

Junior Firefighter Challenge

Saturday August 26, 2017
8:00 AM

Fair Grove Fire Dept.

Scheduled Events



**Initial Fire Knockdown
Search and Rescue
Equipment Identification
Master Stream Assembly**



For more information contact:

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Show us what you got!

Please contact me by August 12, 2017 with attendance counts.

Junior Firefighter Challenge Rules

1. Initial Fire Knockdown

Up to four juniors from each department are allowed to compete. Each competitor will don full protective gear **excluding** SCBA and hood, retrieve and deploy an attack line, negotiate an obstacle, and knock down a target with the hose stream.

- a. Two competitors will compete at the same time. Each competitor will be allowed two attempts. The better of the two times will be accepted. Participants will provide their own gear.
- b. Participants will begin 10 feet from their gear. A table will be provided and the gear can arranged however they prefer. Gear must include structural or all leather gloves. The competitor will start in normal street clothes with shoes tied.
- c. The participant will use a 150' 1-1/2" hose line laid in a wooden box on the ground to simulate an engine cross lay. The participant's department members are responsible for laying the hose in the bed in a configuration of their choosing (other department's members may help if needed). Once the hose has been completely removed from the hose bed, the participant will signal the pump operator to open the valve. Two operators, one from each competitor's department, will be used, one for each valve. The valve will not be opened until all hose is clear of the hose bed. Any hose kinks or piling up of hose will be the competitor's responsibility.
- d. Midway through the course, an obstacle with an approximately three foot high opening requiring the competitor to crawl or crouch for several feet will be placed. Participant's will have to negotiate the obstacle alone with the hose.
- e. Timing will stop when the participant's water stream knocks over a traffic barrel placed approximately 200' from the engine. If the water stream remains in contact with the barrel for 3 continuous seconds without overturning it, timing will stop. Competitors will then shut down and then drain the hose line for the next turn, and return to the gear table for inspection of their fastenings and straps. The competitor will be inspected to confirm that all fasteners are fastened and straps pulled tight. Penalties of 3 seconds will be added to a competitor's time for each fastener or strap violation.

2. Search and Rescue

Up to two teams of two from each department are allowed to compete. No competitor will be allowed on multiple teams. A team of two participants will enter a darkened area, search the area, find a victim and remove the victim from the area.

- a. One team will compete at a time. Each team will be allowed two attempts. The better of the two times will be accepted. Participants will provide their own gear. A vision obscuring SCBA mask will be provided for each competitor.
- b. Competitors must wear full protective gear **excluding** SCBA and hood. An insert will be placed inside the mask to obscure vision. Each competitor is allowed to carry hand tools. Choice of equipment is up to the individual with the exception of a guide rope attached to the entryway.
- c. The search area will consist of an approximately 15 foot by 15 foot area with 4-foot high barriers (to simulate walls) and assorted furnishings. One observer from each competing department will be allowed to enter an observation area at the beginning of each round of attempts and must stay within the observation area for the entire round. If an observer helps or hinders any team, both teams from their department will be penalized 5 seconds each. Only judges and the two

competitors will be allowed in the search area. **Anyone** discussing the search area will disqualify all participants from their department.

- d. Competitors will start at a closed door. The lead competitor must test the door for heat before entering. Time will start when the first participant crosses the threshold of the doorway. One of the competitors must be in contact with a wall during the entire search and rescue. Partners must stay in contact with each other at all times, either through physically touching their partner, mutual contact with the victim, or through rope or other equipment. Rope, webbing, etc. can be used to keep the competitors in contact with each other. Each search team member must keep at least one knee on the ground at all times.
- e. The victim will be a dummy constructed of 1-1/2" fire hose and dressed in turnout coat, pants, and boots. (Approx. 100 lbs). The victim will be placed in the same position and location for every team in a round of attempts for fairness. The victim will be relocated to a second position approximately the same distance from the doorway for the second round. All teams will be isolated after they complete a round and will remain isolated until the round is completed. Anyone discussing the position or location of the victim with anyone will disqualify all teams from their department. When found, the victim must be assessed and placed face up and in a head first position. The victim must be kept face up and be moved head first during the entire rescue.
- f. Timing will stop when the entire victim has crossed the threshold of the door. Penalties of 2 seconds will be added to a team's time for each second of violation of the rules. (Example: A team member loses contact with a wall for 3 seconds. A 6 second penalty is added to the team's time.)

3. Equipment Identification

Up to four entries from each department are allowed to compete. Competitors will correctly identify 25 pieces of firefighting equipment.

- a. One competitor will compete at a time. Each competitor will be allowed one attempt.
- b. 25 pieces of equipment will be displayed. The competitor will be given cards with the following 50 equipment names written on them:

1½" Fog Nozzle	Crow Bar	Portable Master Stream
1½" Hose Section	Drop Tank Strainer	Positive Pressure Fan
1½" Smooth Bore Nozzle	Dry Chemical Extinguisher	Pry Bar
1½" Gated Wye Valve	Exhaust Fan	Reciprocating Saw
2½" Double Female Coupling	Extension Ladder	Roof Ladder
2½" Double Male Coupling	Fire or Pick Head Ax	Rope Bag
2½" Fog Nozzle	Flat Head Ax	SCBA Pack
2½" Hose Section	Foam Inductor	Scene Tape
2½" Smooth Bore Nozzle	Forestry Rake	Sledge Hammer
2½" To 1½" Coupling	Haligan Tool	Stortz To 2½" Coupling
2½" Gated Wye Valve	Hose Clamp	Street Flares
6" Threaded To Stortz Coupling	Hose Jacket	Tarp
Attic or Folding Ladder	Hydrant Gate Valve	Thermal Imaging Camera
Bolt Cutter	Hydrant Wrench	Water Extinguisher
Cellar Nozzle	Infrared Thermometer	
Chimney Nozzle	K-12 or Cutoff Saw	
Ceiling Hook	Spanner Wrench	
CO ₂ Extinguisher	Pike Pole	

- c. The competitor will label each piece of equipment and notify the judge when finished. 3 seconds will be added to the competitor's time for each mislabeled and unlabeled piece of equipment. Each competitor will be isolated until everyone from his or her department has competed. Anyone discussing which equipment is displayed will disqualify all participants from their department.

4. **Master Stream Assembly**

Departments will be limited to one team of four per department. A team of four will connect a master stream to a hydrant using five sections of 2-1/2" hose, open the hydrant, and proceed to hit three targets with the water stream.

- a. One team will compete at a time. Each team will be allowed two attempts. The better of the two times will be accepted. Competitors must wear turnout pants, boots, gloves, and helmet for protection.
- b. Five sections of 2-1/2" hose will be located in a 5' deep by 10' wide area to the left and behind the hydrant. The sections can be arranged in any manner providing the couplings are not touching prior to starting. The portable monitor will be positioned in the area where it is to be used with the turret elevation and the rotation locked. Timing will begin when the first competitor touches the hose.
- c. The hose must be connected into one line to reach the monitor approximately 225' from the hydrant. The monitor cannot be relocated.
- d. The hydrant must be opened completely. Three targets will be placed at different angles and distances from the monitor. One target approximately 8' high in the center, two on the ground approximately 20' to each side of the center target. The targets may be hit in any order. Timing will cease when the third target is hit. In the event the target is not toppled, three seconds of continuous contact will be considered a "hit". The judge will announce when a cone is considered "hit". Competitors will be allowed to carry any tools needed to complete the task. Each team will drain and arrange the hose in the starting area.
- e. Note: The hydrant used for this event has a very low pressure (approximately 75 psi). To achieve the pressure to reach the targets, the hose must be laid with practically no kinks in the hose line and the hydrant must be fully open.