

Northwest Florida Volunteer Weekend  
Firefighter Competition  
Friday, September 17, 2010 at 1 pm

General Rules

1. Complete registration form and \$50 fee must be in the office of the NW Florida Volunteer Firefighter Weekend no later than September 7, 2010.
2. All team members shall be active members of the Department or Association they represent.
3. Teams shall be allowed up to 5 team members, including the Team Captain. **NO MORE THAN ONE TEAM FROM EACH DEPARTMENT OR ASSOCIATION WILL BE PERMITTED.**
4. All protective gear worn must have **NO** modifications. Only representative department firefighting gear will be accepted. **NO COMPETITION GEAR!** Liners must be intact. Pull-up fire boots (no zippers) are the only acceptable boots for use in the events. Failure to wear required personal equipment will result in a disqualification for the team/team member.
5. Improper latching or loss of personal equipment shall result in a five (5) second penalty for each infraction.
6. The Team Captain shall be the only member authorized to make a protest to the Incident Commander (IC). The decision of the IC and Head Judge will be final and binding.
7. A false start shall result in a five (5) second penalty being assessed and the event shall continue. A false start is defined as any starting before the signal is given by the IC.
8. Due to the fact that winners are being determined by the lowest times, a disqualification in an event will lead to the slowest event time plus ten (10) seconds being used for each event.
9. No equipment shall be broken down until the IC gives the signal to do so. Any infraction of this rule shall result in a five (5) second penalty for each infraction.
10. Any unsportsmanlike conduct from any team member or Department member shall result in a ten (10) second penalty being assessed to that team. Any continuing unsportsmanlike conduct from a team will result in the team being disqualified from the competition.
11. The use of intoxicants by a team member shall result in that team being disqualified from the competition. No substitute member shall be allowed to replace such a disqualified team member. **NO INTOXICANTS ARE TO BE CONSUMED ON THE PREMISIS.** In order to have a safe competition, this rule will be strictly enforced.
12. A substitute team member may be allowed to compete after receiving the approval of the IC. Rule 2 will apply in receiving such approval.
13. At the start of each event, only the team members required for the event and the IC shall be allowed on the competition field. A five (5) second penalty shall be assessed for each infraction.
15. Prior to the start of each event, it will be the responsibility of the Team Captain to check and ascertain that all equipment is ready and prepared for the event. In case of uncontrollable equipment, malfunctions (breakage or failure) not due to team error and immediate restart will be granted without any penalty.

- 16.** A meeting of the Team Captains and IC shall be held on **Friday, September 17, 2010 at 12 noon**. It will be held on the competition grounds. The purpose of this meeting is to make sure everyone involved understands the rules and safety during the competition, to make any special announcements, and to announce the running order of the teams. The first event will begin promptly at 1 pm.
- 17.** All nozzles and appliances are to be placed on the ground, not thrown or intentionally dropped. Any infraction of this rule will result in a five (5) second penalty for each infraction. The infraction must be seen by the IC in order for the penalty to be assessed.
- 18.** In the event of pump operator error due to circumstances beyond the control of the IC, a rerun will be allowed; but the time shall not be less than the time that the truck was shut down by the operator when error occurred.
- 19.** Running during any of the Events will result in a 10 second penalty.
- 20.** A five (5) second penalty will be assessed for each of the following infractions: not checking for proper climbing angle, ladder not raised over 6 rungs, moving or knocking over cones on Event 3, hose not placed in designated location, for each stair missed on ascent or descent, ax does not stay in stump,
- 21.** Trophies will be awarded to the winners for 1<sup>st</sup> – 3<sup>rd</sup> place. A perpetual trophy will be awarded to the overall winning team covering all events. All awards will be presented at the Banquet on Saturday evening.

Northwest Florida Volunteer Firefighter Weekend  
Firefighter Competition

September 17, 2010 at 1 pm

Niceville, FL  
Registration Form

Department: \_\_\_\_\_

Address: \_\_\_\_\_

Contact Name: \_\_\_\_\_

Phone #: \_\_\_\_\_ Email: \_\_\_\_\_

Registration fee for the competition is \$50 for each team.

**TEAM MEMBERS**  
***NAME / SIGNATURE***

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Chief or President Signature & Date \_\_\_\_\_

Team Captain Name & Signature \_\_\_\_\_

Mail completed form and registration fee to:  
**NW FL Volunteer Firefighter Weekend**  
77 Hidden Cove  
Valparaiso, FL 32580

Registration form and fee must be in our office by September 7, 2010

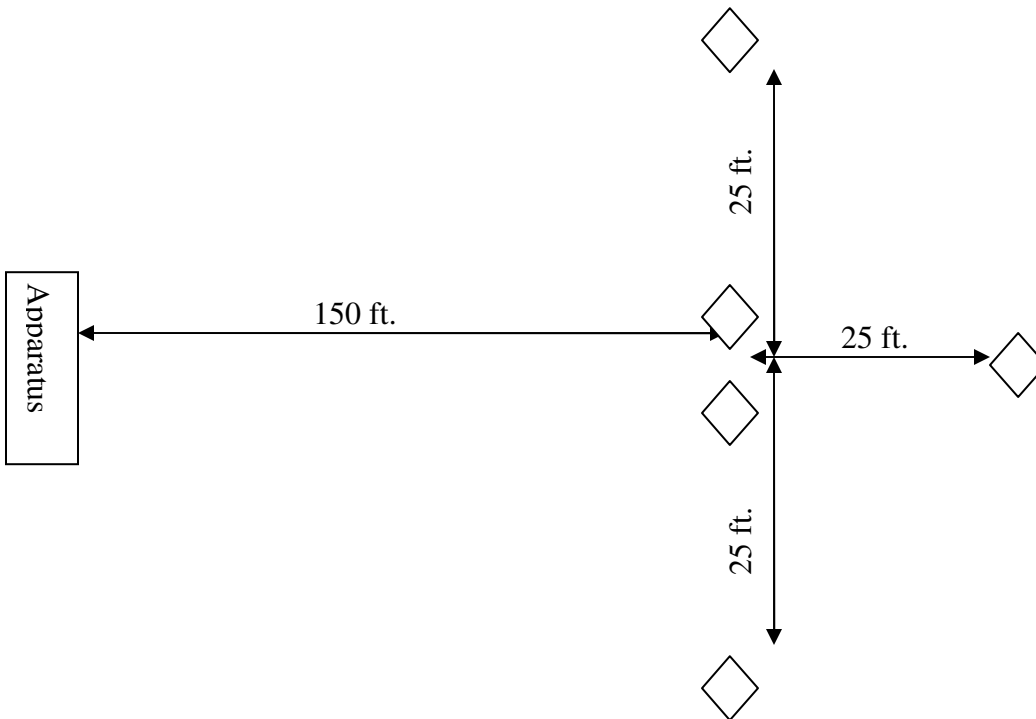
If you have any questions about the competition call **877-68-NFVFW** or email **Charlie at**  
**staff@nwflvolunteerffweekend.com**

## Event 1: Hose Task

**Equipment provided:** Apparatus, pre-connected 150 ft. 1 ½" hose, and 1 ½" combination nozzle.

**Personal equipment:** Team shall supply complete turnout gear, helmet, boots, gloves and SCBA.

Contestants will walk 25 feet from start line to a preconnected 150ft 1-½ inch uncharged hose line with nozzle which will be flat loaded in a hose bed located on apparatus and place sections of flaked hose on shoulder. Contestants must then drag the hose line 150 ft to its full extension and request hose line be charged (a pair of cones will designate finish). Once the line is charged the contestants must spray water in order to knock down three cones. Time ends when all three cones are knocked down.



**Event 2: Ladder/ Tower Climb**

**Equipment provided:** Apparatus, 24 ft. extension ladder and 3 each 50 ft. sections of 2 ½” hose.

**Personal equipment:** Team shall supply complete turnout gear, helmet, boots, gloves and SCBA.

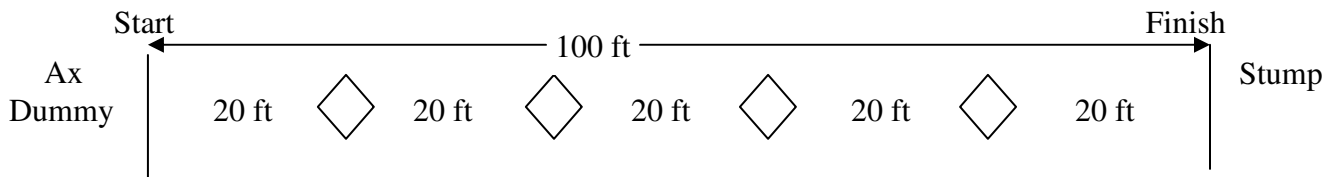
Contestants will start outside the engine at a pre-designated location and upon being told to start they must safely remove a 24 foot extension ladder which is secured on the side of an apparatus and carry it using an appropriate carry 50ft to a designated wall or building and extend the ladder six rungs (must be locked) over the top of the wall. Contestants must then pull butt of ladder back from wall to a designated line and check for proper angle for climbing. Contestants must then walk to the base of the fire tower, pick up and carry three 2-½ inch fifty foot sections of hose up the stairs to the third landing and placed hose into designated area. Contestants must then descend back down stairs and cross finish line, which will be designated with two cones. Time will stop when all three team members have crossed the finish line.

**Event 3: Dummy Carry/ Drag**

**Equipment provided:** 150 lb dummy and a fire ax.

**Personal equipment:** Team shall supply complete turnout gear, helmet, boots, gloves and SCBA.

The contestants will start next to a 150 lb dummy and a fire ax. Two team members will carry or drag the dummy one hundred feet through a weaving cone pattern consisting of 4 cones placed 20 ft. apart followed by the third team member with the ax. Team members may switch out carrying or dragging the dummy. After the dummy crosses the finish line the third team member will end the time by sinking the ax into a wooded stump.



#### Event 4: Barrel Push

**Equipment provided:** 150' of 1 ½" hose or 1 ¾" hose, a 1 ½" combination nozzle and a double ribbed beer keg. Water will be supplied at 100 P.S.I. All hose shall be double jacketed.

**Personal equipment:** Team shall supply helmet and boots. Bunker Coats are optional.

Five team members will start 25 feet behind the start / finish line. Nozzle man should check the nozzle for the desired pattern prior to the start of the event. The keg can be placed in any position as long as it is behind the start/ finish line. When the IC gives the start signal, the team will proceed toward the nozzle and hose. The nozzle man shall push the keg with a water stream from the start/ finish line. The nozzle man can adjust the nozzle pattern at anytime while pushing the keg. At no time during the event shall the keg be touched with anything but water, a five second penalty shall be assessed for each infraction of this rule. The nozzle man and the backup man are required to pass through the barrels at the beginning of the event. Only the keg is required to pass through the barrels to complete the event. Time is taken when the keg passes through the two barrels at the finish line. If the keg crosses over the start line without passing between the two gate barrels the event will be stopped and no time awarded.

