

Alamo Area Fire Explorers Competition Rules

General Rules

It is a pleasure for the San Antonio Fire Department to host the Alamo Area Fire Explorers Competition. It is our goal to assist in presenting a safe, competitive, fun, and educational time for the area Fire Explorers, Advisors, families and friends in attendance.

The competition shall have judges, time keepers and a starter for all events. All judges and time keepers shall be entitled to a vote on any questions that may arise.

Any team trying to win by fraud, deception, foul play, or in any dishonorable or unseemly, or shall disobey, infringe upon or evade any of the rules and regulations before or during the contest, shall be barred from competing in that event. All decisions will be made by the judges and will be final.

The same starting cadence will be used for every event: **Time keepers Ready? Judges Ready? Firefighters Ready? Hands in the air, Get set, Go!**

Sufficient room for the competing individuals or teams to operate in shall be maintained by the judges during the event.

It shall be the duty of the judges to check all couplings, the nozzle and the connections to ensure that all threads are compatible and will make up easily.

All runs completed will be final unless a defect in equipment occurs while that team or individual is running. In such an event, the team or individual shall be allowed a second opportunity to run.

Any conditions that may arise that are not covered in these rules shall be governed by the San Antonio Fire Department officials.

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Event #1 Firefighter Obstacle Course

Objective

The participant will demonstrate the ability to perform a simulated rescue, operate a striking tool, climb a high rise stair case, enter and proceed through a confined space and pull a charged fire hose line.

Instructions

Equipment needed: Turnout coat, Turnout pants, Gloves, Helmet, and Boots

The participant shall be ready for the event by donning a complete set of bunker gear with the exception of a hood.

The participant will stand upright at the start line with both hands above their head and knees in the locked position.

After the **Go** command is given each participant will complete the following:

Mannequin drag - The participant will run 25' to the mannequin, grab the black strap and then drag the 154 pound mannequin 25' around the drum and 25' back ensuring the feet cross the designated line. The mannequin will be placed on the ground and the participant will move to the next event.

Keiser sled – The participant will grab the 9 pound dead blow hammer out of the red square. The participant will strike a beam until it has been moved a distance of 24". Upon completion of the Keiser the participant will place the head of the dead blow hammer back in the red square before they can move to the next event.

Stairs - The participant will ascend to the 3rd floor ensuring they touch the red color rail before the participant can begin their descent. The handrails must be used and every step must be contacted in the ascent and descent. Failure to touch each step will result in a two-second penalty per infraction. Upon completion of the stairs the participant will move to the next event.

Confined space - The participant will crawl through a 24" diameter culvert tube 20' long entering at one end and exiting out the opposite end. Upon completion of the confined space the participant will move to the last event.

Hose drag - The participant will grab the hose between the nozzle and the red mark, place it over their shoulder drag a charged 1 ¾" hose line a distance of 100' to the finish line. The participant will complete the obstacle course once crossing the finish line.

If a participant is unable to successfully complete any of the skills of the obstacle course it will be the judge's discretion to disqualify a participant with a "No-Time" for the event.

The participant's time will be recorded by the designated time keeper

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Event #2 Three Person Relay

Objective

A team of three participants will demonstrate the ability to connect two sections of fire hose together, attach a hose line to a fire engine, turn the valve on to create a continuous flow of water from the fire engine to the nozzle as a team. This is a timed event.

Instructions

Equipment needed: Work gloves and Helmet

The Fire Engine will be fitted with a 2 ½" gate valve on a pump discharge. A fire hydrant will supply and be turned to the full "ON" position allowing full water flow to be controlled by the 2 ½" valve.

Two 50' sections of 2 ½" hose will be laid on the ground away from the discharge side of the fire engine with the couplings unattached.

A straight bore nozzle will be placed at least one nozzle length from either side of the end of the hose.

The team members will stand perpendicular to the hose with hands above their head and knees in the locked position. One participant will start at the fire engine connection and the other two participants will start on opposite sides of the center coupling of the two sections of hose.

After the **Go** command is given each participant must run no less than 50' to accomplish the following:

- Connect the 2 ½" hose to the 2 ½" valve on the fire engine
- Connect the two sections of hose together
- Attach the nozzle to the end of the hose
- Charge the hose line with water using the 2 ½" valve on the fire engine. Make sure to produce a full stream of water from the nozzle

Any team that has a blow-off at any connecting point before the time is clocked shall be given a "No-Time" by the judge. All the connections must be threaded in such a manner that they will remain in place without being held until time is clocked by the time keepers. Only the team members making the nozzle connection may be touching the hose.

The team's time will be recorded by the designated time keeper!

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Event #3 Four Person Relay

Objective

A team of four participants will demonstrate the ability to connect a fire engine to a fire hydrant, extend a hose line from the hose bed, operate a fire hydrant and create a continuous flow of water from a nozzle as a team. This is a timed event.

Instructions

Equipment needed: Work gloves and Helmet

The working order of the drill shall be as follows: Fire engine to be set approximately 50' from the hydrant, motor will be silent, door open, 3" hose line to connect fire hydrant gate valve to fire engine will be laid out on the ground with couplings laid back on hose. After the drill has started, the position of the fire engine cannot be changed. A red line shall be painted 100' back from the tailboard of the engine. A hose bed box with a 50' section of hose will be provided and the team will be provided 2 additional sections of hose. Hose may be loaded as the team desires, but must come out of the hose bed in a straight line. No skid, twist or other loads on the third section of the hose that will permit hose to come out in any other manner than a straight line shall be permitted. After all the hose has been loaded into the hose bed box, a judge will ask the team if their hose is loaded and ready for inspection. The judge will set the coupling to be broken during the race after the team completes its loading, and immediately before the team runs. The coupling will be set the same for each team. All couplings and connections will be checked by the judges to ensure they are uniform for all teams before each run. No team member shall touch any coupling or connection after it has been checked by the judge.

Position of the participants at the starting signal shall be as follows: one participant located in the driver's seat, one participant located in the officers seat (front passengers side) sitting in natural position, facing forward and two participants on rear platform/tailboard of the engine, facing forward and if possible with feet entirely on the running board. Participants must remain in their position with their hands above their head until the starting signal is given.

After the **Go** command is given the teams may work as they choose to accomplish the following:

- Connect 3" supply hose to hydrant and fire engine pump intake on the driver side.
- Continuously 100' of 2 ½" hose from the hose bed in a straight line until the coupling indicating the 100' mark clears the hose bed
- Take the nozzle from the tailboard of the engine and connect to the end of the hose. Connect the opposite end of the hose to the officer side of the engine.

-Open the valves of the hydrant and the engine discharge to allow water to flow until a stream emerges from the nozzle.

Hose may be extended to its full length as long as the nozzle is behind the red 100' line on the ground when the water comes through it. Nobody shall grab the hose until the coupling at the 100' mark clears the hose bed. Teams do not have to touch the 100' line on the ground but must ensure that only 100' of hose is pulled off. The time of the team shall be recorded from the time the starting signal is given until a continuous flow (not a surge or spurt) of water passes from the nozzle crossing the red 100' line on the ground.

Any team that has a blow-off at any connection or at the nozzle before time is clocked shall be given a "No-Time" by the judge. All connections must be screwed on in such a manner that it will remain in place without being held onto, until the time is clocked by the timekeepers. Only the team members at the nozzle may be touching the hose, and the person at the hydrant may still be turning the valve to the on position.

The team's time will be recorded by the designated time keeper!

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Event #4 Bunker Gear Drill

Objective

The Firefighter will demonstrate the ability to “Don” a complete set of Bunker Gear.

Instructions

Equipment needed: Turnout coat, Turnout pants, Hood, Gloves, Helmet and Firefighting Boots

The participant will be required to properly “Don” a complete set of bunker gear. The participant will start the event without shoes on their feet. The participant will have their bunker gear laid out on the ground in front of them. This is a timed event.

After the **Go** command is given the participant will begin to “Don” their gear.

The participant’s time is completed when the participant claps their hands together. The participant cannot touch or adjust their gear after indicating they are finished. The participant will stay completely bunkered out until the judge has completed their inspection. After completing their inspection the judge will give the participant a “Pass” or go over any discrepancies found. 10 seconds will be added to the participants completed time for each discrepancy found. Participants time will be recorded and consent to “doff” or remove their equipment will be given.

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Event #5 Bucket Brigade

Objective

A team of no more than (4) firefighters will establish a relay, transferring water from a static source to a 55-gallon barrel.

Instructions

Equipment needed: Helmet

Four (4) - 2 gallon buckets will be placed at the starting line. A static water supply of approximately 110 gallons will be located 10 feet from the starting line. The team participants will stand straight up with their hands over their head until the starting signal is given.

After the **Go** command is given, the participants will do the following:

Standing behind their buckets with hands above their head, the participants will grab their 2 gallon buckets, fill them with water at the static source and run a distance of 75' emptying their buckets into a 55-gallon barrel. The participants will continue this until the water runs over the top of the 55-gallon barrel. Time will stop when the judge observes water running over the top.

The team's time will be recorded.