

**ALABAMA ASSOCIATION OF VOLUNTEER FIRE DEPARTMENTS**

**COMPETITION RULES AND REGULATIONS**  
**REVISED 2003**

The competition committee of this Association respectfully offers the following rules to be used statewide at all competition events in which the AAVFD is involved as sponsor, supporter or otherwise.

**PRESCRIBED GEAR:**

1. **HELMET** – A helmet of the fire service style and quality with chin strap fastener; a face shield may be attached to the helmet, but is not required. The use of a face shield as a protective device is the option of the wearer or team coach.
2. **COAT** – A turnout coat of fire service style and quality, with D-ring or zipper/Velcro closures, will be worn by competitors in every event that requires a coat. If the coat has a removable liner, it will be the option of the team coach to allow removal of the same. (The only event where liner WILL NOT be removed is the AIR PACK RELAY.) If a coat with D-rings is used, no less than 3 D-rings must be fastened when donning the coat. If a coat with zipper/Velcro is used in an event, the zipper must be zipped up the entire way. (Velcro does not have to be fastened.)
3. **BOOTS** – Fire service boots of some type and style will be worn by every competitor in events that require boots. If a team member wears day/hip boots, it will be the option of the wearer if he/she runs with the boots pulled up or rolled down.
4. **PANTS** – bunker pants are only required in one event (AIR PACK RELAY). If pants with zipper/Velcro are worn with no d-ring, the pants have to be zipped. If pants have a D-ring, this is all that is required to be fastened. HOWEVER, long pants of some type are required, and in no event except the Air Pack Relay, shall a competitor be allowed to wear shorts, cut-offs, Bermudas, etc....unless they are covered by bunker pants or other long pants.
5. **AIR PACKS** – There are only two events that require a SBA, the OBSTACLE COURSE AND AIR PACK RELAY. However, the packs used will have the face piece, regulator & valve removed during competition. The AAVFD will supply these air packs at any event that they are a sponsor, supporter, or otherwise involved.

**BORROWING OF PERSONNEL:** A department may borrow one person to make up a full team for the hose lay, provided that the person borrowed is utilized as the hydrant person. One person may be borrowed to make up a team for the bucket brigade, provided that person borrowed is utilized as the bottom person on the ladder. In all other events, it will be left up to the teams competing if another team may borrow a person and where this person shall be utilized.

**COUNTY ASSOCIATION TEAMS:** Only one County Association team may be entered in any event. Each of the members must be from different departments that are members of the County Association. No two members from one department may participate in the same event.

**PENALTY POINTS:** Throughout these rules you will see term “penalty points”. A penalty point is one second of running time. The Competition Committee has worked hard to eliminate “judgment calls”. When you practice you should assess penalty points, as it would be assessed in competition.

**TIME AND POINTS:** When an event is run by a team, the time, plus penalty points (one penalty point = one second) is totaled. When all teams have completed the event, the times plus penalty points are totaled, the team with the best time is given a value of ten (10) points, the teams with the second best time is given a value of seven (7) points, and the team with the third best time is given a value of five (5) points. When all events are completed, the point value of each team is totaled. The team with the highest point value is the overall winner, with second & third place being decided the same way. TOTAL time does not decide the overall winner. The highest possible score is thirty (30) points; this is based on running of only three (3) events.

### **SPECIAL NOTES**

1. **DISQUALIFICATION:** A team may be disqualified ONLY by choice of the team members and/or their coach. All events must be entered and completed by a team in order for that team to be eligible for consideration in the over-all standings.
2. The use of videotape may not be used to influence a judge’s ruling of an event. Anyone may videotape the events, but it cannot be used as stated.
3. After each event, except the last event, the team times will be announced. Any team wishing to challenge any judge’s ruling in any event may do so, but the challenge must be made after the event is over and prior to the start of the next event. In the case of a challenge on the last event, it must be made prior to the announcement that competition is complete, and there are no ties.
4. In the event that a judge’s call is challenged, the judges will get together to make their final ruling. Once the judges have made their final ruling, there can be NO further challenge involving that call or its consequences. The judges may choose to run the event over, moving the team to run in the last spot, call stands as made, or there was a call made and penalty points were given.
5. In all events, no one except the person or persons running the event and judges will be allowed inside the competing course area. Coaches, other team members, and/or supporters inside the course may cost their team to be assessed a penalty of fifteen (15) penalty points.

6. If a team leaves the competition before the announcement that competition is over, and there is a tie in an event or the over-all winner, the team will NOT be considered in the order of finish. In the event there is a tie, the judges and competition committee member (if present) will come up with an event to break the tie, unless the two teams that are tied wish to decide with a coin toss.

7. There can be only one (1) team per department. However, there is NO limit on team members.

8. This only pertains to rule changes that have been made; all other rules remain the same.

## AIR PACK RELAY

1. The event will require four (4) team members with pre-identified turnout gear. (Fire helmet, bunker coat, bunker pants, and fire service type boots.)
  - a. Additional equipment will be four (4) folding chairs.
  - b. One air pack, as described in prescribed gear earlier.
  - c. In this event, turnouts WILL require liners unless decided differently by the competing teams.
  
2. The event will be laid out with four (4) chairs, 25-feet apart, and a finish line 25-feet from the last chair. In front of each chair, there will be a line 5-feet out in front of each chair. NO PPE will be allowed to be out past this line, nor will the competitor be allowed to cross this line before all PPE is donned without having penalty points added to their time.
  
3. The event will begin with all team members sitting in chairs and facing the end of the course.
  - a. The team members will remain facing forward, with shoes on feet, strings tied, and hands on knees.
  
  - b. All PPE will be placed on the ground in front or to the side of the competitor before the start.
  
  - c. The SCBA will be placed on the ground at the first chair any place the competitor wishes as long as it is not out past the 5-foot line.
  
4. At the start signal, the first team member will don his/her PPE and the SCBA as quickly as possible. After all PPE and SCBA are donned, the team member will make his/her way to the next chair. In any manner he/she chooses. After tagging the second team member, the first member will remove the SCBA and place in a spot for the second member (as long as it is not out past the 5-foot line). As soon as the second member is tagged, he/she may begin donning the PPE and SCBA. Be sure that the first team member is not still touching the SCBA in any manner, for this will cost your team penalty points. After the second team member has donned the PPE and SCBA, he/she moves to the third chair and tags the third team member. This will continue throughout the course until the last member dons his/her PPE and SCBA, and then crosses the finish line. Time will stop then; penalty points will be totaled and added to the running time.
  
5. All PPE must be fastened as stated previously in rules. Helmet must have chinstrap under chin and drawn tight. Coat with D-rings must have at least three (3) D-rings fastened, zipped coat must be zipped as described in prescribed gear. Pants must have waist D-ring fastened, or if zippered pants without D-ring, zipper will have to be zipped and suspenders over proper shoulders. SCBA straps should be drawn tight; however, if

you put the SCBA on without pulling the straps tight, you MUST go through the motion of pulling all straps.

6. All participants will be checked by the judges as you dress and don the SCBA.

7. This is the ONLY event in which short pants may be worn.

### PENALTY POINTS

5 points per D-ring

5 points per chin strap

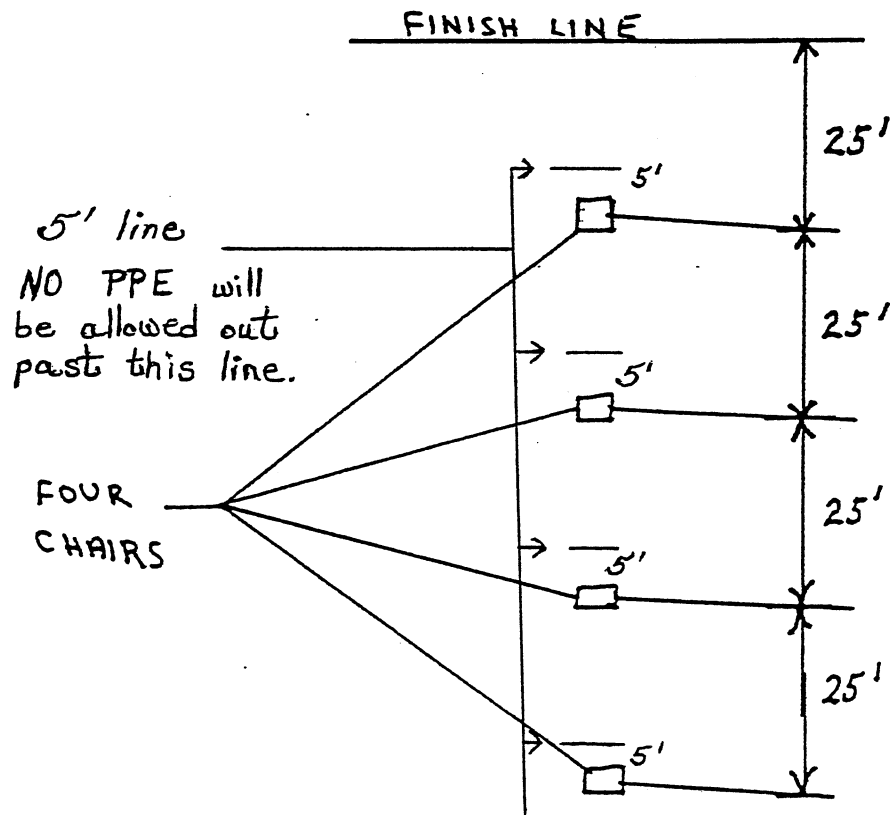
5 points per SCBA strap

10 points for false start before starting signal

15 points for not zipping the zipper up as required

20 points for false start (dressing before being tagged)

### AIR PACK RELAY DRAWING



## WATER ON THE ROOF

**OBJECTIVE:** To put as much water as possible onto roof of small tin-top building, allowing water to flow down roof, into rain gutter, and into a drum in **one minute**.

1. Five (5) team members required.
2. All team members will be required to wear a **fire helmet, some type of shoes, and some type of long pants.**

**DISTANCES:** Tin building is 4' x 8' with the highest point of roof being 7' and the lowest point 5'. The tin building has a railing 8' from building, 25' from railing to the edge of the water reservoir closest to building, with the starting line 50' away from the edge of the water reservoir.

At the start signal, all five members run the 50' from behind the starting line to the reservoir fill their buckets, advance to the railing and throw the water onto the roof. Return to the reservoir, fill the buckets, go back to the railing and throw water onto the roof. Continue this for **ONE MINUTE** and time will be called. **"NO MORE WATER ON ROOF"**. Roof will be allowed to drain for **ONE MINUTE**. Water will then be measured. Team with the most water in the drum is the winner.

**NOTE:** Team members may reach across railing but may **NOT** step over/around it.

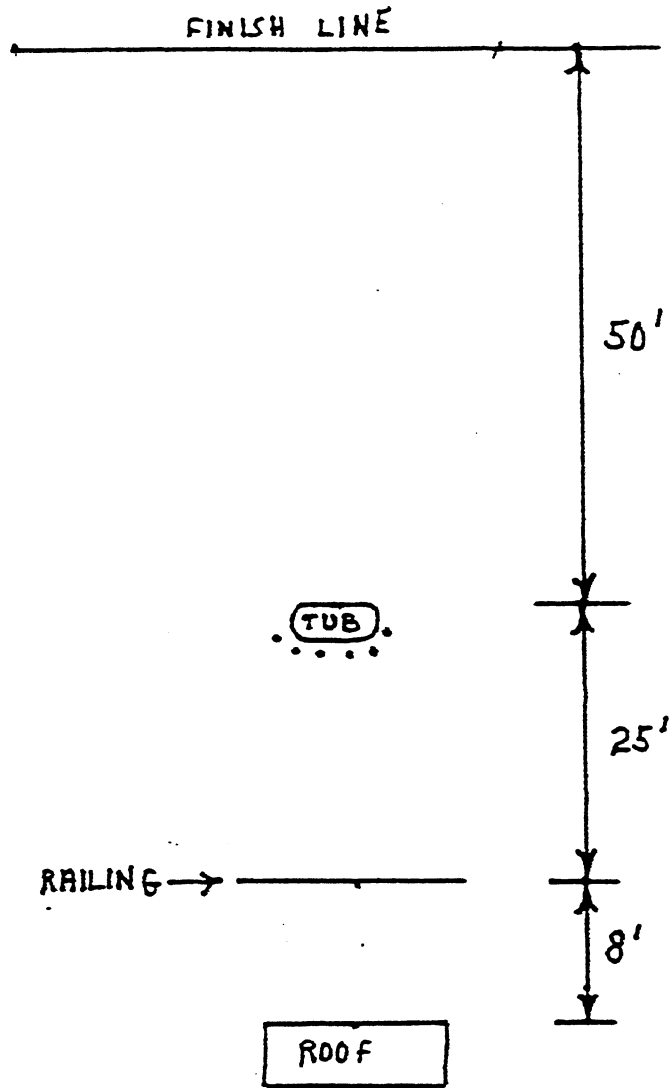
Use six (6) 1 ½ to 2 gallon plastic buckets; all six placed by team members around reservoir anywhere they choose **BUT WITHIN 2'** of the reservoir.

### **PENALTY POINTS:**

Loss of equipment (helmet) – ½ inch from measurement of water in drum (for each team member who loses equipment). Equipment must be retrieved by team member who lost equipment. If equipment is not retrieved by team member, 2 inches will be subtracted from measurement of water in drum.

Step over/around railing – ½ inch from measurement of water in drum per team member who steps over/around railing.

WATER ON THE ROOF DRAWING



## OBSTACLE COURSE

This event requires two (2) persons wearing prescribed gear.

**PRESCRIBED GEAR:** Boots (fire service type), coat, helmet and SCBA. (Some type of long pants must be worn.)

The first runner starts with a fifty (50) foot section of 2 ½" hose, rolled (in any manner) in hand. He must unroll this section and extend it between two (2) lines that are one (1) foot less than the length of 2 ½" hose, leaving six (6) inches on either end to play with. **One penalty point per inch** will be assessed for each inch that the fitting misses the two (2) lines. Measurement will be taken from the fitting farthest from a line, **NOT** from both ends of the hose section.

After extending the hose section, he/she will run twenty (20) feet to a double line of pylons that are set five (5) feet apart in both directions. The runner **MUST** run an "in and out" pattern, beginning on the **OUTSIDE** of the **RIGHT** pylon. This applies to the return runner also. A pylon that is knocked over, but has been turned, **WILL** result in one (1) penalty point per pylon. Each pylon missed will result in **five (5) penalty points per pylon**. If a runner starts on the outside of the left pylon, the runner has missed all the pylons and will be assessed penalty points, five (5) per pylon. **NO** runner will steady a pylon by holding to the pylon when running the "in and out" pattern. A penalty of **ONE (1) penalty point per pylon steadied** will be assessed.

After running both sides of the pylons, a quick run up the middle will take the runner toward the crawl space that is located twenty (20) feet from the inside corner pylon on an angle to the right. The crawl space is built with 2 x 6 rafters on the bottom and floored with ½" plywood. (The rest of the crawl space may be 2 x 4 or other material.) The inside diameter of the opening is two (2) feet by two (2) feet and the bottom rafters are on sixteen (16) inch centers for a total length of six (6) feet and eight (8) inches. Open sides are required for visibility of the judges. You **MUST CRAWL, NO DIVE, THROUGH THE CRAWL SPACE**. **Five (5) penalty points** will be assessed for diving through the crawl space. No contestant may touch sides or top of crawl space during the crawl with hands or feet. Pushing through with your feet or pulling through with your hands will be considered as a dive, and will cost you **five (5) penalty points**.

After clearing the crawl space, the runner will run twenty (20) feet on an angle to the right and pick up a fifty (50) pound duffel bag and place it on top of the shoulder within three (3) steps and run to his/her partner who is located fifty (50) feet away at his/her starting line (who is dressed the same as his/her team mate). The duffel bag is passed to the teammate who must have the bag on the shoulder within three (3) steps, or **five (5) penalty points** will be assessed. Once the bag has been transferred to the partner's shoulder, the partner will run back and place the bag **WITHIN** the four (4) foot square. Any part of the bag being outside the square will cost **five (5) penalty points**. The



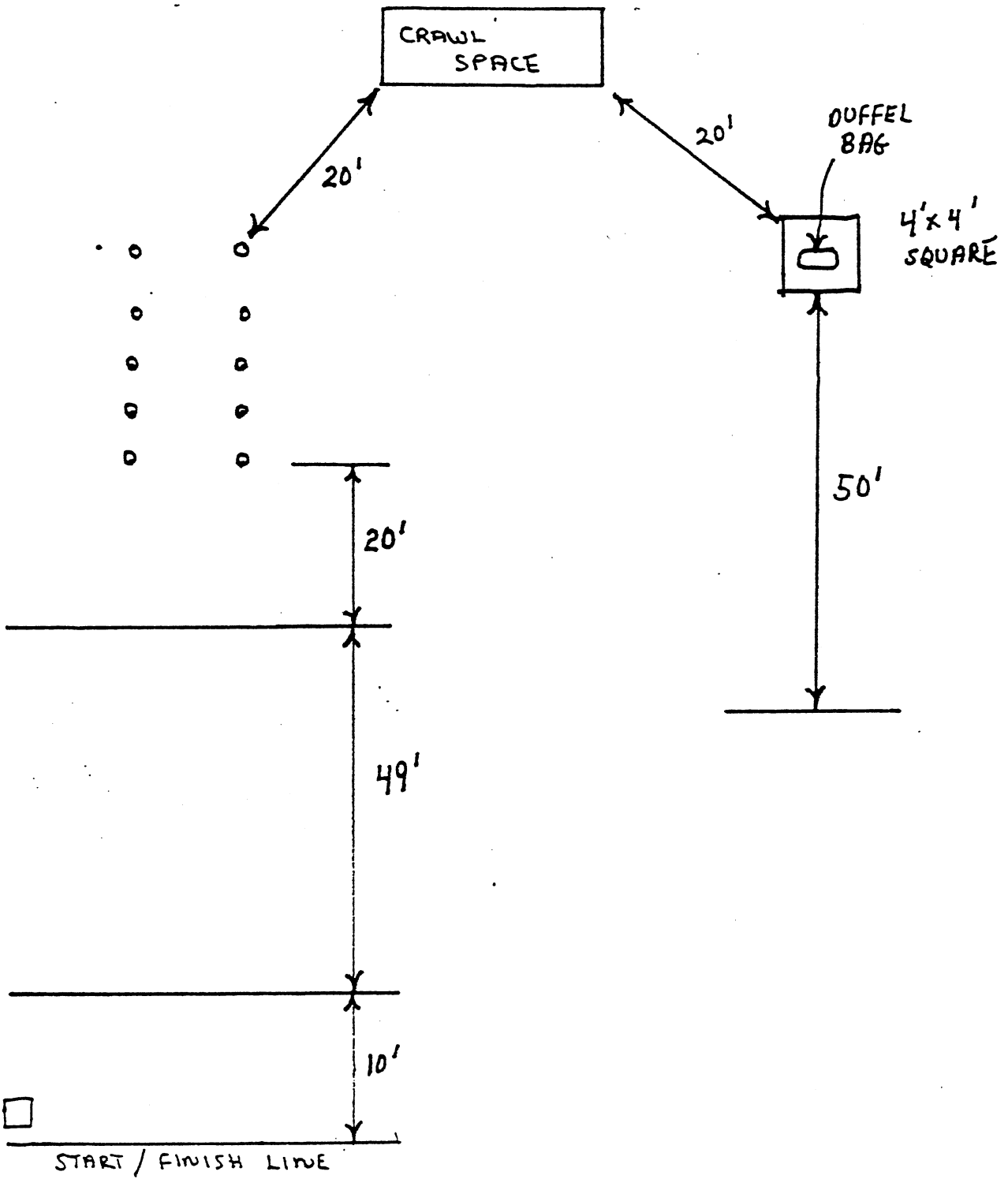
partner will crawl, not dive, through the crawl space and negotiate the pylons as stated earlier in these rules.

The runner will then begin to roll up the section of hose. Be careful here and pay attention. Once the hose is rolled, the partner must pick it up and take it to a box located between the first hose line and the start line. This box is to be built with six (6) inch sides and will be three (3) feet square with a bottom. The hose must be placed in the box and tucked in such a manner that no part of the hose is above the level of the six (6) inch sides and none hanging out of the box. Compressing the hose is permitted, but be careful not to tear up the roll. Needless to say, wadding of the hose or just laying a coupling of the hose in the box is **NOT** permitted, and an extra **TWENTY (20) penalty points** will be assessed if either is done. The team time will stop when the partner crosses the start line without any hose in his/hr hands. Any hose left above the plane of the six (6) inch sides of the box will cost another **five (5) penalty points**.

**PENALTY POINTS:** Each point is one second added to the time.

Unrolled hose	1 point per inch
Knocked-over pylon but turned	1 point each
Missed pylon	5 points each
Steadied pylon	1 point each
Crawl space (dive)	5 points each way
Duffle bag on shoulder	5 points each way
Duffle bag out of square	5 points
Hose outside of 3 x 3 box	5 points
Wadding of hose	20 points

OBSTACLE COURSE DRAWING



## HOSE LAY

This event involves three (3) people wearing prescribed turnout gear (fire helmet, fire service boots and fire coat).

The three (3) will start from a point fifty (50) feet from the tailboard of a pumper and run to a line ten (10) feet from the same tailboard where their turnout gear will be placed before the start. At this point, they must don their gear (Get into boots, place helmet on, pull chin strap tight, put coat on, fasten any three (3) D-rings, no snaps required). **NO** foreign substance will be used in boots or turnout gear. **NO** powder will be used in any fashion. A **fifteen (15) point penalty** will be assessed for **EACH ITEM, EACH PERSON**. The taping of pants will be penalized in the same manner **fifteen (15) points**. Prescribed gear must be donned before leaving the tailboard.

On the tailboard of the pumper will be four (4) sections of 1 ½" hose, **ROLLED IN ANY MANNER DESIRED**. Rolls may be standing on edge or lain flat as you desire. Two (2) straight bore nozzles **MUST** be standing thread end down in the upright position on the tailboard. **NO** hose or nozzle may be pre-connected before the start.

The hydrant person **MUST** carry two (2) rolls of hose to the hydrant and make his/her connections. The hose may be thrown out by the hydrant person or lain at the hydrant, just get it in place where you want it before touching the hydrant. Once the hydrant person makes contact with hydrant and water is flowing, he is locked in place for the duration of the event and may **NOT** leave to help untangle hose or for any reason. If the hydrant person leaves the hydrant, a **twenty (20) point penalty** will be assessed.

The two (2) nozzle people must attach the nozzle either before leaving the tailboard or while extending the hose. They must also make one (1) coupling connection each. The hose **MUST** be extended to a line that is ninety (90) foot line. The team **MUST** take **DOUBLE THE RUNNING TIME** for this event. Coaches come in handy here to make sure the team members cross the line before hitting the targets.

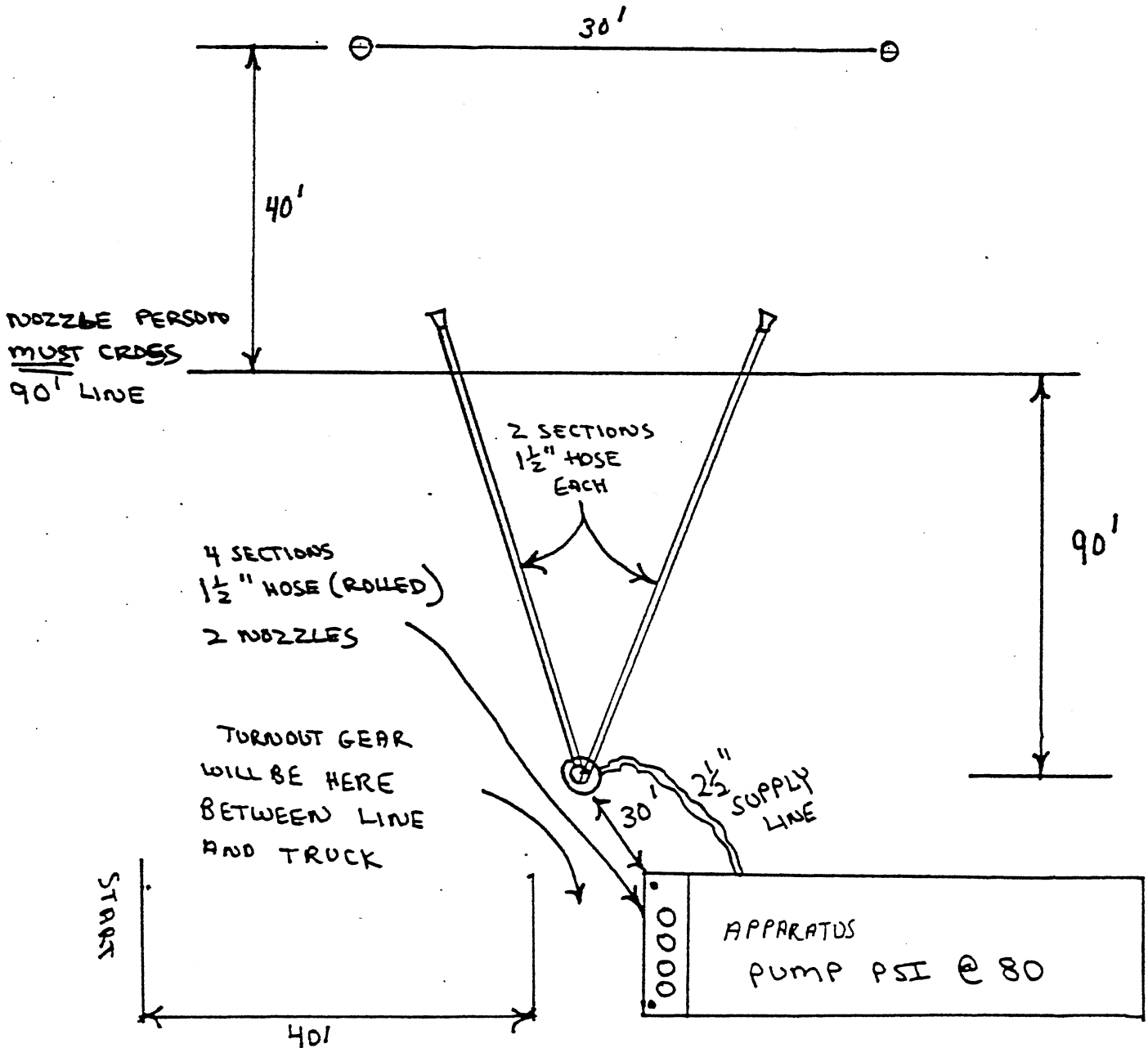
If a target falls off the pylon accidentally, a determination will be made by the judges or the event will be run over. If a nozzle person has trouble extending his/her hose, knots and so forth, he/she **MAY NOT** lay his/her nozzle down, but must wait until the other nozzle person has knocked his/her target over and call for his/her water to be cut off. Once the water is off, he/she may lay the nozzle down and go back to help extend the partner's line.

If a nozzle person lays down his/her nozzle to untangle their own hose line, a penalty of **TWENTY (20) points** will be assessed. A blown coupling may be redone by that nozzle person on that line since no water will be reaching the nozzle. The hydrant person must be alert to the conditions and may shout directions and other expletives at his/her discretion, but **MAY NOT** leave the hydrant. The targets are to be located forty (40) feet from the ninety (90) foot line, and they will be thirty (30) feet apart. Competitors will stand for inspection of judges after competing in this event to be sure all gear is in place.

**PENALTY POINTS**

D-rings	5 points
Chin Strap	5 points each
Alter gear	15 points each
Hydrant person leaves hydrant	20 points
90-foot line	double time

**HOSE LAY DRAWING**



## HOSE LAY II

This event will require three (3) team members wearing prescribed gear, (fire helmet, bunker pants, fire service boots and a fire service coat).

Liners WILL be required unless decided by the competition teams.

The three (3) team members will start from a point fifty feet (50') from the tailboard of a fire apparatus and run to a line ten feet (10') from same tailboard where the PPE will have been placed before the start of the event. At this point team members may begin to don their PPE. All PPE will be fastened as described on page 1 prescribed gear. Team members may proceed to the tailboard as the PPE is fastened. But all PPE MUST be fastened as stated before leaving the tailboard.

On the tailboard of the apparatus will be three (3) sections of one and one-half inch (1.5") hose, rolled in any manner desired by the team members. Rolls may be standing on edge or lain flat as the team desires. There will be a single one and one-half inch (1.5") nozzle standing thread end down in the upright position on the tailboard. NO hoses or nozzle may be pre-connected before the start. It will also be each team's responsibility to check the nozzle setting before the start. (125 GPM)

Before the start of the event there will be a fifty-foot (50') section of two and one-half inch (2.5") hose run from the apparatus out to a set area. (The make shift hydrant may be used for this.) This hose will have a two and one-half inch (2.5") gated wye attached with one opening capped for safety. This is to make sure no water flows out the opening that is not being used. This line will be charged before the start of the event to 90 PSI. All hose and area WILL BE wet down before the start of the event (inside and outside of hose).

At the signal, the three (3) team members will run to the ten-foot (10') line where their PPE is waiting on them. Team members begin to don their PPE as they make their way to the tailboard where the hose and nozzle have been placed before the start. REMEMBER: All PPE MUST be donned before leaving the tailboard.

Each team member will be required to carry one (1) section of the three (3) hoses, and one team member will be required to carry the nozzle along with his or her section of hose.

We will call the team members 1, 2 and 3 so it will be understood who is doing what. Team member # 1 will carry his or her hose to the location of the gated wye. There will be pylons set up ten feet (10') apart in a line ninety feet (90') long. Team member # 1 will ROLL the hose out that he or she has in hand between the pylons. If the hose rolls out of bounds, which is outside the ten feet (10') between the pylons, points will be given. After the hose has been rolled out, team member # 1 may make the connection to the wye.

Team member # 2 will have a section of hose and the nozzle. Team member # 2 will run to where he or she thinks the first section will end up. Team member # 2 will then ROLL the section of hose out between the same boundaries and team member # 1; it applies if the hose rolls out of bounds. After the hose has been rolled out, Team member # 2 will make the connection to the first section of hose. While all this is going on, team member # 3 could have gone to where he or she thinks the second section of hose may end up. Team member # 3 will roll out the hose he or she has, but there is no out of bounds for this section. After team member # 2 has made the connection he or she may go to where team member # 3 has rolled the section out and place the nozzle on the last section of hose. Once team member # 3 has made their connection, he or she may proceed to help team member # 2 advance the hose line to a line forty feet (40') from the last pylon. Once you BOTH have crossed this line, you may spray target # 1 down. Once target # 1 is down, you will advance the same hose line to another line, which is forty feet (40') at a right angle from the last pylon. The same applies if you BOTH do not cross this forty-foot (40') line. There, you will spray target # 2 down. When target # 2 falls or is down, time will stop. Penalty points and time added together will determine the running time.

#### SPECIAL NOTE:

By not crossing either forty-foot (40') line before the target is sprayed off or down, your running time will be doubled.

Just as in the Hose Lay Event, the hydrant man CAN NOT leave the water supply or make shift hydrant until the water is shut OFF. In doing so, penalty points will be charged to the team. But water may be turned on whenever the hydrant man wishes. Just be careful that your team members have made their connections.

NO team member may keep the hose from rolling out of bounds. In doing so, penalty points will be charged same as the hose rolling out of bounds.

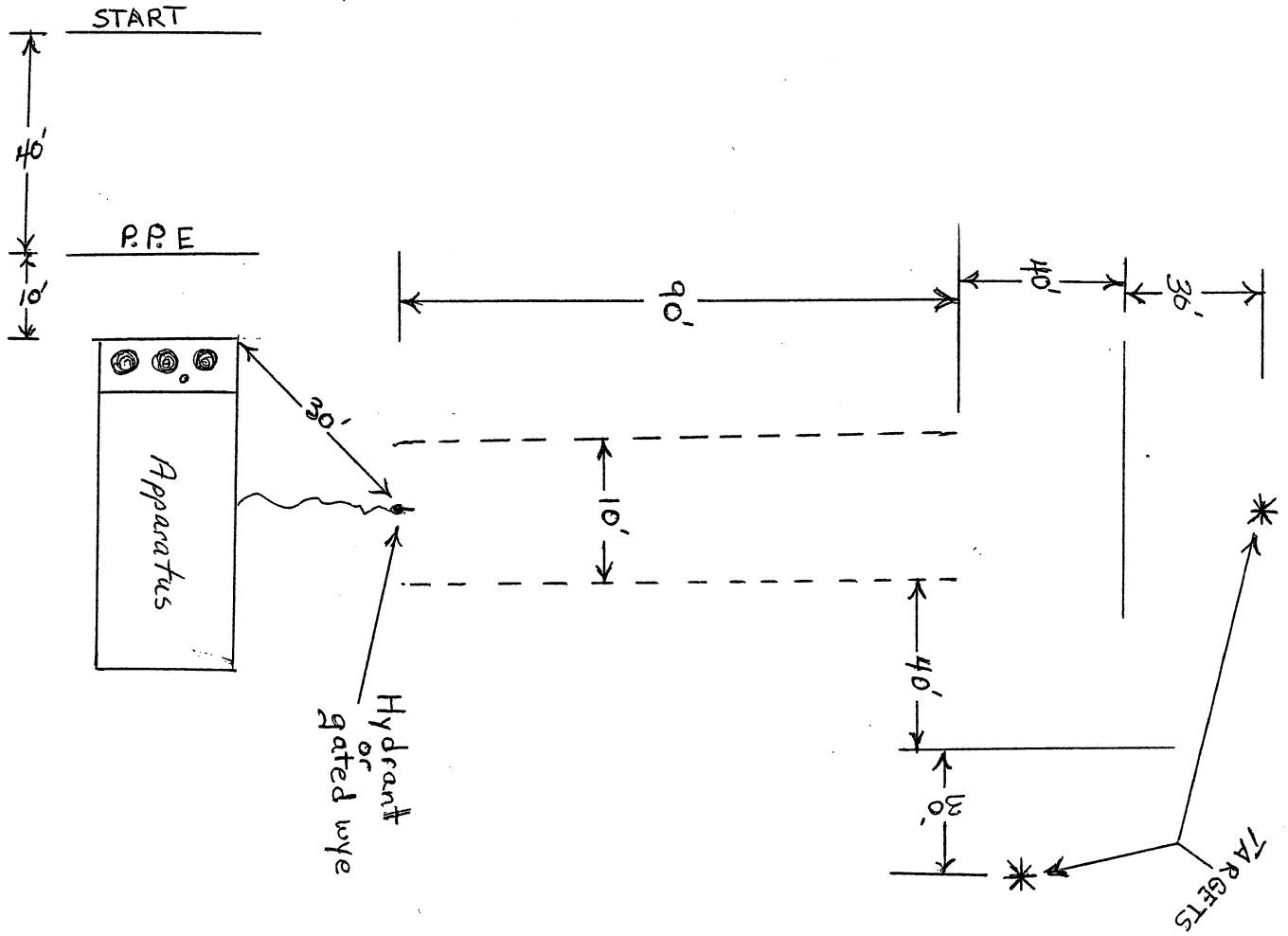
Wrong team member carrying nozzle will be charged with a penalty.

Rules may change in some areas to make the event more fun or safer. If rules are changed, the updates will be sent to the AAVFD office, posted in the newsletter and on the web page.

#### PENALTY POINTS:

- 5 points per each missed D-ring
- 15 points per zippered coat not zipped all the way up
- 5 points per chin strap
- 5 points per D-ring or zippered pants
- 10 points per each hose out of bounds
- 5 points per wrong person with nozzle
- Double time if not across the forty-foot (40') lines

HOSE LAY II DRAWING



## BUCKET BRIGADE

This event requires four (4) persons wearing prescribed gear (fire helmet, fire coat and fire service boots). Helmet has to have chinstrap under chin pulled tight. Coat has to have at least three (3) D-rings fastened, no snaps required.

Two people will carry a roof ladder from the start line to the left side of a scaffold that is twelve (12) feet high and place the ladder in the proper manner against the scaffold with both heels resting in a marked space, which is twenty (20) inches long and five (5) inches wide on the ground. **Five (5) penalty points** will be assessed if both heels are not resting in the marked spot. The highest part of the ladder that touches the scaffold must rest within a twenty (20) inch wide space that is clearly marked on the scaffold and is perpendicular to the twenty (20) inch marked space on the ground.

While the ladder is being raised by those two, the other two (2) team members will advance a one hundred (100) foot line of 1 ½" hose, with straight bore nozzle attached to the top of ladder. This ladder is to be tied securely to the scaffold prior to the competition. The nozzle **MUST** be placed on the platform, **NOT** hanging off, nor shall the hose be looped through the ladder rungs or in any other way tied to the ladder or scaffold. If the nozzle falls off the platform at any time during this event, there will be a **five (5) point penalty** assessed, whether or not you replace it on the platform.

The two (2) people who raised the roof ladder should now be ready to relay water from the filler tub to the persons on the ladder using 1 ½ gallon buckets, **ONE** bucket per person.

The container to be filled will now be only fifteen (15) gallons instead of thirty (30). Please construct your container with a two (2) inch pipe, elbowed out the bottom and coming up to a level that equals fifteen (15) gallons. Cut this pipe off, but do not elbow at the top. The platform judge **MUST** see water **STAYING** at the top of this pipe before stopping time.

### SPECIAL NOTES

The ladder will be laid flat on the ground, not standing on edge prior to the start. The persons carrying the ladder will **NOT** be allowed to carry buckets of water with them as they raise the ladder.

The hose to be used will be wet down prior to the start of the event. However, the hose will not be charged during the event.

The filler tub will be filled each time before a team begins to run the event. **NO** water will be added while a team is running.

The area around the filler tub and the course will be wet down prior to the start of the event.



There will be NO swapping of personnel on the ladder or in any other position once the event has started.

### BUCKET BRIGADE DRAWING

