

EVENT 1:

Hose Advance: This event will consist of 2 firefighters who will take a 200 ft 1 ¾" crosslay off a pumper and start to advance it toward a course set up 75 ft away. While advancing the hoseline, the team must completely flake out the hose before starting the course. When the team has made it to the designated area to start the course, the hose line will be charged and the team must maneuver the charged hose line through three 55 gallon drums. The team will know when the target is filled as a dowel with an orange line will appear when the proper amount of water has filled the container. After the competitors successfully fill the containers at the targets they will place, not drop, the nozzle in designated area. Once the nozzle is on the ground the competitor for event 2 may begin. The 2 competitors from this event must then go to event 3 and help with the ladder raise.

EVENT 2:

Dummy Drag: Once the competitors have successfully completed the 1st event, the competitor for the 2nd event will drag a rescue dummy 75 feet backwards in between 2 lines 5 feet apart and go around a 55 gallon drum and drag it back 75 feet to the starting line at which point the next competitor may begin. The competitor must not drop the dummy at anytime.

EVENT 3:

Ladder Raise: Once the competitor has successfully completed the 2nd event the, competitor for the 3rd event will raise a 24 ft extension ladder all the way to the top rung and will have it lock into place and will then lower it down hand over hand until it touches the ground. The 2 competitors from event 1 will assist in holding the ladder while the competitor raises it. After the competitor has successfully raised and lowered the ladder, the 2 competitors will advance the ladder to a designated area and the competitor from this event will raise the ladder to a proper height (3 rungs above ridge line) on a building and will climb it to ring a bell. Once the bell is rung, the competitor for event 4 may begin.

EVENT 4:

Wall Breaching and Maze: Once the competitor has rung the bell in event 3, the competitor for event 4 will put on an airpack and pick up a flat headed axe. The competitor must then breach the wall and advance through a maze. Once the competitor has successfully completed the maze, the time will stop.

*** In event 1, competitors will be able to load cross lay any way they want to prior to the start of event