

**Gulf Stream Council Learning for Life,
Saint Lucie County Fire District Explorer Post #448,
Municipal Equipment Company, LLC.**

Presents

FIRE EXPLORER CHALLENGE



NOVEMBER 2nd

Individual timed competition, with 5 consecutive events.

CLASSES: 1st, 2nd and 3rd place will be awarded for each class.

1) 14-17 year's old male 2) 14-21 year's old female 3) 18-21 year's old male

CHECK-IN: 9:00 A.M.

ADVISOR MEETING: 9:30 A.M.

START TIME: 10:00 A.M.

**LOCATION: Indian River State College
Treasure Coast Public Safety Training Complex
4600 Kirby Loop Road
Fort Pierce, Florida**

Participant Registration Fee: \$ FREE \$

Register Early so we can have estimate of participants.

**Information & Registration
Gulf Stream Council Learning for Life
8335 N. Military Trail, Suite 100
Palm Beach Gardens, Florida 33410
(561)-694-8585**

Participants are required to be an Explorer.

FIRE EXPLORER CHALLENGE

ELIGIBILITY: Any fire explorer in good standing with their post.

EVENT: Individual timed competition, with 5 consecutive events.

CLASSES: Awards for 1st, 2nd and 3rd for each class.

- 1) 14-17 year's old male
- 2) 14-21 year's old female
- 3) 18-21 year's old male

EQUIPMENT: Explorer must have the following to compete; bunker pants, coat, boots, fire helmet & fire fighting gloves. (All equipment must be ready to use in a hostile environment, example; no removing liners).

START:

Competitors will signal thumbs up to the starting official to show that they are ready. When the official signals thumbs up in return, the competitor may start at any time. Time will start as soon as the competitor touches the high rise pack. Each race must be performed in the order specified below.

EVENT: 1 High Rise Pack Carry

The competition starts at the base of the tower. The 5ft long high rise pack (double width, 1 ¾" hose) may be carried in any manner and must be placed in designated area on the 3rd floor. The competitor is disqualified if the high-rise pack falls off of the tower. The handrails must be used in climbing the tower. Every step must be taken on the way up.

EVENT 2: Hose Hoist

A straight hose roll (1-50ft section of 1 ¾"), and kern mantle rope is used for this event. The competitor is not allowed to stand on anything other than the 3rd floor platform while hoisting. The evolution is complete when the roll clears the railing and is placed in the designated area on the floor. The hose must ascend; loss of control (i.e., slippage of more than one balcony) will result in a 2-second penalty. Proper placement in the designated area. A 2-second penalty results with any loss of control of the hose roll, including falling off the tower, or rolling down the stairs. Descending the tower, leave both sections of hose in their designated areas and begin descent down to next event, every step (on descent only) must be contacted and the handrail grasped. The competitor is allowed to skip steps while ascending stairs. Failure to touch each step on the descent will result in a 2-second penalty per infraction.

EVENT 3: Forcible Entry

The forcible entry evolution utilizes the Forcible Entry Sled (a chopping simulator). Using the 8-lb. shot mallet provided, the competitor must drive the sled; a 160-lb. (72.5kg) steel beam, a horizontal distance of 30 inches. Pushing, raking or hooking the beam is not allowed; only the head of the mallet is allowed to strike the beam. The handle must not come in contact with the beam at any time. A 2-second penalty is assessed for each infraction after the first handle strike. The observing official will tell the competitor when they have moved the sled 30 inches. Any part of the hammer must be placed in the designated area before moving on to the next event. A 2-second penalty is assessed for this infraction.

EVENT 4: Hose Advance

The competitor must negotiate the 100ft slalom course without missing any barrels; doing so will result in a 5-second penalty for each infraction. Running (defined as both feet off of the ground at the same time) is not permitted during the slalom course. The competitor must pick up the nozzle end of the 1 ¾" charged hose line, and drag it a distance of 75-ft. If the competitor is unable to drag the hose at any point in time: they may place the nozzle on the ground, walk back and grab a coupling to advance a section of hose. Then they may walk back to the nozzle and continue to advance the hose line. Once the nozzle crosses the line into the box, marked on the concrete, the competitor opens the nozzle, hits the target with the water stream until the target is knocked down, shuts down the nozzle and places the nozzle on the pavement. The nozzle must not be opened before crossing the line. A 5-second penalty will be assessed for this violation. If the nozzle is not shut before it is placed down, the competitor must go back and close it. If the Course Staff is required to shut off the nozzle, a 5-second penalty will be assessed. If the nozzle opens after hitting the ground, there is no penalty and the competitor can continue to the victim rescue evolution.

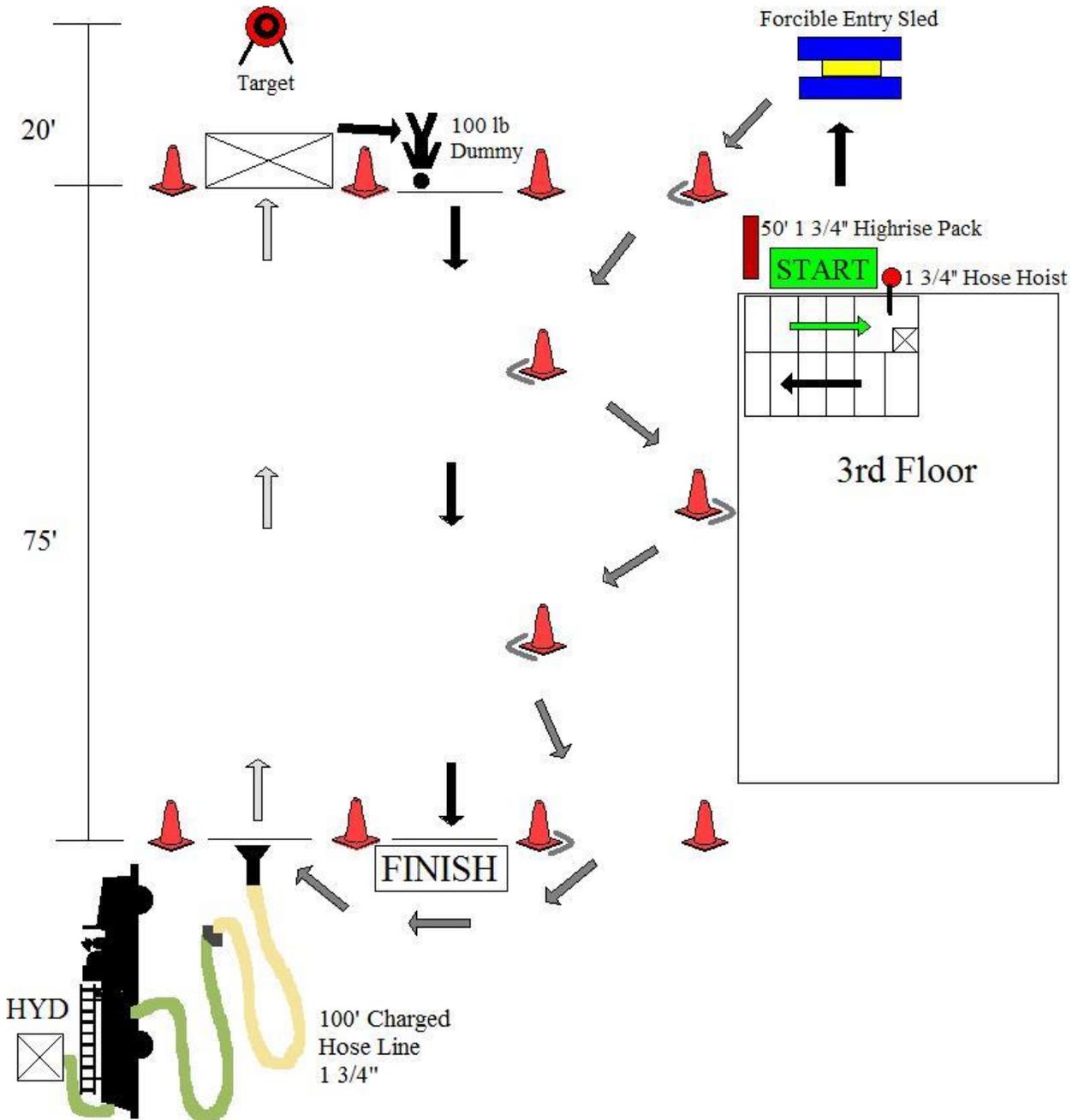
EVENT 5: Victim Rescue

A dummy weighing approximately 95 lbs. must be dragged backwards a distance of 75-ft. Carrying the dummy is not permitted. The dummy must not be dragged by its appendages. Time stops when the competitor and the dummy completely cross the finish line. The Course Marshal, at his sole discretion, may stop any competitor who in the official's opinion creates or is in a dangerous, unsafe or stressful condition.

Task Completion

All competitors are personally responsible for the completion of each task. Only the Course Marshal can intervene or direct the actions of a competitor. In those rare situations where the event staff may have created an impediment, the options to rectify this situation may include a deduction in time to remedy the hindrance or allow another run of the course. All competitors will have a chance to complete the course. Competitors will not have a time limit. We want everyone to do their best and finish the course. If a competitor fails to finish, they will be disqualified.

Fire Explorer Challenge



Fire Explorer Challenge Penalties Summarized

EVENT 1: 1 High Rise Pack Carry

INFRACTION	PENALTY
HANDRAIL NOT USED	5 SECONDS
EACH STEP SKIPPED	2 SECONDS
HOSE NOT PLACED IN DESIGNATED AREA	2 SECONDS
HIGH RISE PACK FALLS OFF OF TOWER	DQ

EVENT 2: Hose Hoist

INFRACTION	PENALTY
HOSE NOT PLACED IN DESIGNATED AREA	2 SECONDS
HOISTING: LOSS OF CONTROL (1 STORY)	2 SECONDS
LOSS OF CONTROL (ROLLING DOWN STAIRS)	2 SECONDS
HANDRAIL NOT USED	5 SECONDS
EACH STEP SKIPPED (on decent only)	2 SECONDS

EVENT 3: Forcible Entry

INFRACTION	PENALTY
FIRST HANDLE STRIKE TO BEAM = WARNING	0
EACH HANDLE STRIKE TO BEAM	2 SECONDS
HAMMER NOT PUT IN DESIGNATED AREA	2 SECONDS

EVENT 4: Hose Advance

INFRACTION	PENALTY
MISSING A BARREL	5 SECONDS
RUNNING IN SLALOM COURSE	5 SECONDS
OPEN NOZZLE BEFORE DESIGNATED AREA	5 SECONDS
OPEN NOZZLE AND STAFF HAS TO SHUT OFF	5 SECONDS

EVENT 5: Victim Rescue

INFRACTION	PENALTY
CARRYING DUMMY 1ST TIME WARNING	0
CARRYING DUMMY	15 SECONDS
DRAGGING DUMMY BY APPENDAGES	15 SECONDS

UNSAFE ACTS WILL BE STOPPED = 1ST TIME VERBAL WARNING / 2ND TIME WILL RESULT IN COMPETITOR BEING STOPPED FOR THE 3 MINUTES FOR THAT EVENT AND THEN RELEASED TO CONTINUE TO THE NEXT EVENT.

*******SKIPPED EVENTS WILL RESULT IN A 3 MINUTE PENALTY**

Relay Event:

Teams: Each team will be comprised of 5 competitors. Individual competitors may participate in any or all teams for relay event. Each competitor may only participate in one event per team. An example would be that the competitor that completes the high rise carry may not also be the competitor that completes the hose advance.

Evolutions: (1) High Rise Pack Carry, (2) Hose Hoist, (3) Forcible Entry, (4) Hose Advance, (5) Victim Rescue.

All 5 relay team members will be in place, at their station, awaiting the baton to start their evolution. The baton will be a 2"x 2" wooden baton. The baton can be secured/carried by the competitor in any fashion they wish. The baton will be passed between relay partners to signify the start of that evolution. The baton may be placed on the ground during the fulfillment of the hose hoist and forcible entry evolution only.

The same penalties apply for this event as the individual event with the addition of a 2 second penalty for any drop of the baton by the competitor between evolutions, (excluding the hose hoist and forcible entry evolution.)

Additional notes:

In an effort to decrease heat stress, competitors may wear athletic shorts under their bunker gear during competition.

DISQUALIFICATIONS

1. Failure to show
2. Loss of object from tower
3. Disrupting the competition
4. Unsportsmanlike behavior
5. Interference on the course
6. Unauthorized personnel on the course
7. Quitting on the course

