

WARREN COUNTY JUNIOR FIREFIGHTER COMPETITION RULES | 2023

COMPETITION RULES

1. This is a family-friendly event. Participants, firefighters, and spectators should display professionalism and civility, meaning no profanity, arguing with judges, unruly behavior, etc.
2. Alcohol is explicitly prohibited at all Warren County Junior Firefighter Competition functions, and is illegal on the property of the Warren County Recreation Complex.
3. Participants and spectators shall conduct themselves in a safe manner at all times. Any person may stop an event for safety reasons.
4. Teams must have an adult advisor, coach, or chaperone who is responsible for their members and should have emergency contact/medical information for each team member. There should be one advisor listed for each team.
5. That one advisor is the only one who may confer with judges or competition officials to dispute a decision or outcome. Judges may confer with each other, but the judges decision will stand.
6. The Event Judges and the Competition Officials reserve the right to disqualify individuals and teams from events or from the competition itself for dishonest or unsportsmanlike conduct such as, but not limited to, cheating, malicious or reckless behavior, arguing with judges, or unsafe actions.
7. The Competition Committee reserves the right to change events or modify rules of the competition should a safety concern or equipment failure arise. We appreciate your positive attitude should this occur.

YOUTH & ELIGIBILITY

1. Youth participants must be between the ages of 13 and 18, and be currently enrolled in school.
2. Youth participants must be a current member in good standing of a fire department's junior firefighter or fire cadet program, or a fire explorer post.
3. Youth team members should be covered by your department's insurance.
4. Each team should designate a youth Team Captain to represent their team.

5. No youth participant may compete in the same event more than once.
6. After completing each event, all participants shall report to the rehab area to be medically evaluated.

EQUIPMENT & TOOLS

1. **Personal Protective Equipment (PPE)** – Participants are required to wear structural firefighting turnout gear, to include boots, bunker pants, coat, hood, helmet, and gloves. Wildland PPE and Nomex-type jumpsuits are not acceptable. PPE may not be modified and liners must be worn. Only structural firefighting gloves may be used for events that require gloves; no extrication/rescue gloves, mechanic gloves, or other type of non-firefighting gloves may be used. Helmets should be traditional firefighting helmets and not rescue helmets or other specialized helmets. NOTE: For the Command Post event, team member #4 will need a helmet with a face shield and goggles.
2. **Self-Contained Breathing Apparatus (SCBA)** – SCBAs will be supplied for required events (SurviveAir). Teams are welcome to use their own SCBAs but they may not be modified.
3. **Equipment & Tools** – All firefighting hoses, equipment, and tools will be supplied for each event and will be available for inspection prior to the event.

AWARDS & POINTS

1. 1st Place, 2nd Place, and 3rd Place trophies are awarded for each event.

WARREN COUNTY JUNIOR FIREFIGHTER COMPETITION RULES | 2023

In addition, the following non-points trophies will be awarded:

- a. Better Luck Next Year Award (last place)
 - b. Team Furthest Traveled
 - c. Good Sportsmanship
 - d. Best All-Around Team!
2. Points are awarded to each team based on their finish for each event. The 1st place team is awarded 20 points; 2nd place team is awarded 19 points; 3rd place team is awarded 18 points, and so forth and so on down the line until the 20th place team receives only 1 point. The Team with the greatest overall score after all events are completed will be awarded the *Walter M. Gardner, Jr. Best All-Around Team* trophy.
 3. The field judges will vote for the Good Sportsmanship award based on a team's positive attitude, fair play, respect for opponents and others, and polite behavior. No points are awarded for this trophy.
 4. In the event there is a tie for the Best All-Around Team, the tie will be broken by which team has the most 1st place finishes, then 2nd place finishes, and then 3rd place finishes, and so forth and so on.
 5. Other specialty trophies are also awarded, such as Furthest Traveled, and Better Luck Next Year (last place). No points are associated with these trophies.
 6. Competition participation plaques are awarded to each registered team. There are no points associated with the plaques.

WARREN COUNTY JUNIOR FIREFIGHTER COMPETITION RULES | 2023

Competition Events:

1. **Don and Doff** – 3-person team event. Team will start fully dressed in gear, and SCBA (not hooked in or breathing air but mask must be on). Team will run 20 feet to a 20'x20' box where they will take off their gear, leaving it however they choose. Once each person finishes taking off their gear, they may leave the box, where they proceed 20 feet to a location where their gloves are laying. They must retrieve their gloves, and go back to the box, where they must get fully dressed, including gloves, SCBA (not hooked up or breathing air, but mask must be on). Once each member finishes getting dressed, they may leave the box, and proceed to the finish line. Once the last member crosses the finish line, time stops. 5 second penalty per infraction found by judges.
2. **Hose roll and shoot** – 3-person team starts from the start line, and proceeds to a 10'x10' box where two sections of (2) 1 3/4" hose is rolled by team, and one nozzle. The team must roll out hose, hook up to a hydrant that is on with a 1/4 turn ball valve in the off position; hook up the nozzle; cut on the water, and use nozzle to direct a hose stream to knock down a target without crossing a line that is 80 feet from the hydrant. The target will be 30ft away. Time stops when the target is knocked over.
3. **Mystery Event** – Time begins when the judge says "GO" and will stop when the last team member and victims COMPLETELY crosses the start/finish line. Two team members must maneuver completely through all three (3) obstacles to access the victim and then work together to bring the victim back through the obstacle course. The other two team members may elect to maneuver through all three (3) obstacles or stay outside of the tube (third obstacle) to help bring the victims through. All team members will work to bring the victims back through the obstacle course. Team members must work in pairs and remain within 3' of each other while negotiating the course to reach the victims, no one works alone. (10 seconds for each infraction) Obstacles one and two (completely through over and under prop) must be negotiated by the entire team or the team will be disqualified. If any team member's protective clothing is compromised or removed (i.e. helmet falling off, gloves coming off, etc.), the team will be penalized 10 seconds for each infraction. Helmets and gloves must be fixed before member can continue. If teams decide to throw the manikin into the tube and it hits another team member inside the tube, there will be a 10

WARREN COUNTY JUNIOR FIREFIGHTER COMPETITION RULES | 2023

second penalty assessed for an unsafe act. The team members must stay in a hand and knee crawling position or lower throughout drill. Standing will result in a 10 second penalty for each infraction.

4. **Firefighter Relay** – First member drags a 50 ft. section of charged 1 3/4” hoseline past a line that is ft from the start. They must then open the nozzle and use the water stream to knock down a target 30ft away. They then drop the hose line and tag member number two. Team member 2 must use a sledge hammer to drive a log back (kiesser machine). Once completed, tag member three is tagged. Team member 3 must raise a extension ladder, that is secured to a object already, and tie the safety line in a clove hitch knot. Once completed, they will tag member 4. Once completed, they tag team member 4 . Team member 4 must drag a dummy past a line that is 40 ft. away. Once team member 4 and the dummy are past the finish line, time stops. 5 second penalty for each infraction found by the judges. Fast time wins.
5. **Command Post** – 4-person team; 3 blindfolded members must find a charged hose and hit the fourth team member with a waterstream (based on the commands of the fourth team member who is standing in a pool). The fourth team member divert as much water as possible into the pool. At the end of 90 seconds, the team with the most water in the pool wins. Two teams compete against each other at a time. Single elimination bracket.
6. **Water Tug-O-War** – 4-person team must push a barrel suspended on a cable with a waterstream past the opposing team’s line. Single elimination bracket.

See diagrams for diagrams of each event.