



U.F.B.A.

UNITED FIRE BRIGADES'
ASSOCIATION OF NEW ZEALAND

Fire Fighter Combat Challenge Rules New Zealand

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THE COURSE

- a. The Challenge Course is defined by the banner line/perimeter fence, in accordance with the distances and weights described in the *Course Layout* and relevant rules of this document.
- b. Friends, fans, and family members are not allowed on the course during the competition at any time, and competitors are permitted only when they are physically running the course.
- c. The sole exception to this rule is for the members of the *Tandem or Relay* competition teams, when they are competing.
- d. Penalties, including disqualification, may be assessed to a competitor or team for violation of this rule.

RUN ORDER(S)

- a. The UFBA reserves the right to revise the order in which competition categories run the course.
- b. The lane will be decided by a draw and not subject to change.
- c. Competitors will be assigned a number and that will be displayed on the breathing apparatus, denoting their run order in the published schedule.
- d. The “next-up” relay team or individual must be in the staging area in full turnout gear when the preceding participant is at the start line. This is a bare minimum time requirement. All competitors are required to monitor their own start times. Adequate warning will be announced when possible.
- e. Teams and or individuals not ready for start signal will be disqualified.

POINTS OF ISSUE

- a. It is the responsibility of the Team Captain or Individual to ascertain whether any penalties exist before leaving the course.
- b. If necessary, the team captain and the Referee will resolve all points of issue regarding penalties and will be resolved before the start of the next heat.
- c. We do not review videotapes, etc...
- d. All Referee decisions are final.

BREATHING APPARATUS

- a. Breathing apparatus is provided and must be worn by all participants in the individual and team categories. This is made available in the (orange) holding area, immediately prior to competing. Competitors are responsible for collecting the breathing apparatus set with their corresponding race number attached.

- b. All competitors, upon registration, are expected to be qualified, and current, breathing apparatus users. Evidence may be required. Any registered competitor found to be in violation of this rule, will be banned for life.

TURNOUT GEAR/PERSONAL PROTECTIVE EQUIPMENT (PPE)

- a. PPE is defined as helmet, coat, pants, gloves and boots
- b. All competitors must compete in their own PPE. PPE must be serviceable (i.e. without holes, or excessive wear), approved for internal structural fire fighting consistent with the relevant safety standard (NFPA, AS/NZ, EN etc) in effect at the time of manufacture.
- c. Articles of turnout gear and SCBA must not be removed or lost, and worn correctly during the competition. If dropped, they must be retrieved and correctly replaced by the competitor before continuing. Non-retrieval results in disqualification.
- d. Competitors found to be non-compliant either during or after a competition will be disqualified and their time nullified.
- e. Questions about the suitability and compliance should be directed the Course Marshal prior to racing.
- f. Duct tape or other visible modifications are not permitted.
- g. Officials may inspect all gear prior to participation. Their decisions are final. Competitors who leave their personal gear at the event may have it shipped to them at cost. Any competitor who reports to the Staging Area (Orange Zone) and is found to be in violation of these rules may be subject to a 15-second penalty and the infraction must be remedied before racing or disqualification may occur depending upon the severity of the infraction. Officials will inspect all gear in the (Red) waiting area prior to participation. Their decisions are final.
- h. PPE Specifics
 - i. Helmets - Flash hoods, face shields and neck flaps are not required. Must be designated for structural fire suppression and bear a NFPA, AS/NZ, EN -compliant label.
 - ii. Coat/Jacket & Pants - Must be designated for structural fire suppression and bear a NFPA, AS/NZ, EN. They must be properly sized, and cover the area of intended protection. Collars must be showing (not tucked in).
 - iii. Gloves – Level 1 gloves are sufficient for this event.

- iv. Boots - In the interest of progressing this event within NZ, (Level 1) station boots, may be worn. Competitors may choose to run in compliant (and safe) structural fire fighting boots if preferred. This rule will be reviewed regularly.

Important: It is a requirement that NFPA compliant (or equivalent AS/NZ, EN) footwear for structural fire fighting must be worn in all events in the USA, including the World Firefighter Combat Challenge. Structural fire fighting boots must have a steel sole/shank and toe, a distinct heel breast (of not less than 90° or more than 135° of not less than 1/2 inch or more than 1 inch) and a vapour barrier. A minimum height of 250 cm (10 inches) measured from the inner heel sole, to the top of the upper boot. This is known as a “Full boot”.

THE EVENT

Overview

The competition consists of 5 fire fighter related tasks that simulate what a fire fighter could be expected to carry out on any given shift.

Event 1: Stair Climb with High Rise Pack

Pick up and carry a 19kg high-rise pack filled with hose up six flights of stairs. The hose load must then be deposited in a box on the top floor.

Event 2: Hose Hoist and Stair Descent

From the top of the tower, using a hand over hand motion, pull on a 16mm rope to hoist up a 19kg coiled hose. This evolution is complete when the hose roll clears the rail and is dropped in the box on the floor. The competitor then descends the stairs using every step!

Event 3: Forcible Entry

After descending the stairs the competitor must use a 4kg shot mallet to drive weight a distance of 1.5 metres on along a custom built track. This event is complete when the beam travels 1.5 metres.

Event 4: Obstacle Course and Hose Advance

Competitor must now run through a series of hydrants in a zigzag pattern, pick up a branch and move a charged hose straight forward for 20m, crack the branch, knock over the designated target, shut off the water and place the branch on the mat.

Event 5: Victim Rescue

The final task is to drag an 80kg dummy a distance of 30m. This event is complete when both the victim and competitor completely cross the finish line.

- a. Competitors must finish the event under seven minutes without running out of air. At this point the course marshal *must* consider the health and safety of the competitor, and may choose to end the race respectfully.
- b. The starting procedure will be directed at both competitors to gauge their readiness, and will require a response (head nod/hand wave)
 - Ready on red
 - Ready on blue
 - Hands to the start
- c. Prior to the start signal, each competitor must have their hands on the start pads.
- d. An audible sound will then start each heat.
- e. The second false start will result in disqualification.
- f. Each event must be performed in the order specified below.

EVENT SPECIFIC RULES

A. Event 1 High Rise Pack Carry

Equipment 70mm high-rise pack & cover (19kg)

Task

- i. The competition starts at the base of the tower.
- ii. The hose pack cannot be touched before the start.
- iii. The hose pack may be carried in any manner and must be deposited into the container on the top floor with no part of the pack touching the deck.
Penalty: A 2 second penalty will be assessed for this infraction.
- iv. The hose pack must stay on the top platform.
Penalty: The competitor is disqualified if the high-rise pack falls off the top of the tower.
- v. The handrails may be used in climbing the tower.
- vi. Steps may be taken in multiples on the way up.

B. Event 2 Hose Hoist

Equipment 70mm coiled hose & cover (19kg) + 16mm kern mantle rope.

Task

- i. The competitor is not allowed to stand on anything other than the top of the platform while hoisting.
- ii. The evolution is complete when the roll clears the railing at the top of the tower and is placed in the container on the top floor.
- iii. The coiled hose must ascend; Loss of control (i.e. slippage of more than one floor) will result in disqualification. Proper placement is in the container with no part of the coiled hose touching the deck.
Penalty: A 2 second penalty will be assessed for this infraction.
- iv. The coiled hose must stay on the top platform.
Penalty: Disqualification results with any loss of control of the coiled hose, including falling off the tower, rolling down the stairs or interfering with the adjacent competitor.
- v. A fallen coiled hose may not be retrieved.
- vi. Descending the tower, every step must be contacted and the handrail grasped.
Penalty: Failure to touch each step on the descent will result in a 2 second penalty per infraction.

C. Event 3 Forcible Entry

Equipment Keiser Force Machine™ (a chopping simulator) and 4kg shot Mallet

Task

- i. Using the 4kg shot mallet provided, the competitor must drive the sled a 72.5kg steel beam a horizontal distance of 1.5m
- ii. Pushing, raking or hooking the beam is not allowed; Only the head of the mallet is allowed

to strike the beam.

- iii. The handle must not come in contact with the beam at any time. The upper edge of the beam will be covered with pressure sensitive tape, making infractions visible by a mark on the tape.

Penalty: A 5 second penalty is assessed for each infraction after the first handle strike.

- iv. Both hands must be above the tape mark on the handle, 30.5cm from the top (end) at the point of impact.

Penalty: A 2 second penalty is assessed for every 25mm or fraction of that the sled is short of the end of the tray.

- v. Some part of the hammer must be placed on the designated 84x84cm mat.

Penalty: A 2 second penalty is assessed for this infraction.

D. Event 4 Hose Advance

Equipment 41mm hose and branch

Task

- i. The competitor must negotiate the slalom course without missing or knocking over any Hydrant cones.

Penalty: A 5 second penalty for each infraction.

- ii. The competitor must pick up the branch end of the 41mm charged hose line, forward of the taped stripe 1.8m from the branch and drag it a distance of 22.8m.

- iii. Once the branch penetrates the swinging doors (i.e. crosses the threshold 22.8m distance), the competitor opens the branch, hits the target with the water stream, shuts down the branch and places the nozzle on the mat.

If the branch is not shut before it is placed down, the competitor must go back and close it.

Penalty: A 5 second penalty will be assessed if course staff is required to shut off the branch.

Important: If the branch opens after hitting the ground, there is no penalty and the competitor can continue to the victim rescue.

E. Event 5 Victim Rescue

Equipment An 82kg Simulaid, Inc Rescue Randy® Mannequin

Task

- i. The Mannequin must be dragged backwards a distance of 30.5m. Carrying the dummy is not permitted.

Penalty: A 5 second penalty will be assessed if any competitor crosses the course centre delineator (i.e. goes out of lane).

Penalty: Any contact with the opposing competitor will result in disqualification.

- ii. The mannequin must not be grasped by its clothing or appendages.
- iii. Time stops when the competitor and mannequin completely cross the finish line.
- iv. The Course Referee, at his/her sole discretion, may stop any competitor who in the

official's opinion creates, or is in a dangerous, unsafe, or stressful condition.

F. Task Completion

- i. All competitors are personally responsible for the completion of each task.
- ii. No course volunteer has the authority to instruct a competitor in the negotiation of the events on the course; Only the Course Official can intervene or direct the actions of a competitor.
- iii. In those rare situations where the event staff may have created an impediment, the options to rectify this situation may include a deduction in time to remedy the hindrance or allow another run of the course.

G. Firefighter Combat Challenge Penalties Summarised

- High Rise Hose Pack Placement (in box): 2 seconds
- Coiled hose Placement: 2 seconds
- Missed Step (tower descent): 2 seconds per miss
- Keiser Force Machine Foul: 5 seconds per mis-strike
- Failure to finish Forcible Entry: 2 seconds per inch or fraction thereof
- Hammer Placement: 2 seconds
- Knocking over or missing hydrant/cone: 5 seconds per occurrence
- Failure to Advance Hose 22.8m: 10 seconds
- Failure to Activate Target: 10 seconds
- Out of Lane: 5 seconds per occurrence

H. Disqualification

- Failure to show
- Double false start
- Loss of object from tower
- Skipped event
- Disrupting the competition
- Unsportsmanlike behaviour
- Interference on the course
- Unauthorized personnel on the course

RELAY / TANDEM SPECIFIC RULES

- The top 10 relay teams will re-run.
- Teams may be mixed but must consist of between 3 to 5 firefighters.
- Tandem's may be mixed but must consist of 2 firefighters and is a straight knockout.
- All rules for the Firefighter Combat Challenge apply exceptions below.

A. Relay/Tandem Turnout Gear

- i. Requirements for turnout gear are the same for all competitors, with the exception that the face piece on the BA is not worn. **NOTE:** Competitors do not have to be BA qualified to compete in the relay events.
- ii. The Baton must be in the possession of the team member performing an evolution.
- iii. Passing the Baton: Passing must be hand-to-hand.
- iv. Competitors may elect to put the Baton down after an exchange but must pick up the Baton before advancing to the next event.
- v. Loss of control of the Baton (such as forgetting to pick up the Baton) will stop the team's forward progress until the member completing the evolution regains possession.
- vi. The Baton may be carried in a pocket or tucked into the harness of the BA.
- vii. Teams may have a member complete more than one evolution in succession, or alternatively, they may have another member interposed between the events. In any case, the handoffs must be accomplished in accordance with these rules.

B. Relay/Tandem Substitutions

Substitutions due to injury, transfers, illness, and/or shift changes are not permitted after the original team run. A team may reduce the number of its members.

C. Relay - Passing the Baton

Passing the Baton may be done up to, but not more than 5 locations on the course. These areas are specified as:

- i. **First Pass Zone:** At the top of the tower, following the deposit of the high-rise hose pack in the box; a legal pass takes place when all competitors' feet are on the top platform. The competitor must not be in contact with the hoisting rope until receiving the Baton.
- ii. **Second Pass Zone:** After the last step exiting the tower, and prior to mounting, the Keiser Force Machine. For example, if the competitor performing the forcible entry station is not the individual descending the tower, the exchange must be made before mounting the Keiser Force Machine.
- iii. **Third Pass Zone:** Anywhere from the Keiser and the first turn but only after placing the hammer on the mat. The individual performing the activity on the forcible entry

station must first place the hammer on the mat and then pick up and hand the Baton to the next competitor.

- iv. **Fourth Pass Zone:** After the last hydrant, and before picking up the branch. No contact with the branch or hose is permitted until the competitor is in possession of the Baton.
- v. **Fifth Pass Zone:** After striking the target and closing down the branch and before the Victim Rescue station. The competitor cannot touch the mannequin until they are in possession of the Baton.

D. Tandem Pass Zone

Passing the Baton may be done once on the course. These areas are specified as:

- i. **First Pass Zone:** After the last step exiting the tower, and prior to mounting, the Keiser Force Machine. For example, if the competitor performing the forcible entry station is not the individual descending the tower, the exchange must be made before mounting the Keiser Force Machine.
- ii. **Second Pass Zone:** Anywhere from the Keiser and the first turn but only after placing the hammer on the mat. The individual performing the activity on the forcible entry station must first place the hammer on the mat and then pick up and hand the Baton to the next competitor.

E. Relay/Tandem Penalties

- i. Any early exchange, (i.e. touching any tool or prop including hose hoist rope, forcible entry hammer, branch, mannequin) before a handoff, etc. will result in a 5 second penalty.
- ii. No assistance can be rendered to a member of a team by any other member of the same team; Each infraction will result in a 5 second penalty, (i.e. if a member completing a task drops the Baton, they alone must be the one to pick it up).
- iii. If any object should fall off the tower (i.e. the Baton, coiled hose or high rise pack) the team will be disqualified.
- iv. If any teammate crosses the course centre line (i.e. goes out of lane), a 5 second penalty will be assessed.
- v. If contact with the opposing team results, the team will be disqualified.

GENERAL RULES

A. Categories

Competitors may register and compete in any category for which they qualify, for example, Open Male and Over 40 category.

The categories are:

- Open Male
- Open Female
- Over 40
- Over 50
- Relay (3-5 members)
- Team (3-5 registered individuals, top 3 times accumulated for team score)
- Tandem

It is preferable that Team / Relay / Tandem members are from the same fire brigade. However, we will accept entries from teams made up of firefighters from the same UFBA Provincial in the first instance or if this is not possible, NZFS Region. All competitors must be members of fire brigades that are full members of the UFBA.

B. Refund and Cancellation

The competitor, on cancellation of entry, will be responsible for costs, and forfeit their entry fee.

C. Check-in

- i. Every competitor is responsible for personally checking in at the control centre, prior to the start of the scheduled event.
- ii. This is a mandatory additional requirement following registration.
- iii. Failure to do so may result in disqualification and financial penalties as outlined above.
- iv. An Event Draw will be completed and published prior to the start of the Combat Challenge.

D. Waiver and Release

- i. Every competitor must sign a Waiver and Health Questionnaire prior to participation.
- ii. No one is allowed to participate without completing this form. The waiver and competitor data form is issued at check-in.
- iii. The form stipulates that this is a drug free competition; By executing this form, competitors acknowledge they are not using any banned substance and may be required to submit to a drug test.

E. Competition Protocols

- i. The Technical Panel may change the Run order.
- ii. All competitors will be allowed to finish the course, (unless disqualified), provided they finish in seven minutes or less.

F. Event Organisation and Management

- i. All competitors are expected to be present at the Challenge designated site at least two hours prior to the event for check-in. This may be relaxed if a run order is produced the prior evening.
- ii. Each competitor must check-in for his/herself.
- iii. By executing the competitor data form, the accuracy of the personal data is accepted as correct.
- iv. Competitors must be present in the staging area when called. If a competitor does not show after three public address announcements requesting their presence, they will be disqualified.
- v. It is the responsibility of the individual (or team) to ensure that they are in time for check-in, safety briefing, inspection, BA issue, and their race. A good guide is to ensure there are nine competitors ahead.
- vi. At the National Prize Giving Function, full NZFS (or equivalent) undress uniform must be worn by all competitors and officials.

PLEASE NOTE:

A safety briefing will be held for all competitors and officials, prior to the commencement of the competition, attendance at which is compulsory for all competitors and officials.

G. The Lions Den

The awardees will receive their Lion Varsity Jackets, helmet sticker, lapel pin and their framed Certificate of Achievement at the Lion's Den Induction ceremony that will take place coincidental with each year's World Challenge.

The criteria for winning a jacket (one jacket for the life of the program) is time-based and as follows:

- Sub 100 sec Male (Defined: A male competitor whose regional or world championship time is less than or equal to 100 seconds)
- Sub 3:00 Female (Defined: A female competitor whose regional or world championship time is less than or equal to 3:00)
- Sub 2:00 Over 40 (Defined: An over 40 competitor whose regional or world championship time is less than or equal to 2:00)
- Sub 2:30 Over 50 (Defined: An over 50 competitor whose regional or world championship

time is less than or equal to 2:30)

H. World Fire Fighter Combat Challenge

Times set at the NZ Firefighter Combat Challenge can qualify a competitor for the world firefighter Combat challenge. These times are available at www.firefighterchallenge.com

These times will count as qualifying times for Worlds however no Challenge World Records can be set, since the tower is scaffolding, and the PPE rules vary from that of the other challenges.