

Annual Fire-Rescue Explorer Competition  
Coral Springs Fire Academy

**Rules and Regulations:**

1. All team members shall be active members of the Explorer/Cadet Post they represent and be between the ages of 14 and 21.
2. No more than 6 team members shall participate in any one event.
3. Teams shall be allowed up to 10 team members, including the Team Captain.
4. All protective gear worn must have **NO** modifications. Only NFPA approved structural Firefighting gear will be accepted. **NO COMPETITION GEAR!** \*Long pants are required in all events. Liners must be intact. Pull-on fire boots (no zippers) are the only acceptable boots for use in the events.
5. Improper latching or loss of personal equipment shall result in a five (5) second penalty for each infraction.
6. \*Immediately after the completion of each event, the judge shall tell each team what their penalties are. The Team Captain shall be the only member authorized to protest to the Event Judge. If the Team Captain and the Event Judge cannot reach a decision on the protest, the event committee will be called in. No video reviews will be accepted. The decision of the event committee will be final and binding.
7. One (1) false start is allowed per event resulting in warning. 2<sup>nd</sup> false start shall result in a five (5) second penalty being assessed and the event shall continue. A false start is defined as any starting before the judge gives the signal.
8. Winners of each event will be determined by the lowest time for that event. With the exception of the First Aid and Trauma Evolutions, where the points are counted first then the lowest time. Overall winners will be determined by adding the times from all events for that team, plus the points.
9. No equipment shall be broken down until the Event Judge gives the signal to do so. Any infraction of this rule shall result in a five (5) second penalty for each infraction.
10. Any un-sportsmanlike conduct from any team member or Department member shall result in a specified penalty per event being assessed to that team. Any continuing un-sportsmanlike conduct from a team will result in the team being disqualified from the event.
11. The use of intoxicants by a team member shall result in the team member being disqualified from the competition. No substitute member shall be allowed to replace such a disqualified team member.
12. At the start of each event, only six (6) team members and the judges shall be allowed on the competition field. A five (5) second penalty shall be assessed for each infraction. (authorized (1)Team photographer or videographer is allowed)
13. Prior to the start of each event, it will be the responsibility of the Team Captain to check and ascertain that all equipment is ready and prepared for the event. In case of uncontrollable equipment, malfunctions (breakage or failure) not due to team error, an immediate restart will be granted without penalty.
14. In the event of pump operator error due to circumstances beyond the control of the judges, a rerun will be allowed.
15. No sideline coaching is allowed. Offense will result in a specified penalty per event.(This goes for teammates and families)\*\*15 second penalty will be issued after one warning\*\*

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16. At the beginning of the competition all teams are rated as a 3 for sportsmanship. Teams can go up to a 5 for the best sportsmanship or down to 1 for the worst sportsmanship. Teams will be rated on a 1-5 scale for sportsmanship for all events and will be averaged together at the end of the competition. The event committee will have the overall decision for the award.
17. Un-sportsmanlike conduct is defined as any of the following but not limited to: profanity, fighting, arguments, side line coaching, and or any derogatory comments, etc.....
18. Any conflicts shall be directed to the event committee.
19. In the event of a real emergency, "**CODE REAL**" **SHALL BE IDENTIFIED** at that time the clock will be stopped and then restarted from where it was stopped after emergency is cleared.
20. Helmets with shields or goggles and gloves shall be worn for all events except Trauma and First Aid. **NO EXCEPTIONS! A 30 Second penalty per infraction will be given on all events.**
21. No specialty gloves permitted, i.e. extrication or competition gloves. **NO EXCEPTIONS!**
22. Any un-safe act shall result in a specified penalty. Un-safe act is defined as any of the following but not limited to: Throwing equipment, maintaining full control of hose lines, and committee discretion.
23. **First Aid and CPR / Trauma Only:** In the event of a point tie, the team with the highest total points and lowest time will determine the winner.
24. **Overall Trophy Tie Breaker:** In the event of an overall tie the following events will decide the winner.
  - a. 1<sup>st</sup> - Combat Challenge- Lowest time
25. Each participant in the Competition must have their parent/guardian complete the attached **PARENTAL RELEASE AND WAIVER OF LIABILITY**. Prior to beginning of the competition these waivers will be checked against the team roster. If there is no waiver, the team member will not be able to participate in the competition.
26. **If the judge does not see an infraction, it never happened. Video review will not be permitted**

### Combat Challenge Relay

Team:	Judge:
Participant #1:	Participant #4:
Participant #2:	Participant #5:
Participant #3:	Participant #6:

**Overview:** The evolution consists of two-person relay evolution that encourages teamwork.

The first task consists of the first two member team one person to carry one section of 2 1/2 “ hose to the fourth floor landing and place it down on the designated spot inside of the doorway. The members must pull up a straight roll of 2 1/2” hose on utility rope and bring the hose over the railing onto the landing. Finally, the second team member must pick up the 1<sup>st</sup> section of 2 1/2” hose left on the landing and bring it back to the first floor. Once both members are off the stairs, the baton is passed to the next team member. (Both team members must be together before the baton is passed)

The second two person team task consists of hitting the “Kaiser Sled” with a sledgehammer and having the end of the sled pass the end of the housing. **Note: Only one member of the team may hit the “Kaiser Sled” at a time.** Next, the team must pull 100’ of charged 1 1/2” hose to the marking on the ground and then opening nozzle to discharge a stream of water and then close nozzle and place nozzle on ground (must be stopped behind the designated line when water is discharged). The second team member, not the one hitting the Kaiser must be on the nozzle. After the water is discharged and nozzle placed on ground, the two members must run to the other team and pass the baton.\*\*Depending on water usage the day of the event, the event committee may elect to opt out of spraying water and knocking down the target, instead dragging the hose past a designated spot.

The third two person team task consists of pulling a dummy 100 feet to the finish line. The dummy must completely pass the finish line. The time stops when the dummy passes the finish line.

**Protective Gear:** All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmet with shield or goggles, and fire gloves.

**Equipment provided:** Kaiser Sled, sledge hammer, 1-50’ section of 2 1/2” hose as high rise pack, storage rolled 50’ section of 2 1/2” hose with rope attached, 100’ of 1 1/2” hose with combination pistol grip nozzle, 1-hose dummy, 4 cones, 1-inline valve, 1- small flash light as relay baton.

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<u><b>Combat Challenge Score</b></u>			
Function	Penalty Time	Add Time	
1. All six members line up on their designated starting area.			
2. Team 1- start at first step			
3. Pick up 2 1/2" hose and carry to 4th floor landing			
<b>Penalty- skipping steps during ascent and descent or not holding railing- member 1</b>	<b>20 seconds</b>		
<b>Penalty- skipping steps during ascent and descent or not holding railing- member 2</b>	<b>20 seconds</b>		
4. Leave hose inside the doorway on 4th floor			
5. Pull up 2 1/2" hose roll attached to rope.			
6. Pull hose completely over rail.			
<b>Penalty- both members must be behind line while pulling hose up to rail.</b>	<b>20 seconds</b>		
7. Return to stair landing and opposite member picks up 2 1/2" hose and carry back down.			
<b>Penalty- if not opposite team member</b>	<b>30 seconds</b>		
8. Pass baton to Team 2			
<b>Penalty- Passing baton before both members are off of the stairs.</b>	<b>20 seconds</b>		
9. Team 2- move the Kaiser sled passed the end of the housing with the sledge hammer.(No pre staging on Kaiser)			
<b>Penalty- Must strike the Kaiser w/ the hammer. If member hits it, and drags it they will be disqualified from the event</b>	<b>D/Q</b>		
<b>Penalty-Participant can not raise hammer higher than 10 oclock position. 1st offense will be a warning and the 2nd will be a penalty</b>	<b>5 seconds per swing</b>		
10. Move to the hose pull area and pull 1 1/2" hose to the marked area and spray water			
Opposite member from the one hitting the Kaiser must be on nozzle			
<b>Penalty- if not opposite member</b>	<b>30 seconds</b>		
<b>Penalty- nozzle does not pass into the designated area before the the nozzle is opened and water discharged</b>	<b>30 seconds</b>		
<b>Penalty- flowing water without having both members on the nozzle.</b>	<b>30 seconds</b>		
11. Pass baton to Team 3			
<b>Penalty- passing baton before water discharged,&amp; nozzle placed on ground</b>	<b>20 seconds</b>		
12. Team 3 pulls the dummy 100 feet passed the finish line.			
13. Time stops when the entire dummy passes the finish line.			
<b>Note: If at anytime baton is dropped, the team member must immediately retrieve prior to continuing the event.</b>			
	<b>Unsafe Act -</b>	<b>20 sec. ea.</b>	
		<b>SPORTSMANSHIP (1-5)</b>	
<b>Un-Safe Act: _____</b>		<b>TIME</b>	
		<b>PENALTIES</b>	
		<b>TOTAL TIME</b>	

## Bunker Gear & Pittsburgh Drill

Team:	Judge:
Participant #1:	Participant #4:
Participant #2:	
Participant #3:	

**Overview:** This event is a two-part evolution, which requires four (4) team members.

**Part 1:** All participants will start at the designated starting line 25 feet from the equipment staging area. All four members should be wearing shoes for the start. Once at the equipment staging area, all of the members must put on bunker boots, pants, coat with suspenders, helmet, fire gloves and don the provided air pack and blacked out face mask, provided by Academy. Once all members are dressed out, the time will stop when all members have clapped their hands. (Members will not connect to air and will be assisted by the judge to next portion of the evolution. ( Once member signals completion, they cannot readjust gear)

**Once the judge says go, time starts again.**

**Part 2:** The team will demonstrate their ability to safely negotiate the obstacle course, which is fifty (50) feet in length with three (3) obstacles (under/over/through). The first obstacle is a low profile opening (16" w x 20" h), the second is an A-frame, and the third is a tube. A section of 1 3/4" hose is stretched from the entrance of the course through all three obstacles to the victim at the end. The victim is a simulated downed firefighter (a manikin less than 100lbs) that will be removed through the three (3) obstacles back to the beginning of the course.

**Safety Note:** While negotiating the course, members must come off of the A-frame feet first. Members will incur an un-safe act per infraction. One participant MUST be touching the hose at all times and their partner must be touching them or the hose.

**Protective Gear:** All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmet, and fire gloves,

**Equipment provided:** Air packs (Teams can use their respective department air packs if they wish however that equipment must be offered to other teams to use)

**Location:** TBA

**Time Limit:** This event will have a 12-minute time limit for the Pittsburgh Drill. If the 12-minute time limit is reached, and the evolution has not been completed, the team score will result in a non-completion score.

Go to <http://www.youtube.com/watch?v=3SG6tEYfaZA> to see Fort Myers Post 1901 complete the Pittsburgh Drill at the 2009 Winterfest competition in Gatlinburg, TN

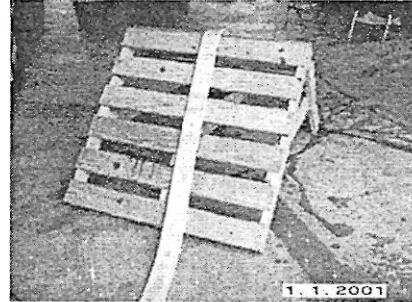
## Pittsburgh Drill Course

Photo 1



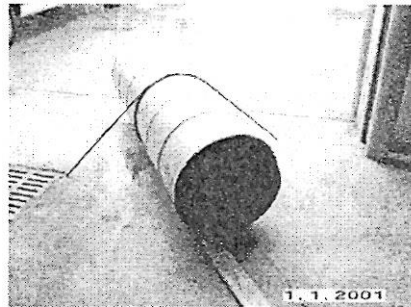
First obstacle – Low Profile 16" x 20"

Photo 2



Second obstacle – A-frame

Photo 3



Third obstacle – Tube - two fifty five gallon drums

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**Bunker Gear & Pittsburgh Drill**

Function	Penalty Time	Add Time
<b>Penalty- if gear is outside staging box.</b>	<b>20 seconds</b>	
1. All participants start behind starting line 25 feet from staging area		
2. Once at staging area all members must be dressed prior to entering building		
<b>Penalty- member 1:</b>		
not completely fastened pants with suspenders	10 seconds	
jacket not completely fastened	10 seconds	
jacket collar not fastened properly	10 seconds	
helmet not buckled	10 seconds	
All straps, buckles, and fastners secured properly	10 seconds ea	
<b>Penalty- member 2:</b>		
not completely fastened pants with suspenders	10 seconds	
jacket not completely fastened	10 seconds	
jacket collar not fastened properly	10 seconds	
helmet not buckled	10 seconds	
All straps, buckles, and fastners secured properly	10 seconds ea	
<b>Penalty- member 3:</b>		
not completely fastened pants with suspenders	10 seconds	
jacket not completely fastened	10 seconds	
jacket collar not fastened properly	10 seconds	
helmet not buckled	10 seconds	
All straps, buckles, and fastners secured properly	10 seconds ea	
<b>Penalty- member 4:</b>		
not completely fastened pants with suspenders	10 seconds	
jacket not completely fastened	10 seconds	
jacket collar not fastened properly	10 seconds	
helmet not buckled	10 seconds	
All straps, buckles, and fastners secured properly	10 seconds ea	
*Time for Bunker Gear* _____		
<b>Penalty-Participants cannot readjust gear once complete</b>	<b>10 sec. ea.</b>	
Time starts when all members are ready and judge says start.	(start time)	
3. Team members <b>must</b> follow the hoseline throughout the obstacle course		
<b>Penalty-1st offense warning, each infraction after will result in penalty</b>	<b>20 seconds ea</b>	
4. Two team members <b>must</b> maneuver through all three (3) obstacles to access the victim, then work to bring victim back through course	D/Q	
5. The other two team members <b>must</b> at least go to tube and <b>may</b> elect to maneuver through all three (3) obstacles or stay at the entrance of the tube to assist bringing the victim through.		
6. All team members will work to bring the victim back through the obstacle course		
7. Team members <b>must</b> work in pairs, no one works alone	20 seconds ea	
8. Team members must prepare the victim for dragging		
<b>On the return</b>		
9. Team <b>must</b> send two members through the low profile opening to pull from the opposite side. The remaining two members will position the victim into the opening and push the victim as the members on the opposite side pull the victim. The rest of the team must get themselves through the low profile and assist getting the victim to the starting point where the time will stop when all members of the team and the victim are across the starting line.	30 seconds	
<b>Penalty-Members must come off of A-Frame obstacle feet first</b>	<b>20 sec. ea.</b>	
<b>Penalty- every part of the obstacle course must be negotiated by the entire team with the exception of the tube, where two (2) members of the team may stay at the entrance of the tube without being penalized.</b>	20 sec. ea.	
<b>Penalty- If any of the member's protective clothing is compromised or removed</b>	10 sec. ea.	
<b>Penalty- with the exception of "A" frame all members must crawl</b>	10 sec. ea.	
10. Time ends when all members of team and victim are passed start line	*End Time*	
<b>Un-safe Act -</b>	<b>20 sec. ea.</b>	
<b>Un-Safe Act: _____</b>	<b>SPORTSMANSHIP (1-5)</b>	
	<b>Total</b>	<b>TIME</b>
		<b>PENALTIES</b>
		<b>TOTAL TIME</b>

### Ladder Evolution

Team:	Judge:
Participant #1:	Participant #4:
Participant #2:	
Participant #3:	

**Overview:** The event consists of four participants raising a 24-foot ladder. The participants will start 20 feet away from the ladder staging area. Each member will grab a corner of the ladder and perform a flat shoulder carry to the designated laddering area. The ladder will be placed on the ground and use two persons to raise it. Once the ladder is in the air, all four participants should be properly footing the ladder. The ladder will be positioned against the wall in between the designated marks. The ladder will be properly secured and tied with a clove hitch. The ladder must be placed against the wall and will then be flipped with the **fly out**. The ladder then must be checked for proper climbing angle and the time stops when the person states the ladder is ready for climbing. **Maximum of 10 minutes will be given for event.**

**Protective Gear:** All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmet with shield or goggles, and fire gloves.

**Equipment provided:** 24 foot extension ladder closed or open halyard (team choice)

**\*Prior to the beginning of event the ladder will be stored bed down on the ground\***

**Location:** TBA





### Barrel Push Evolution

Team:	Judge:
Participant #1:	Participant #4:
Participant #2:	Participant #5:
Participant #3:	Participant #6:

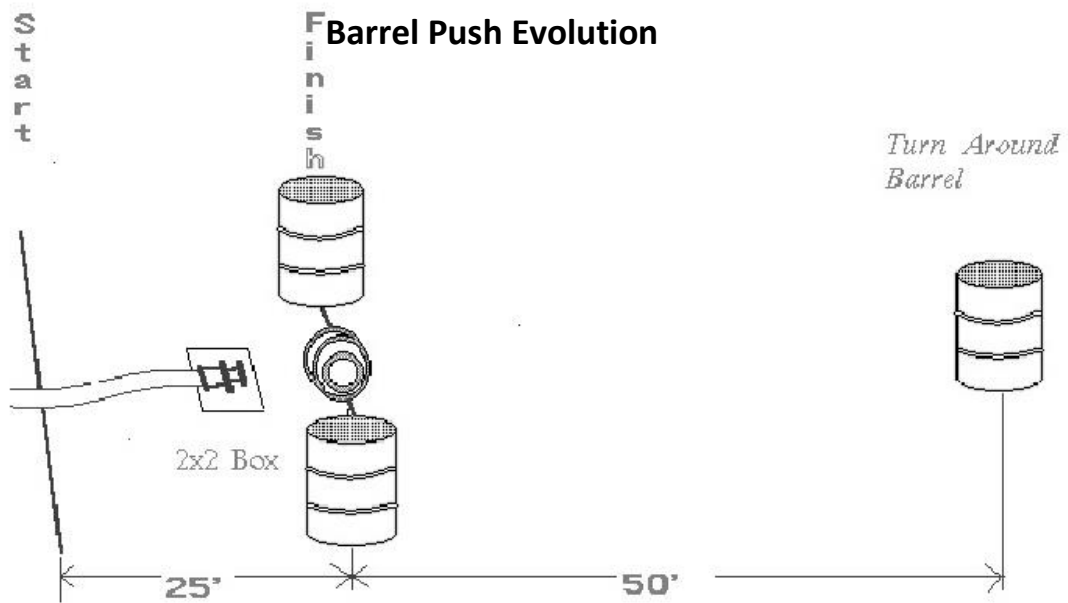
**Overview:** Six team members will start 25' behind the start/finish line. Nozzle man should check the nozzle for the desired pattern prior to the start of the event. The keg can be placed in any position as long as it is behind the start/finish line. When the start signal is given by the judge, the team will proceed toward the nozzle and hose. The nozzle man shall push the keg with a water stream from the start/finish line. The nozzle man can adjust the nozzle pattern at anytime while pushing the keg. At no time during the event shall the keg be touched with anything but water, a penalty shall be assessed for each infraction of this rule. The nozzle man and the backup man are required to pass through the barrels at the beginning of the event and required to go around the "turn around barrel". Only the keg is required to pass through the barrels to complete the event. Time is stopped when the keg passes through the barrels at the finish line. **If the keg crosses over the start line without passing between the two gate barrels, the team can try to correct their mistake. If they are unable to retrieve the barrel, the event will be stopped and the Event will result in a DQ.**

**Boundaries:** Coned off area

**Protective Gear:** All participants must wear full PPE.

**Equipment provided:** 150' of 1 1/2" hose, a 1 1/2" combination nozzle and a double ribbed beer keg. Water will be supplied at nozzle pressure.

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**Barrel Push Scoring**

**Penalty:** Anything touching the keg, other than the water stream **30 sec. ea.** \_\_\_\_\_

**Disqualification:** If keg is out of bounds (between both side lines, which are identified with cones) time will end.

If the keg goes around the finish line instead of passing through the finish line, the team can try to correct, as long as the hose can reach.

<b>Time:</b>
<b>Unsafe Act 20 sec. ea.:</b>
<b>Sportsmanship (1-5):</b>
<b>Total Penalties:</b>
<b>Total Time:</b>

### Bucket Brigade Evolution

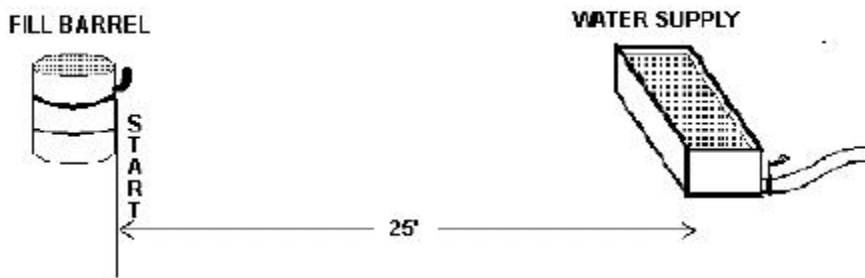
Team:	Judge:
Participant #1:	Participant #4:
Participant #2:	Participant #5:
Participant #3:	Participant #6:

**Overview:** Six team members will be positioned at the start line located 25' from the water source. At the start signal from the judge all six team members will proceed to the buckets located on the ground near the water source and pick up their buckets. Team members will use the buckets to fill the 55 gallon drum, this will repeat until the barrel is full. Time will stop when the judge indicates the barrel is full. No team members shall touch their buckets until the start signal is given, by the judge.

**“NO SPLASHING OF WATER INTO BARREL (to make ball come out)”**  
**“NO THROWING OR SLIDING BUCKETS”**

**Equipment provided:** Water source, buckets, and fill barrel.

**Protective Gear:** Helmet, gloves and boots shall be supplied by team. Bunker Coats are optional.



### Bucket Brigade Scoring

<b>Penalty:</b> Throwing or sliding the buckets	<b>30 sec. per infraction</b> _____
	<b>Time:</b>
	<b>Unsafe Act 20 sec. ea.:</b>
	<b>Sportsmanship (1-5):</b>
	<b>Total Penalties:</b>
	<b>Total Time:</b>

**Note: If splashing the water into the barrel makes the ping pong ball come out prematurely, the judge will stop the clock and confirm the water level. If the water level is not full, the clock will restart until the barrel is full.**

## First Aid and CPR Evolution

Team:	Judge:
Participant #1:	
Participant #2:	
Participant #3:	

**Overview:** Teams will have 5 minutes to review the location of the equipment to utilize for the evolution. All three members will start behind the designated starting line. The evolution will have two patients. One patient will require first aid, and patient evaluation. (**Injury to be determined the day of event**) The second patient will be unresponsive and require CPR in accordance with the AHA BLS Healthcare provider Guidelines. The scoring is based on points for skills provided for the patients; however, a maximum of 12 minutes will be given for each team.

**Equipment provided:** BLS airway bag, trauma bag, gloves, eye protection, CPR pocket mask, BVM, AED, and splints

**Scenario Narrative:** Unit responds to a fight at a park.

**Dispatch Information:** Dispatched advises that there are multiple people fighting and that they see one injured person.

**Scene Information:** PD is on scene. Upon arrival you find a crowd of people with one person on the ground

**Additional Scene Information:**

2 minutes into the scenario judge advises: a bystander approaches and tells you that a male was found unresponsive. Upon arrival you find the patient lying on the ground.

**Note:** Patient injury can be one (1) of the following, and will be determined the morning of the event.

1. Impaled object on the body or in the eye
2. Broken bone, splint and bandage
3. Severed extremity, need to used tourniquet
4. Stab wound or GSW with or without severe bleeding

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**First Aid Score  
Patient 1**

Function	Points available	Points received
<b>Patient 1-</b>		
1. All members start at designated area		
Team leader asking if scene is safe	10	
Member 1- wearing gloves and eye protection	3	
Member 2- wearing gloves and eye protection	3	
Member 3- wearing gloves and eye protection	3	
a. Airway- assess need for cervical immobilization	3	
b. Breathing- requests respirations	3	
c. Listens to lung sounds	3	
d. Determine need for Oxygen	3	
e. Circulation- radial pulse	3	
f. Skin color	3	
g Skin Temperature	3	
h. Blood Pressure (must show applying)	3	
i. Head to Toe Assessment (Points for defining DCAPBTLS)		
Deformities	2	
Contusions	2	
Abrasions	2	
Punctures	2	
Burns	2	
Tenderness	2	
Lacerations	2	
Swelling	2	
1. Assess head	2	
2. Assess chest	2	
3. Assess abdominal	2	
4. Assess Pelvis	2	
5. Assess Legs	2	
6. Assess Arms	2	
7. Assess Back	2	
j. Focused History		
1. Signs / Symptoms	2	
2. Allergies	2	
3. Medications	2	
4. Past Medical History	2	
4. Last oral intake	2	
5. Events leading to incident	2	
k. Immobilize injury (above and below injury site)	7	
l. Reassess distal pulse	2	
m. Reassess vital signs		
pulse	2	
blood pressure	2	
respirations	2	
<b>Penalty- abandoning patient</b>	<b>-20</b>	
	<b>Total Pts. 100</b>	

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**First Aid Score  
Patient 2**

Patient 2							pt's available	pt's rcv'd
Team leader asking if scene is safe							6	
Member 1- wearing gloves and eye protection							3	
Member 2- wearing gloves and eye protection							3	
Member 3- wearing gloves and eye protection							3	
a. Check for unresponsiveness							4	
b. Recognizes need for AED/ Calls for AED							4	
c. Check for pulse (carotid) (10 second max)							4	
d. Begins high quality CPR								
correct hand placement adequate rate and depth and allows recoil							5	
e. CPR cycle (at rate of 100 compressions per minute)							3	
f. Give two ventilations with pocket mask							3	
h. CPR cycle (at rate of 100 compressions per minute)							3	
i. Give two ventilations with pocket mask							3	
j. CPR cycle (at rate of 100 compressions per minute)							3	
k. Give two ventilations with pocket mask							3	
l. CPR cycle (at rate of 100 compressions per minute)							3	
m. Give two ventilations with pocket mask							3	
n. CPR cycle (at rate of 100 compressions per minute)							3	
o. Give two ventilations with pocket mask							3	
**AED ARRIVES w/ BVM								
p. AED turned on and pads properly placed while CPR continues							6	
q. Second rescuer clears victim, allowing AED to analyze, RESCUERS SWITCH							4	
r. Rescuer indicates shock advised, second rescuer clears victim and delivers shock							4	
s. Both rescuers continue CPR after shock, 30 compressions, 2 BVM's							4	
<b>Penalty-Not verbalizing "I'm clear, you're clear, we are all clear"</b>							-8	
<b>Penalty- performing procedures out of order &amp; inadequate care of patient</b>							-8	
<b>Penalty- not clearing before shock</b>							-20	
<b>Total pts possible pt. #2</b>							<b>80</b>	
							points from Pt.#1	
							20 points each	
<b>Un-Safe Act: _____</b>							<b>SPORTSMANSHIP (1.5)</b>	
							<b>TIME</b>	
							<b>PENALTIES</b>	
							<b>TOTAL POINTS</b>	

Unsafe Act -

SPORTSMANSHIP (1.5)  
TIME  
PENALTIES  
TOTAL POINTS



### Hose Roll Evolution

Team:	Judge:
Participant #1:	Participant #4:
Participant #2:	Participant #5:
Participant #3:	Participant #6:

**Overview:** Six participants will start on the marked line behind the wooden box. **The hose must first be unrolled** and then straight rolled with the male coupling in, and placed into the box, which only fits six tightly rolled hose. All six hoses must fit in the box with the lid shut. The time stops when the last participant has crossed the starting line behind the wooden box and the lid is closed properly.

**Note:** Each participant **MUST** unroll and roll their own hose, but teammates can assist with getting hose in box

**Equipment provided:** 6-50' sections of 2 1/2" hose, Wood box.

**Protective Gear:** All participants must wear bunker boots, bunker pants with suspenders, helmets and fire gloves.



## Hose Deployment Evolution

Team:	Judge:
Participant #1:	Participant #4:
Participant #2:	Participant #5:
Participant #3:	

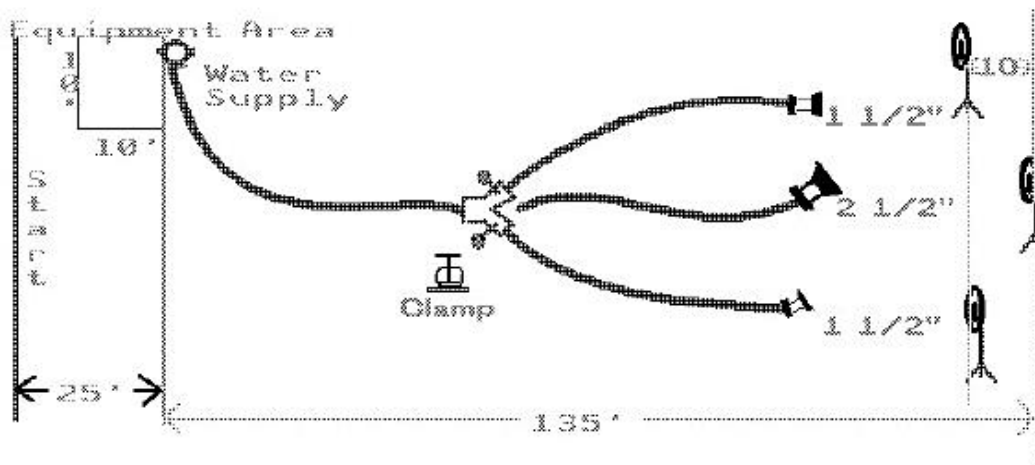
**Overview:** Each team is given ten minutes to setup equipment inside the designated outlined box (10x10). Five participants will start on the marked line that is fifteen feet behind the equipment box. The evolution has three task objectives. First task is to connect to the hydrant with two sections of 2 ½” hose and knock down the middle target. The second task is to attach the hose clamp and shut down the water before the coupling of the two connected 2 ½” hoses. The third task is to attach the gated wye to the end of the first section of 2 ½” hose and then attach one section of 1 ½” hose to each side of the gated wye. These two hoses will be used to knock down the remaining targets. Time stops when the last target has been knocked down. **All required equipment will be supplied for the event. NO PERSONAL EQUIPMENT CAN BE USED.**

**Equipment provided:** 2-50’ sections of 2 ½” hose, hose clamp, gated wye, 2-50’ sections of 1 ½” hose, 1-2 ½” smooth bore nozzle, 2-1 ½” adjustable nozzles, 3 targets, hydrant wrench, and 1-pumper.

**Protective Gear:** All participants must wear bunker boots, bunker pants with suspenders, bunker jacket, helmets, and fire gloves

**Safety Note:** *There will be no jumping onto the hoses. Each infraction will result in an unsafe act penalty.*

**Note:** Ground and all hoses must be wet for all teams before start.



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### Hose Deployment Scoring

	Function	Penalty Time	Add Time
	<b>Penalty- Gear outside the setup box</b>	10 seconds	
	<b>Task One</b>		
1.	All five participants are behind the designated line		
2.	One end of the 2 1/2" hose attaches to hydrant at 2 1/2" connection		
	Remove Hydrant Cap		
	Connect Hose		
3.	Section 1 of 2 1/2" hose is connected to section 2 of 2 1/2" hose		
4.	Section 2 of 2 1/2" hose is connected to nozzle		
	<b>Penalty- charging hose before both sections of 2 1/2" hose and nozzle are connected, and two participants are on the nozzle ready for water.</b>	30 seconds	
	<b>Penalty-couplings are not completely hand tight:</b>		
	<b>Judge Must Check after Completion of Event</b>	Hydrant-	30 seconds
		Middle-	30 seconds
		Nozzle-	30 seconds
5.	Two participants on 2 1/2" nozzle call for water		
6.	Knock down middle target		
	<b>Penalty- knocking down wrong target</b>	30 seconds	
	<b>Task Two</b>		
7.	Attach hose clamp to shut down water before the end of section 1 2 1/2" coupling.		
	<b>Penalty- not using hose clamp to shut down water</b>	60 seconds	
8.	Shut down water		
	<b>Penalty- kicking open hose clamp lock</b>	60 seconds	
	<b>Task Three</b>		
9.	Attach 1 1/2" hose coupling to each end of the gated wye		
10.	Attach nozzle to the end of both 1 1/2" hoses		
11.	Two participants on each 1 1/2" hose calling for water.		
	<b>Penalty- charging hose before nozzle 2 and hose are connected two participants must be on nozzle before flowing water</b>	30 seconds	
	<b>Penalty- charging hose before nozzle 3 and hose are connected two participants must be on nozzle before flowing water</b>	30 seconds	
	<b>Penalty-couplings are not completely hand tight:</b>		
	<b>Judge Must Check after Completion of Event</b>	hose 3	30 seconds
		hose 4	30 seconds
		nozzle 2	30 seconds
		nozzle 3	30 seconds
12.	Each hose knocks down their side's target		
	<b>Penalty- Assisting with knocking down addtl target</b>	30 sec. each	
	<b>Penalty- straddling hose at any time</b>	30 seconds	
	<b>Penalty- Running and Jumping on Hose</b>	30 sec. each	
13.	Time ends after the last target is knocked down		
		Unsafe Act-	30 sec each
		<b>SPORTSMANSHIP (1-5)</b>	
	<b>Un-Safe Act:</b> _____		<b>TIME</b>
			<b>PENALTIES</b>
			<b>TOTAL TIME</b>
	<b>Note: If target is knocked down with the help of other side, target will be reset and time does not stop.</b>		

### Trauma Evolution

Team:	Judge:
Participant #1:	Participant #4:
Participant #2:	Participant #5:
Participant #3:	

**Overview:** All five members will start inside the rescue truck. The time begins when the back doors open. The evolution involves a motor vehicle accident. There are two patients with suspected spinal injury and needs rapid extrication and transport to a trauma facility. One of the patients has numbness to the legs and because of positioning needs to be removed with a KED from the car and then placed on the backboard (**can be located anywhere in the vehicle**). The equipment is kept on the stretcher inside the rescue truck. The participants must remove the equipment from the rescue truck. Stabilize the patient and extricate the patient from the vehicle. Finally, the patient is placed on the stretcher and loaded into the rescue truck. The time stops when the entire team is in the rescue truck and they are closed. **Teams must utilize stretcher at all times for moving patients. There is a Maximum of 12 minutes for this event.**

**Equipment provided:** Backboard, KED, Stretcher, Cervical collars

**Protective Gear:** Gloves and Eye Protection

**Scenario Narrative:**

**Dispatch Information:** Rescue and Engine respond to MVA at 4180 NW 120 Avenue

**Scene Information:** Two vehicles with moderate damage. Driver of the first car fled the scene. No complaints. Second car has driver and passenger complaining of injury. Passenger c/o neck and back pain. Driver c/o neck pain, back pain with numbness. (Occupants can be located anywhere, inside or outside the vehicle)

**Location:** Scenario will be performed in the bays at the fire academy, with exhaust fans providing ventilation.

**Note: Teams must maintain control of the backboards and stretchers at all times, if control is lost that is considered an unsafe act and will require a penalty.**

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**Trauma Evolution Scoring**  
**Patient #1**

**Trauma Score**

**Patient #1**

Function	pt's available	pt's rcv'd
1. All five participants start at the designated starting line & advise BSI	7	
2. Lead medic does 360 degree survey	7	
Member 1-wearing gloves and eye protection	3	
Member 2-wearing gloves and eye protection	3	
Member 3-wearing gloves and eye protection	3	
Member 4-wearing gloves and eye protection	3	
Member 5-wearing gloves and eye protection	3	
4. Remove equipment from rescue truck		
<b>5. Patient 1</b>		
a. Hold C-Spine on Patient	5	
b. Attach C- Collar	5	
c. Recognize need for KED	10	
d. apply KED straps in proper order <b>(if not in order no points)</b>		
Middle	3	
Bottom	3	
Legs	3	
Head	3	
Top	3	
e. Fasten to Backboard using <b>ALL</b> straps	3	
f. Place patient on stretcher and transfer to rescue	3	
<b>Penalties</b>		
a. Delay in holding C-Spine on patient (> 1 minute)	-10	
b. Letting go of C-Spine before pt. is properly secured to KED	-10	
c. C-Collar not secured properly (chin out of collar)	-10	
e. Head not Fastened with chin and forehead strap or tape on KED	-10	
f. Backboard not fastened properly (strap chest and abd area)	-5 per strap	
g. Backboard falling to the ground	-20	
h. Stretcher falling to the ground.	-20	
i. not putting up side rails on stretcher	-5	
j. not fastening stretcher strap	-5 per strap	
k. Abandoning Patient	-20	
<b>Not applying KED or applying to wrong patient Highest time plus - 30 points</b>	70	
	<b>Total Pts.</b>	
Comments Patient One: _____		
_____		
_____		

**Trauma Evolution Scoring**  
**Patient #2**

<b>Trauma Score Patient 2</b>								
						<b>Function</b>	<b>pt's available</b>	<b>pt's rcv'd</b>
<b>Patient 2-</b>								
						a. Hold C-Spine	5	
						b. Attach C-Collar	5	
						c. Properly Log Roll Patient onto backboard	6	
						d. Fasten to backboard using <b>ALL</b> straps	4	
						e. Place patient on stretcher and transfer to rescue	4	
						f. Txfr pt from stretcher to benchseat & strap in w/ all straps	3	
						g. Both patients in the rescue with entire crew and the doors closed	3	
<b>Penalties</b>								
						a. Delay in holding C-Spine on patient (> 1 minute)	-10	
						b. Letting go of C-Spine before pt. is properly secured to backboard	-10	
						c. C-Collar not secured properly (chin out of collar)	-10	
						d. Backboard not fastened properly (strap chest and abd area)	-5 per strap	
						e. Backboard falling to the ground	-20	
						f. Stretcher falling to the ground.	-20	
						g. not putting up side rails on stretcher	-5	
						h. not fastening stretcher strap	-5 per strap	
						i. backboard on bench not secured with all straps	-5 per strap	
						<b>Total points possible</b>	<b>30</b>	
						<b>Unsafe Act -</b>	<b>-20 points each</b>	
						<b>Total from Patient 1</b>		
						<b>SPORTSMANSHIP (1-5)</b>		
<b>Comments Patient Two:</b>						<b>TIME</b>		
						<b>PENALTIES</b>		
						<b>Total Points</b>		
<b>Un-Safe Act:</b>								