

RESCUE CHALLENGE

The Rescue Challenge is an event in which a single competitor will travel through a course, completing several skills, in the shortest time possible. Failure to complete any skill will result in a time penalty or disqualification. The competitor may be one of the seven team members, a trainer, or an additional person to the team. However, there will only be one competitor per entered team.

The competition will involve the following skills:

Ascending/Descending – Once competitors state they are ready to start, judges will check for unlocked carabiners or other improper rigging. Any infractions will result in time penalties. Time starts when the competitors leave the ground to ascend a fixed rope. All the necessary equipment may be attached to the line and the competitor may be on the system. A helmet, gloves, Class III harness, locking carabiners, and approved rope equipment must be used. A fellow team member will maintain a belay to the competitor's back ring with an approved belay device. The belayer must keep slack out of the competitors belay line during the station and may not release the tail of the line, unless a self-catch device is used. Once competitors reach a height in which a target can be touched, they change over and descend to the ground. The belayer will at that time disconnect the belay from the back ring, but cannot help remove any other equipment. The competitors may leave or wear any equipment they want from this station, except the helmet and gloves must be kept on until the fire hose station is completed.

Patient Raise/Lower – The competitors will use the equipment that they selected to raise a 165 lb. Rescue Randy in a Stokes litter. The allowable anchor points will already be established for the competitor to carabiner into. The litter will already be lashed and attached to a ½" rope that goes up through a high pulley and down to an angle change pulley. These pulleys will already be on the line in their designated locations. The competitors will utilize this line to complete the single-rope skill. No winches will be allowed, only pulleys, carabiners, control devices, and rope grabs. No additional rope or webbing will be allowed and no equipment may be connected together prior to starting the skill. (The only exception would be a load-release hitch with carabiners attached.) The competitor's allowable working area will be limited to require at least one reset. The litter will be raised approximately 25' to a target and then switched to a lowering system. The lower must be controlled so as to not injure a patient. To demonstrate control, the competitors will be required to stop descent of the litter in a zone, between one and three feet from the ground. The litter must be locked off and left at this level. Any unlocked carabiners or improper rigging will result in time penalties.

Water Rescue – The competitors will attach a 9mm rope to a Ring Buoy and throw the ring to a target. The competitors will be required to throw from a platform representing a 4' wide wooden dock. The distance from the dock to the target will be approximately 35' and the ring must encircle or touch the target to move on. The rope must be attached with an approved rescue knot and safety knot. Time penalties may be assessed for inappropriate knots or knots coming open. The rope must be on the dock to start and cannot be in contact with the ring buoy. The rope may be used to maneuver the ring to the target. A time penalty will be assessed for stepping off the dock prior to completing the skill. Any competitor, who is unable to touch the target, may elect to take a time penalty and move on, after three throws that pass the 30' line.

Fire Hose Attack – Competitors must remove the required equipment from a box and deploy it. They must extend two rolled up 2 ½" X 50' hoses, connect them together, connect a nozzle, and connect the hoses to a gate valve, which will already be on the hydrant. These steps may be performed in any order the competitors deem necessary. They then must fully extend the hose and knock down a target. A teammate may be utilized to open the gate valve on the competitor's command and shut it off when the target falls. A time penalty will be assessed if water flows from any connection before it is made up or if a connection blows apart. No connection may be touched after the target falls and if any connection can be tightened more than a quarter of a turn, a time penalty will be assessed for each loose fitting. As a safety factor, teammates may support competitors' backs to prevent the hose from pushing them around. However, the teammate may not support the hose. The competitor must maintain control of the hose until the water is shut off.

Bunkering Up – The competitors must don complete firefighting PPE. This will include NFPA: boots, pants, coat, gloves hood, helmet, and SCBA. All skin must be covered and the competitors must be on air to proceed. The SCBA must be turned on by the competitor and cannot be on prior to contact with it. A team member may coach the competitor, but cannot assist or make contact. Any exposed skin will result in a time penalty.

Firefighter Maze – The Competitors will carry a tool, or tools, of their choice through a maze. Sharp-edged tools must have protective covers. If a cover comes off, the competitor must stop and replace it before continuing on. The maze will require competitors to climb over, under, and through obstacles. They will ascend a ladder, contact a target, and descend the ladder. The target may not be contacted until the competitor's feet are above the 6th rung. The competitors must step on each rung within the climbing distance. No double steps or slides. At this time the protective cover may be removed from the tool. They will finish by breaching through a wall and ringing a bell on the other side. A comparable backup tool will be nearby, in the event of a broken handle. The wall will be constructed as follows: 8' tall, 4' wide, 2" X 4" wood framing on 16" centers, a 3-wire Romex cable ran from side to side at the 4' level, ½" sheetrock inside, and ½" OSB wafer board on the outside. Assembly will be with 16 penny nails and 1" screws. The wall will be supported in a steel frame. The competitor must pass completely through the wall to reach the bell, which stops the time. Tools may not be thrown.

RULES

Competitors should provide their own bunker gear, SCBA, helmets, gloves, and harness.

It is recommended that they provide their own rope equipment and breaching tools.

A 2 ½" smooth bore nozzle will be provided, but competitors may bring their own.

A charged air nozzle, methanol, and graphite will be available for prepping the hose fittings, if desired.

Competitors must utilize the ropes, anchors, ring buoy, and hoses provided. This will include: ½" New England KM III Rope, Anchor straps with a single ring connection, a 24" USCG Ring Buoy, 9mm throw line, and 2 ½" (brass collared) fire hose.

The Competition Committee will provide a complete assortment of equipment to competitors in the event they wish to use it. The equipment will be adequate to run the course competitively. However, competitors may be faster with their own equipment.

Time penalties will be 5 seconds per infraction and will be added to the competitors finish time.

Competitors and their team will be given 5 minutes to set the field. This will include a maximum of eight people strategically placing equipment and rigging the first station to optimize speed. A one minute warning will be announced. Failure of the team to clear the field by the end of the 5-minute set-up period will result in disqualification of the competitor.

The following situations will be grounds for disqualification:

1. Failure to complete any portion of the Rescue Challenge as it was designed.
2. Failure to ascend to the target.
3. Loss of control during descent.
4. The belayer releasing the tail of the belay line.
5. Failure to raise the litter to the target.
6. The litter being dropped, or touching the ground during the lower.
7. Inability to throw the ring buoy beyond 30' forward of the dock.
8. The ring buoy coming off the rope.
9. Losing contact with the dock prior to contact with the target.
10. Inability to knock down the target with the fire hose stream.
11. Tightening connections after the target falls.
12. Team mates supporting the hose for the competitor.
13. Failure to completely don any of the firefighting PPE.
14. Any teammate making contact with a competitor or PPE during bunkering or the maze.
15. Failure to follow the course of the maze.
16. Moving through the maze with an unprotected edged tool.
17. Failure to step on each rung within the climbing range, during ladder climbing.
18. Failure to contact the ladder target from above the 6th rung on the ladder.
19. Failure to breach through the wall.
20. Throwing a breaching tool.
21. Interfering with a competitor on another team.

The following situations will be grounds for a re-run:

1. Failure of any component within the course, in which the competitor has no control.
2. If a judge or spectator physically hinders the progress of the competitor. (This does not include teammates.)
3. If a judge stops a competitor for an incorrect reason.

A re-run must be approved by a consensus of the judges and the competitors.

COURSE MAP

