

# Florida State Firefighters' Association

## Firematics Competition Rule Book



## GENERAL RULES

1. All team members shall be active members of the Department or Association they represent.
2. No more than 5 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 representative department firefighting gear will be accepted. **NO COMPETITION GEAR!** Long pants shall be worn in all events. Coats used with bunker pants or such are acceptable for events. Liners must be intact. Pull-up fire boots (no zippers) are the only acceptable boots for use in the events. Failure to wear required personal equipment will result in a five (5) second penalty per infraction.
5. Improper latching or loss of personal equipment shall result in a five (5) second penalty for each infraction.
6. 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 Head Judge will be called in. The decision of the Head and Event Judge will be final and binding.
7. A 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. Overall winners will be determined by adding the times from all events for that team.
9. Due to the fact that winners are being determined by the lowest times, a disqualification in an event will lead to the slowest event time plus ten (10) seconds being used for that event.
10. 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.
11. Any unsportsmanlike conduct from any team member or Department member shall result in a ten (10) second penalty being assessed to that team. Any continuing unsportsmanlike conduct from a team will result in the team being disqualified from the competition.

12. The use of intoxicants by a team member shall result in that team being disqualified from the competition. No substitute member shall be allowed to replace such a disqualified team member. **NO INTOXICANTS ARE TO BE CONSUMED BY ANY TEAM MEMBER UNTIL THE TEAM HAS COMPLETED THEIR EVENTS.** In order to have a safe competition, this rule will be strictly enforced.

13. A substitute team member may be allowed to compete after receiving the approval of the Event Committee. Rule 2 will apply in receiving such approval.

14. At the start of each event, only five (5) team members and the judges shall be allowed on the competition field. A five (5) second penalty shall be assessed for each infraction.

15. 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, and immediate restart will be granted without any penalty.

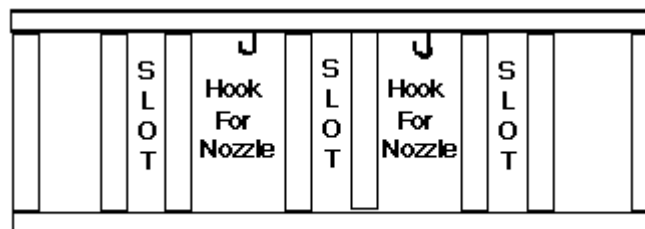
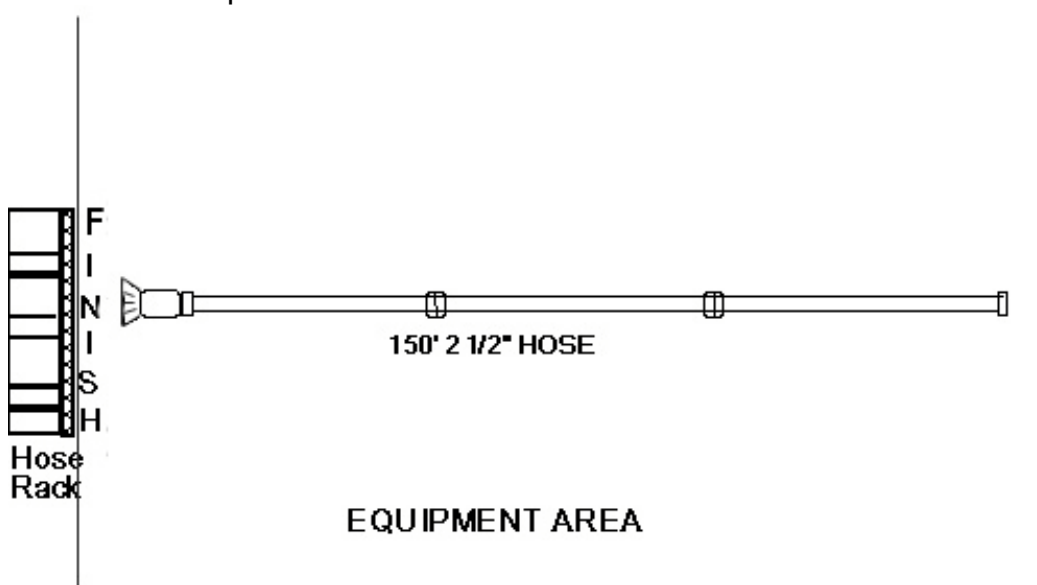
16. In the event of pump operator error due to circumstances beyond the control of the judges, a rerun will be allowed; but the time shall not be less than the time that the truck was shut down by the operator when error occurred.

# DRY HOSE

Equipment provided: Three 50' lengths of 2 1/2" hose and a 2 1/2" nozzle. All hose shall be double jacketed.

Personal equipment: Helmet and boots shall be supplied by the team. Bunker Coats are optional.

All five team members will start behind the start line located 25' from the equipment area. The equipment area is to 160' long. Prior to the start of the event, the team will connect all three lengths of hose and the nozzle. All couplings are to be hand tight and will be inspected by the judges before the start of the event. Upon the start signal from the judge, the team members will proceed toward the equipment area and disconnect all three lengths of hose. The hose will then be rolled into single storage rolls with the male couplings on the outside of the roll. All three lengths of hose and the nozzle will then be carried to and placed in the hose rack. Time is taken when all three lengths of hose and the nozzle are in the hose rack and all five team members cross the finish line. A 5 second penalty will be added if equipment is intentionally thrown to the ground. The rack is to be constructed with three slots, one for each section of hose, and at least one hook for the nozzle. Each slot is to be 1/2" wider than the width of a section of 2 1/2" hose rolled up.



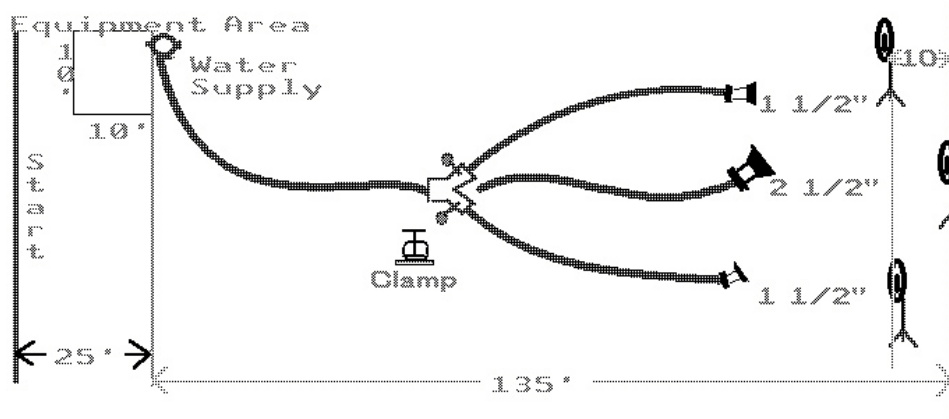
Suggestion for a 2 x 4 rack for event (Front view)

## 1 INTO 2

Equipment provided: Two 50' sections of 2 1/2" hose, two 50' sections of 1 1/2" hose. All hose to be doubled jacketed. One 2 1/2" solid bore nozzle. Two 1 1/2" solid bore nozzles and one 2 1/2" to 1 1/2" gated wye. One Herbert screw type hose clamp. Water to be supplied from a discharge at 100 P.S.I. All hoses, nozzles and gated wye shall have gaskets in place.

Personal equipment: Helmet and boots shall be supplied by each team. Bunker Coats are optional.

All equipment to be supplied and in place in the equipment area prior to the start of the event. Five team members will position themselves at the start line located 25' from the equipment area. They are to be dressed in their gear prior to the start of the event. When the last signal is given, by the judge, they will proceed to the equipment area, remove and connect the two sections of 2 1/2" hose and the 2 1/2" nozzle. Connect it to the water supply, open the discharge and hit the center target. When the target is hit, the hose clamp is properly applied to the first section of 2 1/2" hose. The hose clamp is then **UNSCREWED** and the two outside targets are hit. Time is taken when both targets have been hit. Water from the left nozzle must knock down the left target and water from the right nozzle must knock down the right target. Hoses, nozzles and gated wye shall not be preconnected prior to the start of the event. All four lengths of hose are to be rolled with the male coupling on the inside of the roll. Once the 2 1/2" discharge has been opened at the start of the event it is not to be touched again during the event or the team will be disqualified. Upon the completion of the event do not disconnect or touch any equipment until told to do so by the judge. If a coupling becomes disconnected and deemed unsafe by the judges, the team will be disqualified. The clamp may be closed and opened if there are no safety violations.

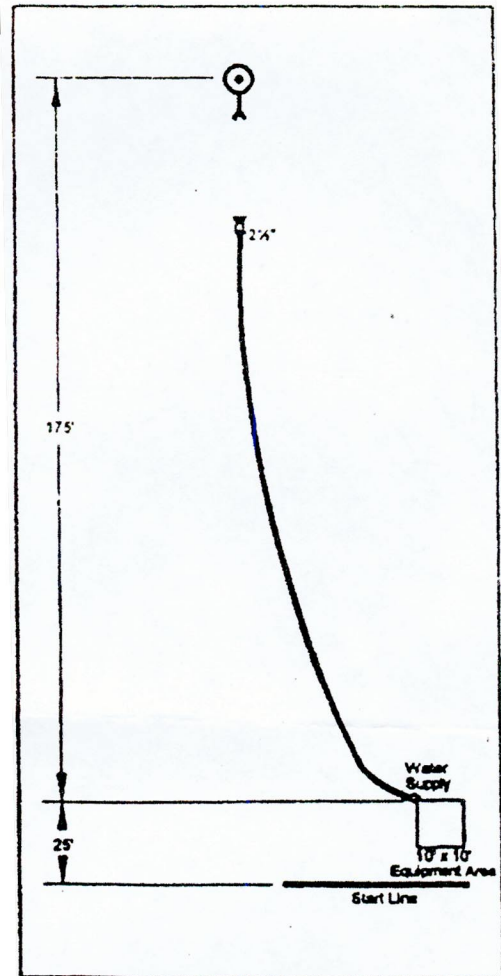


## RUNNING HOSE

Equipment provided: Three 50' lengths of 2½" hose and a 2½" solid bore nozzle. Water will be supplied through a 2½" discharge at 100 PSI. All hose shall be double jacketed.

Personal equipment: The team shall supply helmet and boots. Bunker Coats are optional.

The hose and nozzle are to be placed in a 10' by 10' equipment area located at the water supply line beside the water source. When the start signal is given from the judge the team members will go to the equipment area, pick up the hoses and nozzle, assemble them and advance toward the target while connecting it to the water supply. Time is taken when the target is knocked down. Hoses can be either connected on the run or in place. Prior to the start of the event all hoses and nozzle must be at least 1" away from each other but can be rolled or placed in any manner inside the equipment area. One person must remain at the water supply valve once the line has been charged, so in case of a problem it can be shut down. The target is located 175' from the water supply line. If a line becomes disconnected before the target is hit, it may be shut down by the person at the valve, reconnected and the event continued. Person at the valve must stay within 5' of the valve. Failure to do so will result in a 5-second penalty.

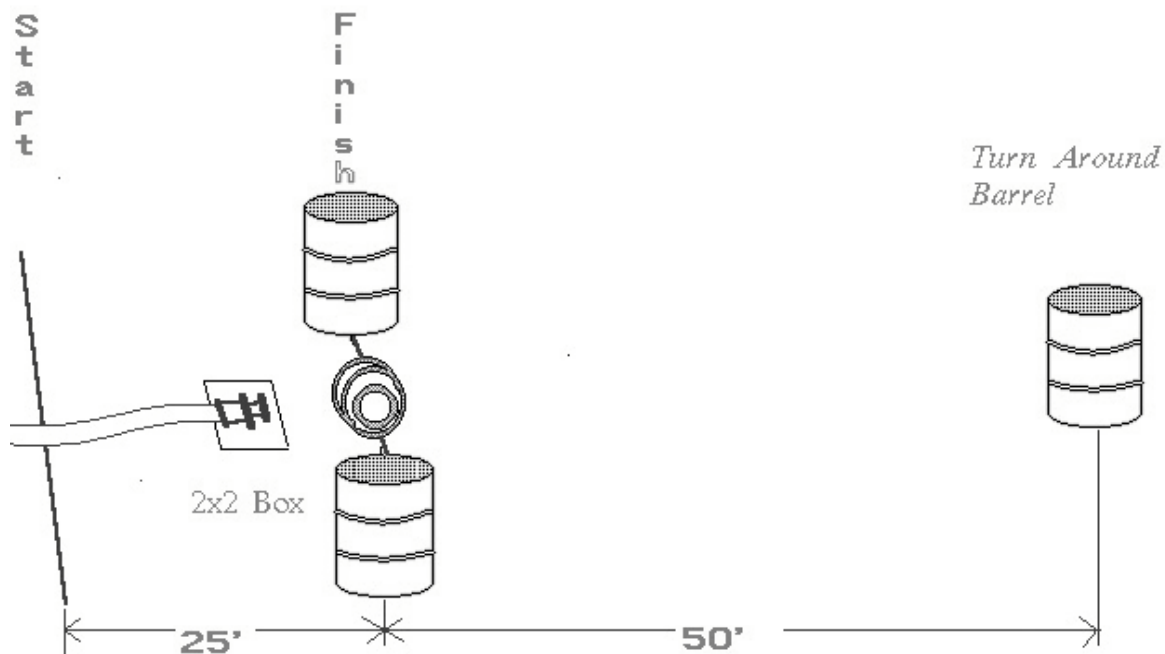


# BARREL PUSH

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 100 P.S.I. nozzle pressure. All hose shall be double jacketed.

Personal equipment: Helmet and boots. To be supplied by team.

Five 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 five second 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. Only the keg is required to pass through the barrels to complete the event. Time is taken when the keg passes through the two barrels at the finish line. If the keg crosses over the start line without passing between the two gate barrels the event will be stopped and no time awarded.

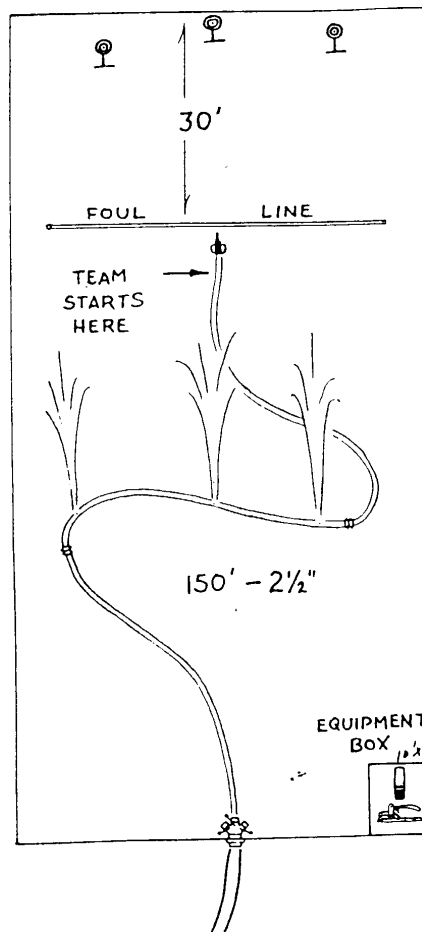


## BUSTED HOSE - ON AN "S"

Equipment provided: Four 50' lengths of 2 1/2" hose and one hose clamp. Water will be supplied at 70 P.S.I. nozzle pressure. All hose shall be double jacketed.

Personal equipment: Helmet and boots shall be supplied by each team. Bunker Coats are optional.

Prior to the start of the event, the five team members will be at the nozzle with one man on the nozzle and the rest of the team within arms reach of each other on the hose. When the team is ready, the line will be charged and water will flow. Upon the start signal from the judge, the nozzle will be closed and stay closed until the change-out is complete and the team is ready to hit the target. At the start signal the team will clamp the hose and change the leaking section with a good section of hose. There will be 150' of 2 1/2" hose in three sections in the shape of an "S" with the middle section leaking. After the change out is complete and two team members are on the nozzle, three targets must be knocked down in any order. No team member can cross the foul line during the event or a disqualification will result. The water source will be at 70 P.S.I. Time is taken when the last target is knocked down. If a target is knocked down before the leaking section is changed it will result in a 10 second penalty per target.



# BUCKET BRIGADE

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

Personal equipment: Helmet and boots shall be supplied by team. Bunker Coats are optional.

Five team members will be positioned at the start line located 25' from the water source. At the start signal from the judge all five team members will proceed to the water source and fill their buckets with water. They then will proceed to the fill bucket to dump them. Time is taken when the judge indicated the barrel is full. Prior to the start of the event the buckets can be placed either at the start line or at the water source. No team members shall touch their buckets until the start signal is given, by the judge.

