30A.M. CHALLENGE EVENTS WILL START AT 10:00A.M.

THANK YOU FOR REGISTERING FOR THE 4TH ANNUAL FIREHAWK FIREFIGHTER CHALLENGE PRESENTED BY THE CORLEY-MTN. RURAL FIRE DEPARTMENT.

**THIS FORM MUST BE COMPLETED TO COMPETE**



## FIREHAWK FIREFIGHTER CHALLENGE PENALTY CHART

EVENT	RULE	PENALTY
1	Remain seated on dressing bench until start signal.	2 Seconds
1	All protective clothing must be donned and fully utilized as designed by the manufacturer.	2 Seconds
1	The SCBA must be properly donned with air flowing.	2 Seconds
2	First man must remain in contact with the wall.	5 Seconds
2	Second man must remain in contact with the first man.	5 Seconds
2	Team members may not discuss the obstacle course with other teams.	5 Seconds
3	Team members may not remove their hood during the exercise.	2 Seconds
3	Team members may not assist each other in the rolling of the hose.	5 Seconds
3	Hose must remain rolled in judging.	2 Seconds
4	There will be NO SLIDING on the ladder.	5 Seconds
4	Only one team member is permitted to be on the ladder at any time.	2 Seconds
4	Each rung must be touched when climbing and descending the ladder.	1 Second per Rung
5	The use of the water stream may be used on opposing firemen ONLY from the CHEST DOWN and WITH CAUTION, it MAY NOT BE USED on ANY FIREFIGHTER'S FACE.	Disqualification
All	"False Starts"	10 Seconds
All	Maintaining control of equipment.	5 Seconds



THANK YOU FOR PARTICIPATING IN THE  
**2011 FIREHAWK FIREFIGHTER CHALLENGE**  
**PRESENTED BY THE CORLEY-MOUNTAIN RURAL FIRE DEPARTMENT**



**CMRFD.COM**