

Southwest Virginia Firefighters Association Contest Rules and Regulations

- Notice:** Each contestant must attend one of the two business meetings and be duly registered in the convention proceedings. The Chairman of the rules and contest committee shall excuse any contestant from this amendment on an individual case presented at the Captains meeting after the second business meeting.
(Motion made and approved June 13, 1992. Revised 13 April, 2008)
- Notice:** Each and all contestants and the games they want to participate in shall be presented to the Chairman in writing after the second business meeting – no additions or substitutions.
- Notice:** Participating departments or companies must be active members of the Southwest Virginia Firefighters Association.
- Notice:** Any questions or infractions must be presented to the Chairman by the team Captains only before and during the contest. Any other complaints from anyone other than the team Captain may result in disqualification of the individual or team. All team Captains must be in agreement – if not, the **Judge's** decision will rule.
- Notice:** If a stopwatch fails the contestant may take the one time or rerun the event.
- Notice:** Two false starts during a contest will constitute a disqualification of the individual or team.
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One Man Hose

Objective:

Contestant begins at the starting point with nozzle in hand, runs to and uncouples two 2-1/2” couplings, applies nozzle and drops it.

Time is taken when the nozzle hits the ground.

Conditions:

Two 2-1/2” sections of hose are laid coupled together from the starting line for a distance of 100ft. Coupling is to be snug but not tight. Host company is to furnish hose and nozzle. Each contestant is to use the same nozzle and hose.

Penalties:

One second for each half turns of coupling necessary to make coupling snug. Six seconds for cross connection. (Approved 6/2000)

Air-pack (No Modifications)

Objective:

Contestant in Fireman's coat, helmet and boots will start at SCBA case, put on mask and cylinder – turn on cylinder and cross finish line fifty (50) feet away with hands raised over head. Case may be left unsnapped, but closed and placed on the starting line.

Conditions:

30-minute self-contained mask and cylinder type to be used. Shoulder straps must be drawn tight as determined by the gauge. Measurement shall be over the chest area. Other buckles or straps may be adjusted. Tanks must be turned on so that air is flowing. Hose from face piece does not have to be connected to regulator. (Face piece may be adjusted)

Penalties:

Six (6) seconds for no air flowing. Six (6) seconds for any strap not meeting the gauge requirement. Six (6) seconds for no air seal or hose entangled in straps.

One Man Dressing

Objective:

Contestant runs to boots, coat and helmet, puts them on fastens three snaps, raises hands as finished line is crossed. Time is taken when member crosses line with hands overhead. Contestants are not required to wear shoes. (NO MODIFIED COATS)

Conditions:

Fireman coat unsnapped (folded shirt style and checked by Head Judge) minimum knee length. Boots and helmet will be centered on the line 50-ft from starting line. Finish line is 100-ft away from starting line. Three individual snaps and corresponding buckles or rings shall be snapped. Hands shall be raised overhead as the finished line is crossed. Judges to approve all gear. (Liners in or out)

Penalties:

Two seconds for each snap not snapped in correct alignment before crossing finish line.
Two seconds for not having hands raised overhead as finish line is crossed.
Two seconds for any item of required gear not being on the body in its proper place.

Three Man Dressing

Objective:

Three team members run to boots, coats and helmets, put them on and fasten three snaps, raise hands over head as finish line is crossed. Three times are then averaged by head timer. Contestants are not required to wear shoes. (NO MODIFIED COATS)

Conditions:

Firefighters coat unsnapped (folded shirt style and checked by Head Judge) minimum of knee length boots and helmet will be centered on a line 50-ft from starting line. Finish line is 100-ft away from starting line. Three individual snaps and corresponding buckles or rings shall be snapped. Hands shall be raised as finish line is crossed. (Judges to approve gear)

Penalties:

Two seconds for each snap not snapped in correct alignment before crossing finish line.

Two seconds for not having hands raised as finished line is crossed.

Two seconds for any item of required gear not being on the body in its proper place.

Zipper/Velcro Dressing Contest

Objective:

Contestant runs to boots, coat and helmet, and puts them on. Zippers must be zipped and Velcro fastened correctly.

Conditions:

Fireman's coat opened (folded shirt style and checked by Head Judge), firefighting boots and helmet must be placed on the fifty foot line (50'). Runners run from the starting line to the equipment and don equipment correctly before crossing finish line 100-feet from the starting point. Time is taken when the member crosses the line with hands over head. Contestants are not required to wear shoes. (NO MODIFIED COATS). Liners may be left in or taken out.

Zipper must be zipped at least 12-inches from the bottom up. Velcro is to be connected in the same manner and same length.

Penalties:

One second for every inch of zipper deficit, one second for every inch of Velcro closure, 1 second for an air pocket in Velcro, and one second for Velcro not being aligned properly.

Over 50 One Man Dressing

Objective:

Contestant runs to boots, coat and helmet, puts them on, fastens three snaps, raises hands as finished line is crossed. Time is taken when member crosses line with hands overhead.

Contestants are not required to wear shoes. (NO MODIFIED COATS)

Conditions:

Fireman coat unsnapped (folded shirt style and checked by Head Judge) minimum knee length boots and helmet will be centered on the line 50-ft from starting line. Finish line is 100-ft away from starting line. Three individual snaps and corresponding buckles or rings shall be snapped. Hands shall be raised overhead as the finished line is crossed. Judges to approve all gear. (Liners in or out)

Penalties:

Two seconds for each snap not snapped in correct alignment before crossing finish line.

Two seconds for not having hands raised overhead as finish line is crossed.

Two seconds for any item of required gear not being on the body in its proper place.
