

Gulf Stream Council

EXPLORINGTM
DISCOVER YOUR FUTURE



Firematics

Competition Handbook

**Hosted and Sponsored by
Explorer Post 705**

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Palm Beach Gardens Fire Rescue

May 18, 2019

Palm Beach Gardens Fire Rescue Station #3

5161 Northlake Boulevard

Palm Beach Gardens

9:00 AM – 4:00 PM

REGISTRATION DEADLINE: MAY 11, 2019

2019 EXPLORING FIREMATICS
GENERAL INFORMATION

Check-in

Saturday, May 18, 2019
Palm Beach Gardens Fire Rescue Station #3
5161 Northlake Boulevard, Palm Beach Gardens, FL

Posts should arrive by 9:00a.m.
Advisors and judges meeting will begin at 9:30a.m.
Events will begin at approximately 10:00 a.m.

Competitive Events

1. The Firematics Competition will consist of the competitive events described in this handbook.
2. Any disputes that arise during the competition will be settled as indicated in the attached Competition Rules.

Food

Lunch and other meals or snacks are on your own. Posts may also choose to bring their own food and drinks. Please make sure that all trash is placed in the proper containers.

Competition Rules

1. There is no fee to participate in this year's competition. However, participating posts must register online at the Gulf Stream Council website by Saturday, **May 11, 2019**.
2. All team members shall be active members of the Explorer Post they represent and currently registered with Learning for Life.
3. Six-member teams shall participate in each event.
4. Teams shall be allowed up to 10 team members, including the Team Captain.
5. Teams are expected to apply generally acceptable standards of safety throughout the competition. Recurring safety violations by any team may lead to disqualification.
6. Bunker pants with suspenders and jackets (liners intact), helmets, pull-up boots, and fire gloves must be worn for all events. All protective gear worn must have NO modifications. Only representative department NFPA approved firefighting gear will be accepted. **NO COMPETITION GEAR!** Long pants are to be worn in all events. Failure to wear required personal equipment will result in a five (5) second penalty for each infraction. Posts supply their own protective gear.
7. Improper latching or loss of personal equipment shall result in a five (5) second penalty for each infraction.
8. All equipment necessary to conduct the events (i.e. hoses, nozzles, clamps, barrels, cots, etc.) will be provided. No outside equipment is permitted.

9. The Team Captain shall be the only member authorized to make a protest to the Event Judge. If the Team Captain and the Event Judge cannot reach a decision on the protest, the Head Judge will be called in. The decision of the Head and Event Judges will be final and binding.
10. 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 judge gives the signal. Running during events is considered an unsafe act and will not be permitted.
11. Due to the fact that winners are being determined by the lowest time, a disqualification in an event will lead to the slowest event time plus ten (10) seconds being used for each event.
12. No equipment shall be broken down until the Event Judge gives the signal to do so. Any infraction of this rule shall result in a five (5) second penalty for each infraction.
13. Any un-sportsmanlike conduct from any team member or Department member shall result in a ten (10) second penalty being assessed to that team. Any continuing un-sportsmanlike conduct from a team will result in the team being disqualified from the competition.
14. 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 BY ANY TEAM MEMBER BEFORE, DURING OR AFTER EVENTS.** In order to have a safe competition, this rule will be strictly enforced. Anyone possessing, using or under the influence will be removed immediately by local law enforcement.
15. A substitute team member may be allowed to compete after receiving the approval of the event committee. Rule #2 will apply in receiving such approval.
16. At the start of each event, only team members competing in the event and the judges shall be allowed on the competition field. A five (5) second penalty shall be assessed for each infraction.
17. 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, an immediate restart will be granted without penalty.
18. A meeting of the Advisors and Judges shall be held on Saturday, May 18, 2019 at 9:30 a.m. It will be held on the competition grounds. The purpose of these meeting is to make sure everyone understands the rules, to make special announcements, and to announce the running order of the teams.
19. 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 at least two (2) of the judges on the event.
20. In the event of pump operator error due to circumstances beyond the control of the judges, 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 the error occurred.
21. To facilitate final scoring, teams placing First in each event will be awarded three (3) points. Teams placing Second will receive two (2) points and teams placing Third will get one (1) point. The team earning the most points will be the Overall First Place winner. Second Place winner will have earned the next highest number of points and Third Place will have earned the third highest number of points. In the event of a tie in final scoring, the winner will be determined by the results of an additional Barrell Push.

Hose Deployment Evolution

Team: _____ Judge: _____

Participant 1:

Participant 2:

Participant 3:

Participant 4:

Participant 5:

Participant 6:

Overview: Each team is given five minutes to set up equipment inside the designated 10' x 10' outlined box. Six participants will start on the marked line that is fifteen feet behind the equipment box. The evolution has three task objectives:

1. Connect to the hydrant with two sections of 2½" hose and knock down the middle target.
2. Attach the screw-down hose clamp at least 5' from the coupling of the two connected 2½" hoses and shut down the water. The clamp must be at least 20' from the hydrant.
3. Attach the gated wye to the end of the first section of 2½" hose and then attach one section of 1¾" hose to each side of the gated wye. These two hoses will be used to knock down the remaining targets.
4. Prior to the start of the event, all hoses and nozzle must be at least 1" away from each other and must be rolled inside the equipment area.
5. One person must remain at the water supply valve once the line has been charged, so in case of a problem it can be shut down. The person at the valve must stay within 5-feet of the valve. Failure to do so will result in a five second penalty.

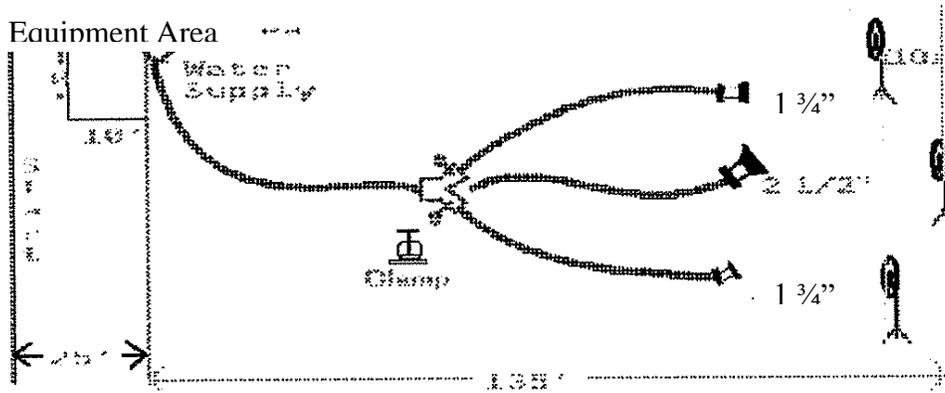
At least three Explorers must be in control of 2 ½" hoses and two in control of 1¾" hoses before charging. Time stops when the last target has been knocked down. **All required equipment will be supplied for the event. NO PERSONAL EQUIPMENT CAN BE USED.**

Equipment provided: Two 50' sections of 2½" hose; screw-down type hose clamp; gated wye; two 50" sections of 1¾" hose; one 2½" smooth bore nozzle; two 2½" adjustable nozzles, three targets; hydrant wrench; and one pumper.

Protective gear: All participants must wear bunker pants with suspenders and jackets (liners intact), helmets, pull-up boots, and fire gloves.

Note: Ground and all hose must be wet for all teams before start.

Hose Deployment Evolution



Hose Deployment Evolution Scoring

TIME	
UNSAFE ACT(+20 SECONDS)	
PENALTIES(SEE ABOVE)	
TOTAL TIME	

TIME FOR HOSE DEPLOYMENT EVOLUTION _____

SCORE FOR SPORTSMANSHIP (0 – 10 POINTS) _____

Running Hose

Team: _____ Judge: _____

Participant 1:

Participant 2:

Participant 3:

Participant 4:

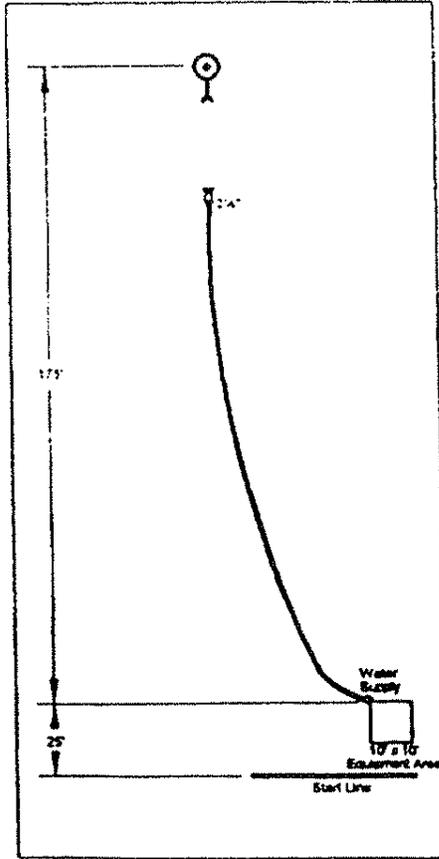
Participant 5:

Participant 6:

Overview: The hose and nozzle are to be placed in a 10' x 10' equipment area located at the water supply line beside the water source. When the start signal is given from the judge, the team members will go to the equipment area, pick up the hoses and nozzle. All hoses will be thrown. Competitors will then assemble them and advance toward the target while connecting the hose to the water supply. At least three Explorers must be in control of 2½" hoses prior to charging. Time is taken when the target is knocked down. Hoses can either be connected on the run or in place. Prior to the start of the event, all hoses and nozzle must be at least 1" away from each other and must be rolled inside the equipment area. One person must remain at the water supply valve once the line has been charged, so in case of a problem it can be shut down. The target is located 175' from the water supply line. If a line becomes disconnected before the target is hit, it may be shut down by the person at the valve, reconnected and the event continued. The person at the valve must stay within 5' of the valve. Failure to do so will result in a five second penalty.

Equipment provided: Three 50' lengths of 2½" hose and a 2½" solid bore nozzle. All hose shall be double jacketed.

Protective gear: All participants must wear bunker pants with suspenders and jackets (liners intact), helmets, pull-up boots, and fire gloves.



RUNNING HOSE SCORING

TIME	
UNSAFE ACT(+20 SECONDS)	
PENALTIES(SEE ABOVE)	
TOTAL TIME	

TIME FOR RUNNING HOSE _____

SCORE FOR SPORTSMANSHIP (0 – 10 POINTS) _____

Hose Roll Evolution

Team: _____ Judge: _____

Participant 1: _____

Participant 2: _____

Participant 3: _____

Participant 4: _____

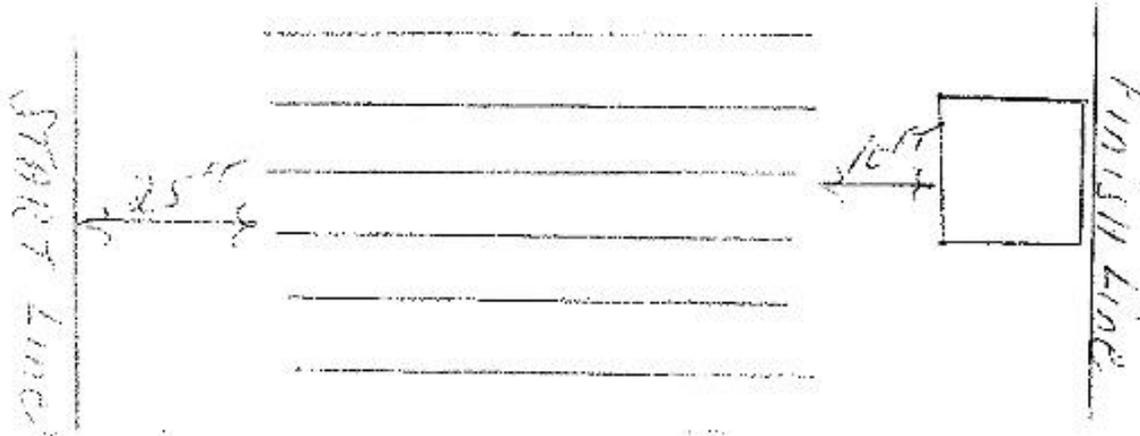
Participant 5: _____

Participant 6: _____

Overview: Six participants will start out on the marked line that is twenty-five feet behind a section of 3" diameter hose. The hose must be straight rolled and placed into the box, which only fits six tightly rolled hoses. All six hoses must fit in the box with the lid shut, which will signal with a light. As soon as the box lid closed light illuminates, each team member will unroll the 3" hose in the direction where they started. The hose must be returned to the same layout as when the event started. (Straight, no twist, loops, etc). The time stops when the last participant has crossed the finish line.

Equipment provided: Six 50' sections of 3" hose and a wood box.

Protective gear: All participants must wear bunker pants with suspenders and jackets (liners intact), helmets, pull-up boots, and fire gloves.



Hose Roll Evolution Scoring

TIME	
UNSAFE ACT(+20 SECONDS)	
PENALTIES(SEE ABOVE)	
TOTAL TIME	

TIME FOR HOSE ROLL _____

SCORE FOR SPORTSMANSHIP (0 – 10 POINTS) _____

Midnight Drill Event

Team: _____ Judge: _____

Participant 1:

Participant 2:

Participant 3:

Participant 4:

Participant 5:

Participant 6:

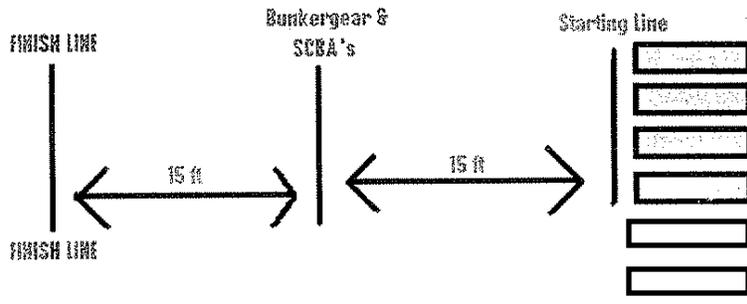
Overview: Each team member will start from a supine position on their cots and covered with a sheet at the starting signal. Duty boots must be on, but can be loose. Both duty boots will be placed on the 12"x12" square at the foot of the cot with a minimum of 50% of both duty boots being on the square. Each member will get out of bed and advance to their bunker gear, which will be located 15' from the foot of each bed. Each member will don their bunker gear, which will consist of boots, pants with suspenders, coat, gloves and helmet. Then each member will don an SCBA, which will be located next to each set of bunker gear. All straps must be fastened and reasonably tightened. Once the team member is completely outfitted in turnout gear and SCBA, he/she will advance to the finish line located 30' from the foot of the bed. Time will end once the last team member passes the finish line. Participants crossing the finish line are prohibited from returning. Once each member passes the finish line he/she will hold arms up for inspection by the judges.

Each of the following infractions will result in a two second penalty:

- Unfastened pants
- Unfastened jacket
- Helmet shield not down OR chin strap not tightened
- Straps to SCBA not fastened or loose.
- More than 50% of duty boots not placed on the square

Equipment provided: Six cots with sheets; and six air packs without masks.

Protective gear: All participants must wear bunker pants with suspenders and jackets (liners intact), helmets, pull-up boots, and fire gloves.



Midnight Drill Scoring

TIME	
UNSAFE ACT(+20 SECONDS)	
PENALTIES(SEE ABOVE)	
TOTAL TIME	

TIME FOR MIDNIGHT DRILL EVENT _____

SCORE FOR SPORTSMANSHIP (0 – 10 POINTS) _____

Barrel Push Evolution

Team: _____ Judge: _____

Participant 1:

Participant 2:

Participant 3:

Participant 4:

Participant 5:

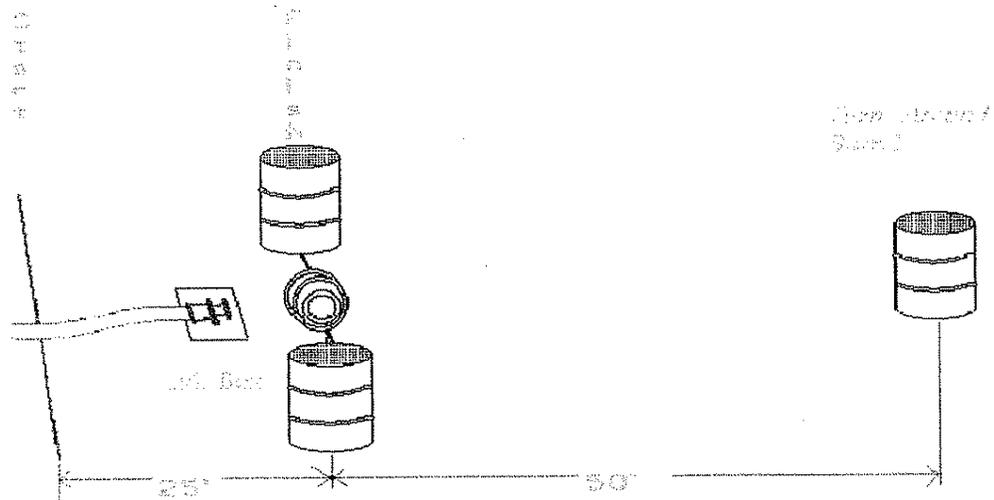
Participant 6:

Overview: Six team members will start 25' 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 start signal is given by the judge, the team will proceed toward the nozzle and hose. At least two Explorers must be in control of 1³/₄" hoses before charging. The nozzle man shall push the keg with the water stream from the start/finish line. The nozzle man can adjust the nozzle pattern at any time while pushing the keg. At no time during the event shall the keg be touched with anything but water. A 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 and required to go around the "turn around barrel". Only the keg is required to go through the barrels to complete the event. Time is stopped when the keg passes through the barrels at the finish line. If the keg crosses over the start line without passing through the two gate barrels, the event will be stopped and the highest time plus 60 seconds will be awarded if the team is unable to correct the action and finish in the proper way.

Boundaries are grass to grass or cannot be reached with the hose.

Equipment provided: 150' of 1³/₄" hose; 1¹/₂" combination nozzle and a beer keg. All hoses shall be double jacketed.

Protective gear: All participants must wear bunker pants with suspenders and jackets (liners intact), helmets, pull-up boots, and fire gloves.



Barrel Push Scoring:

Penalty-Anything touching the keg other than the water stream (30 seconds)
Disqualifications – Keg out of bounds and or can't be reached by the hose line
(Highest time + 60 seconds)

TIME	
UNSAFE ACT(+20 SECONDS)	
PENALTIES(SEE ABOVE)	
TOTAL TIME	

TIME FOR BARREL PUSH _____

SCORE FOR SPORTSMANSHIP (0 – 10 POINTS) _____