

# Fastest Hose In Town

## Event 1

This event consists of a four man team, the teams must assemble 150' of hose with the nozzle and tie into the hydrant. First team to assemble their hose and make their way across the finish line wins. Teams will be going "head to head," therefore the winners will move on to the next round of competition.

Prior to the start of this event all team members will have their gear donned. The team must start from behind the start line. When the timers whistle sounds the team will proceed to the supplied accessories which will consist of 3-dount rolls of 1 3/4" and a nozzle. They must assemble all 150' of hose with the nozzle on one end and attached to the hydrant on the other. The assembled line must be pulled tight and all team members across the finish line in order for the timers whistle to sound and the event to end. Teams will be performing this event side by side therefore any deliberate attempt to slow the opposing team down will result in time penalties, this will be at the discretion of the judges.

For each penalty the team will be penalized 5 seconds on their overall time for this event.

### **POINTS**

- 1<sup>st</sup> – 20pts
- 2<sup>nd</sup> – 15pts
- 3<sup>rd</sup> – 10pts
- 4<sup>th</sup> – 5pts

Items needed for event:

- Helmet
- Structural firefighting Gloves

This event consists of a five man team, the team must don all their turnout gear, carry and throw a ladder, advance a charged hose line to extinguish simulated fires, and then cross the finish line as a team

The team must start from behind the start line. At the timers whistle the team will proceed to their gear. The gear will be in place prior to the start and will be mixed up with each others in one pile. They must don all of their gear (bunkers, boots, coat, helmet, gloves) **PROPERLY**. Then members of the team will proceed to the ladder where they must pick it up and carry it to the designated area where the team must throw the ladder up within the designated area, the team will then proceed to a charged hose line and advance the line to the designated area where they must extinguish the simulated fire. After the fire has been extinguished the entire team must cross the finish line. This event will stop when all members are across the finish line and the timers whistle sounds.

During this event all team members must work as a team meaning when ever the ladder is being carried, besides when it is being thrown and also when the hose line is being moved all members must have contact with the objects. Each time a member loses contact with the object there will be penalties.

All members of the team must be within the designated area while throwing the ladder.

After whistle sounds and the event has ended the team must stay in full gear and await inspection from the judges of donned gear.

For each violation (not maintaining contact with objects, ladder not being thrown in proper area, gear not worn correctly, etc.) the team will be penalized 5 seconds per violation on the overall time for this event.

## **POINTS**

1<sup>st</sup> – 20pts

2<sup>nd</sup> – 15pts

3<sup>rd</sup> – 10pts

4<sup>th</sup> – 5pts

Items needed for event:

- Bunkers
- Boots
- Helmet
- Coat
- Structural firefighting Gloves

# **Bucket Brigade**

## Event 3

This event will require a five man team. The team must lay and charge their supply hose to fill the supplied pails to attempt to extinguish a simulated fire on a roof. The objective is to use the water off the roof, which will be flowing down the roof into a gutter system and into a downspout to float a ping pong ball from a pail below.

The team will begin at the start line. The event will start when the judges whistle sounds. The team will need to successfully lay the supply line from the hose cart and tie into the water source. The water source will be a pre charged line from the hydrant to a valve where the teams connection must be made. The team is responsible for charging the line, after the line is charged the valve can be left unattended by the team. The team must then use the supply line to fill the supplied pails to be used to “extinguish” the roof fire. They will be allowed to use the hose to achieve the goal in any means necessary as long as its in a safe manner, this will be at the discretion of the judges and also the hose or its stream of water do not cross the line where the pails will be placed prior to start. There will be an assigned event staff to step in and shut off the valve when the timers whistle sounds for any reason. The event will be timed starting from the whistle and ending when the team floats the ping pong ball out of the pail and the judges whistle sounds.

The team will be required to wear boots and helmets.

### **POINTS**

1<sup>st</sup> – 20pts

2<sup>nd</sup> – 15pts

3<sup>rd</sup> – 10pts

4<sup>th</sup> – 5pts

Items needed for event:

- Helmets
- Boots

# Tug a Truck

## Event 4

This event consists of a five man team, the team must pull a fire truck from a complete stop, 50' across the finish line

Team members must at least wear helmets and gloves. The event will start at the timers whistle, at which point the team can begin pulling. The event will stop when the truck crosses the finish line and the timers whistle sounds.

The rope is not to be modified in anyway

### **POINTS**

1<sup>st</sup> – 20pts  
2<sup>nd</sup> – 15pts  
3<sup>rd</sup> – 10 pts  
4<sup>th</sup> – 5pts

Items needed for event:

- Helmet
- Gloves

# Keg Maze

## Event 5

This event requires a five man team. The team must navigate a keg thru a maze using the discharge from the nozzle

The teams must start behind the start line. The team will be flowing water away from the event until the whistle sounds. This is when they may turn their hose onto the keg to begin maneuvering it thru the maze. Once the team enters the maze there must be a minimum of three team members in the maze at all times, depending on design of the maze there may be exceptions to this rule, if so then it will be pointed out prior to starting this event. The pre designated nozzle man must maintain control of the nozzle and stay in the maze at all times during this event.

The judges will blow a whistle to start and again when the keg has reached "its finish". The water will then be shut off.

Any disqualifications will be at the discretion of the judges.

Each team will be required to wear PPE listed below

### **POINTS**

1<sup>st</sup> – 20pts

2<sup>nd</sup> - 15pts

3<sup>rd</sup> – 10pts

4<sup>th</sup> – 5pts

Items needed for event:

- Helmet
- Coat
- Bunkers
- Boots

This event requires a five man team. The team must set up a portable pump and pull a draft to then knock a pail off a ladder.

The team will begin at the start line. When the timers whistle sounds the team will proceed to their equipment, where they will gather their equipment and proceed to their portable pump. The pump will be already set up next to the water source. They will then assemble their equipment and proceed to knock a pail off the top of the ladder at a distance of 90' from the water source with the stream from their discharge hose.

Each team will have to supply their own “pull” start portable pump and one length of suction hose.

Canaan Fire Company will supply the 50ft of 2 ½” hose and a nozzle.

There will be 2 team members on the nozzle when the line is charged.

All Pumps must be drained prior to start

All team members required to wear PPE listed below

## **POINTS**

- 1<sup>st</sup> – 20pts
- 2<sup>nd</sup> – 15pts
- 3<sup>rd</sup> – 10pts
- 4<sup>th</sup> -5pts

Items needed for event:

- Helmet
- Coat
- Bunkers
- Boots
- Portable pump (pull start)
- One piece suction hose with threaded connection

Portable ponds will be used as water supply drafting point

This event requires a five man team. The objective is to battle the opposing team to push the keg to your opponents post.

The teams will start at opposite ends, behind the posts. The team will be flowing water away from the event until the whistle sounds. This is when they may turn their hoses onto the keg to begin battle. If at any point during the event that either teams deliberately discharges water at the opposite team they will be automatically disqualified and their hose line will be shut off. The team to push the keg to the opposing teams post first will win the round and move on to the next round.

The judges will blow a whistle to start and again when the keg has reached either post. Battle will only end when the judge blows the whistle and the water is turned off.

Any disqualifications will be at the discretion of the judges.

Each team will be required to wear PPE listed below

This event will also be used as a tie breaker in the event of any ties in overall points.

## **POINTS**

1<sup>st</sup> – 20pts

2<sup>nd</sup> - 15pts

3<sup>rd</sup> – 10pts

4<sup>th</sup> – 5pts

Items needed for event:

- Helmet
- Coat
- Bunkers
- Boots

# **EXTRA EVENT**

## **Motorized Truck: *Fast Draft***

This event requires a five man team. The event will be a race to set up A draft, pull a draft, and discharge water to knock a pail off the top of a ladder.

The team's apparatus will be staged in position prior to the start of the event. The apparatus **WILL NOT BE MOVED** during the event. Moving of apparatus during the event will be automatic disqualification. All pumps will be drained and capped prior to start of event, meaning all drafts will be started with a dry pump. Each team will begin at the start line. When the judge's whistle sounds the team will advance to their equipment that will be placed on the ground in a designated area. Suction hose will be in place on apparatus prior to start. The team will then work to establish a draft from water supply (provided), attach 50ft of 2 1/2'' hose and nozzle (provided) and work to dislodge a pail from the top of a ladder 105ft away.

Teams are required to wear all PPE listed below.

The team **MUST** have 2 members on the nozzle prior to the line being charged.

The only water to be used will be drawn from our set water supply.

### **POINTS**

There are no points for this event!

**FASTEST TIME WINS!!**

Items required for event:

- Helmet
- Coat
- Bunkers
- Boots
- Apparatus and all required drafting supplies

Portable ponds will be used as water supply drafting point