

Grant Co. Firefighter's Challenge

Saturday, October 8, 2011

US Bank Parking Lot

101 North Oak St

Sheridan, AR

Packet Pickup/Late Registration 9:00AM

Competition Begins 11:00AM

ENTRY DETAILS

1. Registration:

- Complete the registration form and make check payable to: **GCMAFA or Grant County Mutual Aid Fire Association**
- All event proceeds will go to the Grant County Smoke Detector Project

2. Competition Categories:

- Grant County Challenge—open to any Grant Co. fire department member
- Open Challenge—open to any fire department member from any county

3. Challenge Categories:

- Individual Challenge—Max 40 participants in competition
- Team Challenge (2 or 4 person teams)—Max 20 teams allowed in competition

4. Entry fee:

- \$25 for Individual DUE 9-23-11
- \$25 per person for Team event DUE 9-23-11
- Registration received after 9-23-11 increases to \$40
- Multiple Event Discount--\$15 discount for any Competitor signing up for both Individual and Team events
- Discount valid only on registrations received before 9-23-11

5. T-Shirt:

- T-shirt is included in the price of registration
- One t-shirt per individual
- Individuals who register for both events receive ONE complementary shirt

6. Late Registration:

- All entries must be received by 9-23-2011
- Late entries will be accepted on the day of event, space permitting
- T-shirt and requested size not guaranteed on late entries

7. Refund Policy:

- 100% Refund for cancellations received by 9-16-2011
- 50% Refund for cancellations received by 9-23-2011
- NO REFUND for cancellations received after 9-23-2011
- To request a refund, please contact Allen Barnes at (870) 941- 3981 or Everette Watson at (870) 917-8839

8. Rain\Weather Policy:

- All competitors must show up on the day of the event regardless of weather conditions
- Rain date will be determined on the day of the event
- No refunds will be given for weather related cancellation

COMPETITION DETAILS

1. Participation Guidelines:

- Competitors can compete in both the Individual and Team Challenges, but may not compete on more than one team
- A separate registration form must be filled out and submitted for each event
- Each team must have a designated Team Captain prior to the start of the event
- Teams may be comprised of members from multiple departments

2. Challenge Details:

- Start order is established by GCMAFA
- Competitors will move through the course consecutively based upon the assigned number.
- Competitors must be in full turnout gear prior to the preceding participant taking the start line.
- Failure to be in full turnout by required time will result in an automatic forfeiture
- All turnout gear must be in compliance with NFPA standards
- Hoods are not required gear for the completion
- All Participants are required to bring their own SCBA. (Should you not be in possession or have access to a SCBA, please note on your registration form so that an extra scba's can be made available)
- Face pieces will not have to be worn during the completion
- Air will not have to be used during the event.

3. Disputes/Penalties:

- Course Referees will make all decisions on disputes/penalties
- All Course Referee decisions are final.
- The Course official at his/her sole discretion may stop any competitor who in the official's opinion creates or is in a dangerous, unsafe or stressful condition.

EVENT DETAILS

1. Start:

- Prior to the start signal, each competitor must have both hands on the start pads.
- Start command will be “Hands to start”
- Following the start command, an audible sound will begin each event.
- Competitors who do not follow the command of the will be awarded one false start re-do
- The second false starter will result in an automatic disqualification

2. Event 1—Forcible Entry:

- The forcible entry evolution states a competitor must drive a sled a distance of 2 feet using a 14-pound shot hammer that will be provided
- The competitor must drive the sled by swinging the hammer
- Pushing, raking or hooking the sled is not allowed; only the head of the mallet is allowed to strike the sled.
- The handle must not come in contact with the sled at any time
- A 2-second penalty is assessed for every inch that the sled is short of the finish line
- The hammer must be placed on the designated 3'x4' mat to finish the event
- A 2-second penalty is assessed for failure to place the hammer on the designated mat

3. Event 2--Hose Advance:

- Competitor must negotiate the 50' slalom course without missing or touching any cone
- Each cone will be placed in increments of 5'
- Each cone missed or touched will result in a 2-second penalty
- Competitor must pick up the nozzle end of the 1-3/4" charged hose line and drag it a distance of 50 feet
- Once the nozzle crosses the designated line, the competitor opens the nozzle (125 GPM, 100 PSI TFT Midmatic nozzle with pistol grip), hits the target cone at 50 ' with the water stream, shuts down the nozzle and places the nozzle on the ground
- Failure to advance the hose a distance of 50' will result in a 10-second penalty
- Nozzle must not be opened before crossing the line
- A 2-second penalty will be assessed for failure to close nozzle before crossing the finish line

- If the nozzle is not shut before it is placed on the ground, 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

4. EVENT 3 Hose Stack:

- Competitor must move three 2 ½" donut rolls in circles (three rolls stacked on top of each other)
- First roll must be moved to a designated spot twenty feet away
- Second roll must then be moved from the first location to a second location spot twenty foot away
- Third roll must be moved from the first location to a third location,
- Finally, the roll moved from the second location to the third location to form a three host stack.

5. EVENT 4 Victim Rescue:

- A 185-lb. rescue dummy must be lifted and dragged by its torso backwards a distance of 40', circle a cone and return 40' to the finish line
- Carrying the dummy is not permitted
- If any competitor steps outside of the designated 5' lane, a 5-second penalty will be assessed
- The rescue dummy must not be grasped by its clothing or appendages
- Time stops when the competitor and victim completely cross the finish line

6. Challenge Completion:

- Time ends when competitor has successfully completed Event 4
- Individual Event—each competitor must complete each event on his/her own accord
- Team Competition—each team member must complete his/her chosen event on his/her own accord
- No observer or team member shall assist a competitor in completing any event.
- No course volunteer has the authority to instruct a competitor in the negotiation of the events on the course
- Only a course official can intervene in or direct the actions of a competitor
- In the rare instance where the event staff may have created an impediment, the Course Referee will make the decision on how to rectify the situation