

RULES GOVERNING CONTESTS

Participants in the contests do so at their own risk. The Association will not be responsible for injuries or death resulting from participation in the contests.

1. Contests, when held, determine the championships of the various branches of the firefighter's service in the State of Virginia.
2. Contests shall be under the auspices of the Rules and Contest Committee, with the host company making arrangements for a place to conduct the contests.
3. All companies, members of this Association, can contest for prizes at the convention, unless suspended.
4. The Association will give a trophy to the champions, ribbons for the first three finishers and individual ribbons to winning participants for the following contests which will begin at 9:00 A.M. Saturday:

One Person Hose
Air Pac
Dressing
Four Person Ladder
Six Person Ladder
Four Person Hose
Motor Hose/Motor Chemical

The Rules and Contest Committee has the exclusive right to change the order of running, cancel or make other adjustments in regards to the contests when in the best interest of the Association and welfare of the participants.

5. None but regular organized companies, who have been organized as such at least ninety (90) days prior to the Conference, and members of the Association can compete, run or assist any company in any contest who has not been a member of said company at least ninety (90) days prior to such contest.
6. Names of participants certified by a company officer, shall be submitted to the Chair Person of the Rules and Contest Committee on or before August 1st to verify their good standing of no less than (90) ninety days. The list to include verification of insurance coverage. A drawing will be made to determine each team's running position. Any list arriving on or before the team captain's meeting will be dated and that team will run last in all contests.
7. All contestants will be decently clothed. Judges to decide.
8. In cases of ties after all teams have run, in the first three places, the tied team will run again. A coin flip will decide all others.
9. Participants attempting to win a prize in any dishonorable way shall forfeit any prize won thereby and shall be subject to suspension.

10. Three stop watches, furnished by the Association shall be used for each contest with times computed in 1/100 seconds.
11. Judges, head time keeper and timers will be selected by the Rules and Contest Committee.
12. Each team has the privilege of a representative in the judges stand during the time that they are participating in the contest.
13. Each team will be started by: "Ready, Set, Go" except for the motor/hose for which an arm signal will start the time.
14. No team/contestant shall have more than one trial in any contest.
15. Every person taking part in any contest shall be required to start with his company at the starting point.
16. Contest results shall be submitted to the Association secretary and become a part of the Association.
17. All prizes and prize money for contests listed as Rule 4, shall be handed to the Association secretary on the first meeting day and distributed after the contests by the Rules and Contest Committee.
18. The Association at an annual meeting with a two-thirds vote can alter, amend or revise these rules providing all companies are distributed the proposed changes in writing ninety (90) days prior to the annual meeting, any changes would become effective the following year.
19. Contestants shall comply with section 1 and 2, By-Laws, regarding registration fees and dues.
20. Three false starts in any one contest will disqualify the team from that contest.
21. The head timer will read each watch, record time and reset each timer's watch to zero (0) after each run.
22. Times which deviate four (4) tenths shall be discarded. The closest time to the discarded time will be recorded twice.
23. Teams/Departments will be responsible for costs associated with association equipment damaged/broken due to intentional misuse. (Ex. Slamming nozzle to ground/pavement.)

CONTESTS

Objective: **ONE PERSON HOSE**

Contestant begins at starting point with nozzle in hand, runs to and

uncouples 2½" coupling, applies nozzle and drops it. Time is taken when nozzle hits the ground.

Conditions: Two 2½" sections of fire hose are laid parallel with starting line and fifty (50) feet away. Coupling is to be snug but not tight.

Penalties: Half second for each half turn of coupling necessary to make coupling snug.
Six seconds for cross connection.

Objective: **TWO PERSON AIR-PAC**

Two team members in firefighter coat, helmet and boots start at mask case, put on mask, turn on air cylinder and cross finish line fifty (50) feet away with hands raised over their heads. Time will be taken when second team member crosses finish line with hands raised.

Conditions: 30 minutes self contained mask cylinder type to be used. Chest straps to be drawn and one other snap or buckle to be buckled. All 5 face piece straps will be drawn. Tank to be fully open. Hose does not have to be connected to the regulator.

Penalties: 6 seconds for valve not fully opened.
6 seconds for any strap not pulled.
6 seconds for not having helmet on head before finished line is crossed.
6 seconds for no air seal or hose entangled in straps.
6 seconds for waist strap not buckled

Objective: **FIVE PERSON DRESSING**

Five team members run to boots, coat and helmet, put them on, fasten 3 snaps, raise hands over head before finish line is crossed. Time is taken when last team member crosses line. Contestants are not required to wear shoes.

Conditions: Firefighter's coat with liner, folded shirt style, minimum of knee length boots and helmet will be centered on a line 50' from the starting line. Finish line is 100' away from starting line. Three snaps shall be snapped. Hands shall be raised over the head before finish line is crossed. Judges to approve gear.

Penalties: Two seconds for each snap not snapped before crossing finish line.
Two seconds for not having hands raised over head before finish line is crossed.

Objective: **FOUR PERSON LADDER**

Contestants start 100' from structure, run, pick up ladder and place it against structure. One contestant climbs and grasps top rung after which time is taken.

Conditions: Ladder lays flat on ground with base pointed to and 50' away from structure. A 20' flat ladder is to be used.

Penalties: Two seconds for mounting ladder before top strikes structure.
 Two seconds for jumping higher than the third rung.
 Two seconds for skipping rungs higher than the third.
 One half second for each 6" farthest part of the base is over five feet from the structure.
 No time taken if top rung not grasped and held.

Objective: **SIX PERSON LADDER**

Contestants standing adjacent to a 35' extension ladder are to advance, place and extend it against the structure. 5 men then climb and depart onto tower platform. 6th Person climbs ladder and time is taken when 6th contestant grasps the top rung. No more than three team members to be on ladder at any one time.

Conditions: Ladder to lay flat on ground, fly section down, base pointed to and 25' away from the structure. Platform to be a minimum of 28' and no more than 30'.

Penalties: Disqualification when a team member passes ladder dogs which are not locked.
 Two seconds for mounting ladder before it touches structure.
 Two seconds for jumping higher than the third rung.
 Two seconds for skipping a rung after the third.
 Two seconds for pushing or pulling other climbers.
 Two seconds for mounting the ladder before the previous climbers foot reaches the marked rung.
 One half second for each six inches farthest point of the base is outside the 7'-9' placement zone.
 No time taken if top rung not grasped and held.

Objective: **FOUR PERSON HOSE**

Contestants begin 50' away on a 10' starting line from center point of 150' of 2½" hose line. Remove center section. Connect first to third and third and first to hydrant, attach nozzle and show water. Time is taken when water shows through nozzle tip.

Conditions: 150' of fire hose is laid straight out from the base of the hydrant. Couplings and hydrant cap to be made up wrench tight. One gasket for each connection.

Penalties: 6 seconds for each connection not broken with wrenches.
 6 seconds for each cross connection.
 ½ second each half turn required to make connection tight.

Objective: **MOTOR HOSE**

Team to consist of eight contestants to be divided into a five member motor hose team and a three member motor chemical team.

Apparatus proceeds at a rate to allow 17 to 19 seconds from starting line to finish (when the truck rocks back). The hydrant contestant stationed at the 100' line will leave at the arm signal of the starter. Hose is taken off apparatus and connected to hydrant. After coupling to be broken departs hose bed, it is uncoupled, a nozzle attached and water is shown through the nozzle. Time is taken when water shows through tip.

Conditions: Time begins when apparatus front bumper crosses line 100' before hydrants. Hydrants to be on left side of street. Hydrant cap and couplings to be on three full turns. No more than 15' of slack is allowed for connection to the hydrant. Coupling to be broken is not to be touched until it departs hose bed. Apparatus shall lay two complete sections of hose in one single line.

Penalties: Six seconds for each contestant, except one, who leaves apparatus before 10' line by hydrant is reached by tailgate.
Six seconds for pulling slack in excess of 15'.
Six seconds for apparatus not laying the hose.
One second for each foot water shows through nozzle behind 80' mark.

Objective: MOTOR CHEMICAL

Chemical team rides apparatus with motor hose team. After apparatus stops (rocks back) opposite chemical structure the ladder is removed, placed against structure. The booster line is to be advanced up the ladder, and a bell is struck with nozzle. Time is taken when bell sounds.

Conditions: A 12' ladder will be utilized. It may be pointed in the direction desired by the team running. Bell to be 14 feet above the ground. Chemical structure to be on right hand side of street, and centered to the motor hose 100' line.

Penalties: Two seconds for mounting ladder before it touches the ladder shed.
Two seconds for jumping higher than the second rung.
Two seconds for skipping a rung after the second.
Six seconds for departing apparatus before it stops (rocks back) or for unshipping ladder before it stops (rocks back).
½ second for each 6" the farthest point of the base is outside of the 3' placement zone.

CRITERIA FOR SPORTSPERSONSHIP TROPHY

1. Teams may exclude up to 3 contests to be considered for this award.
2. Teams showing abusive or argumentative attitudes toward judges, timers, other teams, spectators or their own team members will not be considered.
3. Throwing of equipment in disgust during competition will eliminate team from consideration.
4. Although all teams will be competing for the sportspersonship trophy, showing enthusiasm and support for other teams is still encouraged.
5. Performance of other department members during competition will also reflect on teams consideration.
6. Where a team places in all events will not be a deterrent for this award.