

GEORGIA POLICE AND FIRE GAMES TOUGHEST FIREFIGHTER

Competition Rules:

SCBA

A SCOTT 4.5 SCBA will be provided or you may bring your preferred brand of SCBA. You must be breathing air the whole competition. Competitors must finish the event in less than six minutes without running out of air. If you are bringing your own SCBA it must be inspected and approved by the judges before the competition begins.

Turn Out Gear

All competitors must compete in their own protective clothing. All turnout gear must be labeled NFPA approved for structural fire fighting consistent with NFPA 1500 and 1971. Inspectors will inspect all gear prior to participation and make official ruling on all questions regarding turnout gear. Their decisions are final. Articles of turnout gear and SCBA must not be removed or lost during the competition. If dropped, they must be retrieved before continuing. Articles lost will result in a disqualification.

Start

Each competitor begins the course at the command of the starter. When the competitor takes their hands off the wall to pick up the hose pack, time will start. An early start will result in a two second penalty.

Walking or running is permitted between evolutions. The walk path delineators must

not be knocked over (5 second penalty each). Each event must be performed in the order specified below.

EVENT #1 – HIGH RISE PACK CARRY

The competition begins at the base of the drill tower. The hose pack cannot be touched before the start. The 4 LDH fire hose may be carried in any manner and once the competitors reaches the top floor of the four story tower, must be deposited in the designated drop area. A two second penalty will be assessed for each infraction. The hand rail may be used in climbing the tower. Steps may be taken in multiples on the way up, but every step must be contacted and handrail grasped when descending the drill tower (After completion of Event #2).

Failure to touch each step or non-use of the handrail on the descent will result in a two second penalty per infraction.

EVENT #2 – HOSE HOIST

A 42 lb. donut roll of 3" fire hose and ½" rope are used for this event. The competitor is not allowed to stand on anything other than the top platform while hoisting. Competitor must use hand-over-hand method to hoist roll. The evolution is complete when the hose roll clears the railing of the top of the tower and is deposited in the designated drop area. A two second penalty will be assessed for any infractions. The hose roll must stay inside the designated drop area. Failure to do so will result in disqualification. A fallen hose roll may not be retrieved.

EVENT #3 – FORCIBLE ENTRY

The forcible entry evolution utilizes the Keiser Force Machine (chopping simulator).

A 9 lb. shot mallet will be provided. The competitor must drive the 160 lb. steel beam a horizontal distance of five feet. Pushing, raking, or hooking the beam is not allowed. It must be struck only by the head of the mallet. The handle must not come in contact with the beam at any time. Both hands must be above the tape mark on the handle (12 inches from the head) at the point of impact. The upper edge of the beam will be covered with tape, making infractions visible when a mark appears on the tape. A five second penalty is assessed for each infraction after the first handle strike. The hammer must be laid on the ground inside the designated drop area and is not to be thrown or dropped. A five second penalty will be assessed for this infraction. A two second penalty will be assessed for any portion of each inch that the sled is short of the end of the tray.

EVENT #4 – HOSE ADVANCE

After walking or running, the competitor must pick up the nozzle end of the 1 ¾" fire hose and drag it 75 feet. Once the nozzle crosses the stripe, the competitor must place the nozzle in the square marked on the ground. If the nozzle is dropped this will result in a five second penalty.

EVENT #5 – VICTIM RESCUE

A 155 lb. Rescue Randy mannequin must be dragged backwards a distance of 100 feet. Carrying the dummy is not permitted. The mannequin must not be grasped by its clothing or appendages. Time stops when the competitor and mannequin completely cross the finish line.

*The course marshal, at his discretion, may stop any contestant who, in the marshal's opinion, presents a danger to themselves or others.

PENALTIES

Dropping hose roll from tower. Disqualification

Skipping an event/task. Disqualification

Failure to show at start time. Disqualification

Greater than 6 minute completion. Disqualification

Illegal drug/ alcohol abuse. Disqualification

Unsportsmanlike conduct. Disqualification

Any abuse of judges. 10 second penalty

Dragging mannequin out of lane. 5 second penalty

Pushing, raking or hooking the beam. 5 second penalty

Dropping or throwing mallet. 5 second penalty per infraction

Knocking over a delineator. 5 second penalty per infraction

Dropping nozzle on pavement. 5 second penalty per infraction

Skipping a stair tread on decent. 2 second penalty per infraction

False start. 2 second penalty

Improper placement of hose roll/high rise pack. 2 second penalty per infraction

Sled shortage (forcible entry) 2 second penalty per inch

Running out of air. Disqualification

Lost PPE or equipment carried during event. Disqualification