

2006 HUNTINGDON CO. FIREMAN'S CONVENTION RULES SEARCH AND QUICK ATTACK

A team will consist of 6 members: officer, hydrant man, 2-person rescue team and 2-person attack team.

At the whistle, the team dons firefighting gear: boots, bunker pants, coats, helmet, gloves and SCBA. The 2 rescuers and 2 attack team members must be on air, the officer and hydrant man DO NOT need SCBA. NO COMPETITION/ OVERSIZED GEAR will be allowed.

When all team members raise their hand, the officer gives the command to attack. The officer and the search team advance to the building to conduct a search of the building. The rescue team places the victim in the stokes, secures the straps and carries stokes to the designated area. AFTER the victim has been placed in the designated area, the attack team with the help of the hydrant man, will advance 150 feet of 1 1/2 inch line and then advance the hose line through the maze to the line in front of the building.

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1. The decision of the judges is final. Any questioning of the judges decision will result in immediate disqualification,
2. Each company can have 2 teams but members for one team cannot participate with another team.
3. Time runs from the whistle until the target is knocked off the holder.
4. Hose is packed by the team prior to its run. Team must pick up hose after the run.
5. All couplings must be within a fourth turn of being tight. A five second penalty will be given for each coupling not within a fourth turn of being tight.
6. The nozzle person and the back- up person must be through the maze and at the entrance to the structure before water can be flowed.
7. The lines must be under control at all times. An out of control line will result in disqualification,
8. A line directed in any area other than the target area will result in disqualification.
9. There will be a ten second penalty for the attack team crossing the line before the search team has placed the victim in the designated area.
10. The judges will check completeness of dress as the team leaves the line and at the end of the run, A penalty of five seconds will be given for each team member not properly dressed

2006 HUNTINGDON CO. FIREMEN'S CONVENTION RULES BUCKET BRIGADE

1. Each team will consist of no more than 6 fire fighters who are at least 16 years old.
2. All contestants can wear clothing they see fit with the exception that firefighting helmets are required.
3. Each team must use the buckets designated to them at the beginning of the contest.
4. Two teams will compete at the same time . The firefighters will line up behind the start line with buckets.
5. There will be two timekeepers one for each team barrels.
6. All teams will fill their barrels. The three best times win..
7. If a teams member's helmet falls off it must be replaced before they can continue in the contest. Failure to do so will result in a 10 second penalty.
8. The water tank will be located 25 feet from the barrels.
9. Any team will be disqualified for intentionally throwing water on spectators or the officials.
10. Members can either *run* or pass the buckets, if the bucket is dropped .it is moved from the contest.
- 11 .All necessary equipment and supplies will be furnished by the { HOST COMPANY WITH THE EXCEPTION OF THE HELMETS }
12. There will be a 2 second penalty for every time a member goes across the line.

2006 HUNTINGDON CO. FIREMEN'S CONVENTION RULES . ALL CONTESTS REQUIRING QUICK DRESS

1. ALL turnout gear must be N.F.P.A. approved. All liners must be in place. NO OVERSIZED GEAR **PERMITTED!!! THIS WILL BE ENFORCED!!**
2. Short boots .bunker pants, coats. gloves and helmets are required.
3. Coats must be snapped and buckled except for top buck
4. Coats with zippers and Velcro must be properly closed (zippers up and Velcro closed).
5. The judges will check completeness of dress as the lean leaves the line and at the end of the run. A penalty of five seconds will be given for each team member not properly dressed (bunker pants not fastened, coats not fastened, and helmet not on or chin strap not properly secured 'i

2006 HUNTINGDON CO. FIREMEN'S CONVENTION RULES BATTLE OF THE BARREL

1. Each team shall be composed of five different firefighters. One captain and four firefighters on the hose and nozzle.
2. A coin will be tossed *by* the team captains for choice of goals.
3. Opposing teams will take position in line with their own goal zones facing toward the barrel.
4. At the first blast of the judges whistle, water will be turned on .charging the lines.
- 5-All persons on the team .with the exception of the tail person .must have at least one hand on the hose line at all times. No changes of positions is to be made until a goal is scored
6. If any team in play calls for a timeout without a good reason, the opposing team will be rewarded 1 goal (good reasons will be the judges decision)
7. Any team intentionally turning a water stream on the spectators, officials, or the opposing teams shall be disqualified and the opposing team declared the winner.
8. If a hose line breaks or pressure on the hose line drops below the required pressure (not less than 100 lbs.) time can be called by the judges.
- 9.If for some reason the barrel becomes disengaged from the cable or the tripod slips and lets the cable fail .time will be called and when repairs have been made, the battle will resume at the point (judges decision) where the barrel was at the time of the mishap. Teams shall cross streams of water over the barrel in a neutral zone and begin again . Same rule applies if any foreign matter becomes wedged in any of the nozzles
10. When a team is scheduled to battle at a given or stated time and they are not ready, they shall be given 5 minutes grace before the judge will award the battle to the opponent by forfeit.
11. There will be two one- minute periods, time will stop after each goal. Teams change goals after each period.. In case of a tie. there will be a one - minute sudden death winner by goal or distance. Goal sides will be picked by flipping a coin.

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12. Championship will be determined by process of elimination

13. No team will do battle twice in a row without a 15 - minute rest period between battles .

14. All team members must wear coats, helmets, and boots. Helmets must *have* full face shields which are required to be worn down. Goggles are permissible .
Team disqualification will be declared for this infraction .

15 . Standard equipment for the contest shall be 200 feet of 3/8 inch or 1/2 inch cable stretched between two uprights . Cable is to be 10 feet above the ground . The two clamps (goals) are to be fastened to the cable at a distance of 80 feet apart. The center of the cable is to be marked in some way for the starting point for the placement of the barrel . Nozzles must be county nozzles . 1 1/2 inch hose line and 1 barrel keg made of aluminum . Some pressure on each nozzle up . Hose must be under control at all times from the start to the end of the contest. Judges must decide if the pressure is ok for a contest to start .

16. If at all possible . the playing surface should be paved with good drainage .

17. There will be two judges . a score keeper, and a timekeeper.

18. Leather helmets may be worn with proper eye protection ; goggles or shields.

2006 Huntingdon County Fireman's Convention Rules

Pumping Contest

1. Each team will consist of between six (6) and eight (8) different firefighters, 16 years of age or older.
2. All members of the team (except for the driver who will wear a helmet) must wear full turnout gear (coat, boots, bunkers, gloves, liners, and helmets). **NO OVERSIZE GEAR ALLOWED!**
3. **PUMP TAG ON APPAARATUS WILL DETERMINE CLASS - NO EXCEPTIONS!**
4. Positive displacement pumps (Rotary gear, position, etc.) will be given a twenty (20) second penalty.
5. Hook-up will draft from a tank.
6. One section of hard or lightweight suction will be used and no soft suction will be allowed. Unit must be firefighting apparatus, responds, and operates at fires with standard equipment (i.e., equipment must be in service).
7. Booster tanks must be empty, also pumps must be drained.
8. Two sections of 2 VT" hose will be used.
9. Pre-connected hose must be used and may be connected off the rear 01 passenger side only.
10. All suction caps must be on at the starting line.
11. No speed couplings may be used, only screw type.
12. Unit will be parked on starting line, engine off and transmission in neutral, battery off, and pump out of gear.
13. There will be a removable ball for a target.
14. Unit must be a "U" tag or heavier to be eligible.
15. There will be only one run with NO exception.
16. All team members will be dressed ahead of time. They will be standing at start line facing rear of the engine.
17. Loss of helmet will be a one (1) second penalty, and if it is not recovered, it will be a five (5) second penalty.
18. The decisions of the judges are final.
19. The judges will check completeness of dress before teams leave the line and at the end of the run. A five (5) second penalty will be given for each team member not properly dressed.

20. At starting gun engine will be started and pull to fold a tank.
PARKING BRAKE MUST BE SET! Once parking brake is set then AIR HORN can be sounded. **ENGINE CANNOT MOVE ONCE PARKED.** Once air horn is sounded the team can move.
21. Timing will be from the sounding of the air horn till movement of ball from the base.
22. Pump operator may only operate one time per company, but may operate again for another company using their equipment with company approval. The company owning the equipment must be the first to use it, and the equipment may not run consecutively.
23. Units with high mounted hard suction may lay the hard tube on the ground on the pump side by folding tank. All other teams may use this option.
24. Each team must use dry hose for each run.