

Host Agency Requirement

The host department will provide a level site of at least 300' square to be approved by the convention and contest committees before the contests are held.

Hydrants on contest grounds capable of flowing a minimum 500 gallons at 55-75 psi. If no water system is available an adequate supply of 2 fold a tank equivalent to 6,000 gallons capacity to direct siphon to each tank and maintain at least 6,000 gallons at the tank site at all times to maintain water availability without delays. There shall be a pumper available to pump the water supplying a portable hydrant supplied by the FFAM.

The host department will supply adequate personnel to help with set up and tear down of contents.

The host department will supply a public address system for use by the announcer.

Portable rest rooms will be on site if no others are available in the immediate area.

No alcohol on the contest ground during the time of the contest. NO EXCEPTIONS AT ALL!

The host department will furnish all of the 2 ½" and the 1 ½" hose that is required for the contest.

All equipment for the contest will be at the contest site friday night at 5:00 PM for set up.

General Contest Rules

1. The President of the FFAM shall appoint the chairperson of the contest committee.
2. The chairperson of the contest committee shall be responsible for maintaining a record of all entrants who participate in each event, the elapsed times the participants achieve including any penalties imposed by the judges, and the winning team in each event.
3. The chairperson of the contest committee may appoint such a number of assistants, as he/she deems necessary to maintain the required records. Suggested: 1 announcer and 2 clerks.
4. The chairperson of the contest committee or his/her designee shall provide a record of the winning teams (1st, 2nd and 3rd places) of each event to the association historian, the editor of the newsletter and for the permanent record of the association.
5. The chairperson of the contest committee shall appoint the necessary starters, timers and judges for the contests. These persons shall serve their respective positions for all contest events.
6. The contest committee reserves the right to amend any rules on the day of the contests as necessary due to weather and ground conditions. Each team captain will be notified of the changes in the rules prior to the start of the contest involved.
7. The contest committee reserves the full control of the contest, including the right to amend/interpret any rule that allows an unfair advantage to any participant or team. Their decision is final.
8. The starters will have full authority when starting each event. Starting ahead of the fun or signal for the second time shall disqualify the contestant or the team for the event.
9. The judges shall impose penalties as provided in the rules governing each contest and shall have the power to disqualify a team or contestant for improper conduct. Agreement between two judges shall constitute a decision. Decisions reached in this manner shall be final.

NOTE: Only the contest committee may change the requirements for any given contest, and then only with the full agreement of the entire committee and **BEFORE** the contest is started.

Any such changes after the contest begins could give an unfair advantage to one or more teams **and will not be allowed.**

10. The contestants participating in the contests must be current, active members or associate members of the FFAM to participate in the firefighter's contests. To participate in the female division, the participants must be current, active members of the FFAM or Auxiliary. It is not necessary that they be members of a local organization.
11. A team consists of men/women in such a number as required by the individual contest rules. No team may participate without the required number of members.
12. Contestants may participate on only one level. That is either firefighter or female division at any one convention. This is dependent upon their membership qualifications as defined in the respective bylaw of each organization.
13. There shall be no more than two teams representing any one fire department or association from a town, city or district entered in any single contest event.
14. Entry and enrollment blanks shall be provided by the FFAM in such a form as to show the numbers of teams entered by each department for each contest as well as the names of individual members of each team and the captain.
15. All entries for the contest shall be made **BEFORE 7:00 PM** on the first day of the annual convention. At this time, all entry forms shall be properly completed and signed by the authorized person(s). No entries will be accepted after this time. **Pre-entry by mail is encouraged.**
16. The FFAM and the host organization assume no responsibility for injury during the contest. The participating team members must sign a Release of Responsibility form to that effect and **enter at their own risk.**
17. Each department shall appoint a team captain for each event. The captain shall be responsible to know the members of his/her team and to see that the team is properly prepared for the event. The captain shall meet with the contest judges to discuss rules, penalties, etc. prior to the start of each contest. **The captain and only the captain will be accepted to discuss problems or complaints after a contest is done.**
18. Substitution for team members may be made up until the starting of the first contest. **The clerk, except in case of an emergency or injury will accept no substitutions after the beginning of the contests.** Alternate members may be named on the original entry blank.
19. Contestants may participate on only one team in each contest event.
20. All contestants of any department entered in the association contests must be registered at the convention to be eligible for competition. The authorized representative of each department shall sign a statement certifying that all contestants are registered.
21. **If a department member enters a contest and is not registered at the convention, the entire department will be disqualified for the contest.**
22. **Misrepresentation of eligibility of any contestant will disqualify the entire team and department from all competition in the current year.**
23. Protective clothing shall be interpreted to be NFPA approved fire gear.
 - Boots: NFPA approved boots with bunker pants complete with liners, snaps and/or zippers and suspenders.
 - Coat: Bunker coat with liner.
 - Helmet: Fire department type helmet with chinstrap.
 - Gloves: Gloves are highly recommended but not required and do not have to meet NFPA standard.
24. All contests excluding water fight are decided by elapsed time. The elapsed time being the actual time achieved by the contestants plus any time penalties imposed by the judges.
25. Any ties in scoring in all contests shall be decided by "sudden death" play off between the tied teams.
26. The "**on deck**" team (next team to compete) will be prepared to participate at the time they are called to compete or be disqualified for that round.

27. The team “**in the hole**” (team immediately following the “on deck” team) must be prepared to compete in the contest within 2 minutes of the time they are called to compete or be disqualified for that round.
28. Two contests may run concurrently. If a member is competing in both contests, every effort will be made to allow competition in both contests.
29. Contests not completed in one day will be ruled “**NO CONTEST**” and no points will be awarded.
30. The committee will attempt to set up any elimination contest in such a way to prevent the 2 teams from the same department from competing against one another before the semi-final round of competition.
31. After each team completes their contest, the team members will assist the judges in repositioning the equipment for the next contest. Failure to do so will result in a penalty of 10 seconds for the round just completed.
32. The team accumulating the most points will be the recipient of the “**OVER-ALL**” trophy. **IN CASE OF A TIE FOR OVERALL, THE TEAM WITH THE QUICKEST AVERAGED TIME (Total contest time divided by the number of contest equal the averaged time) FOR THE COMPLETE CONTEST, WILL BE THE OVERALL WINNER.**
33. Any time a nozzle or a coupling is dropped deliberately or thrown during or following any contest the team will be disqualified. The nozzles are to be laid down to prevent damage. (Note: Exception as provided in the coupling contests).
34. The host department shall furnish all hose, wyes, appliances, etc for the contest and the contest committee shall inspect all contest equipment before the start of the contests. All hose to have lite weight couplings (power-lite, etc.).
35. **ALL PROTECTIVE EQUIPMENT THAT IS STARTED WITH SHALL REMAIN IN PLACE DURING THE TIME THE CONTEST IS BEING RAN. IF ANY EQUIPMENT IS LOST OR DROPPED DURING THE CONTEST IT WILL RESULT IN A DISQUALIFICATION.**
36. **THE NOZZLE AND HOSE WILL BE HELD UNDER CONTROL AT ALL TIMES UNTIL ALL WATER PRESSURE IS RELEASED AND GONE.**
37. Gloves are recommended but not required for all play in the firefighter and female classes. If gloves are used, **ANY TYPE** is allowed that you want with a couple of exceptions. No open finger gloves, no open hooks, clips or alterations that could injure or are specifically added for competition enhancement. Resolving of issues will be a judgment call on the field by the contest committee and ruling is “**FINAL**” for the day.
38. The 2 ½” nozzle position in “extending a hydrant line” shall be open and the team captain is responsible to check the nozzle for status under supervision of a judge. The entire team can be brought to the nozzle position for consultation. The captain of a female or junior division team may confer with one or more representatives of their department or have that representative(s) check the equipment for them if they prefer.
39. The threads to the 2 ½” nozzle or hose in “extending a hydrant line” can be checked by the team captain using a double male and female (or cap and plug). This equipment will be provided to the captain by a judge for threading if desired in addition to the visual inspection if they feel there is a problem.
40. For safety and health reasons, all positions on the bucket brigade (especially the thrower) can now be rotated in any way the team would like.
41. **Lodging a protest must be completed before fully concluding that event.** If shut down and set-up for the next contest has started it is too late for any hope of repeating that event outside of highly “**extraordinary**” circumstances. Last team to finish a call should promptly call time out with a judge if they have any questions at all once their event is completed.

42. Un-sportsman like conduct will not be acceptable behavior within the contest area. Note, the word **“Area” vs “Field”** so as to include all sidelines (areas around the field of play). If this is witnessed, one of two courses of action will take place.
- (1) A **minor to significant action** will result in a single warning. A second warning during the day (does not have to be for the same thing) and you are disqualified from the event you are presently in or just completed and you are done for the day – barred for further team play. That will usually mean the team members forfeit their standing in that event as well.
 - (2) **Serious action, obvious endangerment of others**, witnesses confirming specific action and one event (present or previous) is voided (you are disqualified) plus you are done for the day – barred from further team play. Designated alternate must be available for the team to continue to play if you are barred from further team play or your entire team is done for the remainder of the day. *(Some isolated cases witnesses of minor actions in the past, but we wanted to be on record for possible range of penalties).*
43. Rest periods between back to back play (essentially involving the water fight competition) that must go immediately back into play will have a full two minutes to rest from the time the equipment is back in place and ready for re-start in the firefighter division and three minutes in the female and junior division. If this happens to a team a second time during the water fight, an extra minute will be added for the second occurrence, three for firefighters and four for female and junior divisions.
44. The contest committee will assure all primary equipment dedicated to the contest by the host department remains in full service until the contests are fully concluded by a pre-arrangement of understanding.

DIVISIONS

JUNIOR DIVISION

- To consist of junior firefighters, cadets and explorers ages 14 – 18 male and females with active FFAM membership.
- Chief or senior group sponsor is responsible for acquiring permission and explaining risks of competition to parents or guardians of minors.
- Juniors will compete in the following events:
 - 2 person hose coupling
 - Extending a hydrant line
 - Barrel fight

FEMALE DIVISION

- Open to female FFAM or Auxiliary members ages 14 and up.
- Contest rules will be the same as what was formerly the auxiliary division.

FIREFIGHTER DIVISION

- Open to firefighters and junior firefighters 17 and up.

In the interest of making time for what we hope will be a successful addition of the “junior division”, the one person hose coupling evolution has been dropped.

All participants must be dues paying members as of April 1st preceding convention. Competitors shall meet any age requirements as of the day of competition.

TWO MEMBER HOSE COUPLING CONTEST

Time:

- To be taken from the starters signal until the nozzle is **laid** on the ground.

Equipment:

- 2 ½” standard shut-off nozzle **FURNISHED BY THE ASSOCIATION**
- (2) 50 foot sections of hose with 2 ½” couplings with national standard threads.
- Full protective clothing, gloves optional.

Object:

- To go 50 feet, break the coupling and connect the nozzle in the shortest elapsed time.

Rules:

- Association nozzle must be used.
- Nozzle must **lie flat or stand on the ground at the starting line.**
- Hose coupling is to be made up and lying flat on the ground.
- Contestants must **STAND WITH THEIR ARMS FULLY EXTENDED OVER HIS/HER HEAD** until the starters signal.
- Nozzles must be hand tight.

Penalties:

- Nozzle loose half turn: +1 second
- Nozzle loose half turn to full turn: +2 seconds
- Coupling not landing on matt: + 4 seconds

Points:

First place – 3 points
Second place – 2 points
Third place – 1 point

Prize:

- Trophies for 1st, 2nd and 3rd places.

THREE MEMBER WATER FIGHT

Time:

- To be taken from the starter's signal until the barrel is driven over the opponent's goal or time of "**2 minutes**" is called.

Equipment:

- One steel barrel suspended from a cable 15 feet from the ground, 2 lines of 1 ½" in hose with the same size nozzle and nozzle pressure.
- Two matched nozzles Akron 1 ½" NST base, Style #1125 shut-off Style #438 5/8" tips.
- The official target will be a 16-gallon barrel.
- The target should have a solid center shaft with swiveling 3-inch pulley carrier.
- Full protective clothing, gloves optional.

Object:

- To drive the barrel over the opponent's goal using a stream of water.

Rules:

- All movement of the barrel must be accomplished by the force of the hose stream.
- Starting position of each team will be with nozzle tip behind the goal line, nozzle closed and line charged lying flat on the ground.
- The barrel must rest on the center mark on the cable to start.
- All contestants will furnish and work the contest with full protective clothing.
- **EACH TEAM MEMBER WILL STAND FULLY ERECT AND WILL HAVE HIS/HER HANDS FULLY RAISED ABOVE THEIR HEADS** when their team is ready to begin and remain in that position until the starter's signal and stop at the sound of the judge's or timer's signal when time has expired.
- The judge's will determine the position of the barrel in relationship to the center mark on the cable.
- The winning team will be the team who successfully pushes the barrel to their opponents' goal or to the far side of the center mark when time has run out.
- A nozzle pressure will be set the day of the contest. It will be maintained as accurately as possible at the "Y". If, in the opinion of the judges, pressure should be changed due to local problems, the pressure may be changed by a majority vote of the judges present.
- The pressure will be adjusted by the contest committee.
- The association owned matched set of nozzles used are Akron 1 ½" NST base style #1125 shut-off and style #438 5/8" tip.

Note:

- **These rules are subject to change as local conditions and other equipment to be used by the contest committee demand.**

Penalties:

- Loss of any protective gear: disqualification.
- Deliberately turning the hose stream on opposing team or spectators: disqualification.
- **FALSE START PER RULE #8: DISQUALIFICATION.**

Points:

First place - 3 points

Second place - 2 points

Third place - 1 point

THREE MEMBER EXTENDING HYDRANT LINE

Time:

- To be taken from the starters signal until the second target is knocked down.

Equipment:

- Two 50' sections of 2 ½" hose, shut-off nozzle with a 1" tip, water source (if hydrant is used, a wrench on the stem), two targets approved by the rules committee and provided by the association.
- Full protective clothing, gloves optional.

Object:

- At starter's signal, members connect hose #1 to the water source, attach nozzle, open hydrant, and knock down first target. Members then shut down the water flow, remove the nozzle, extend the line with hose #2, attach nozzle, reopen the water flow and knock down the second target.

Rules:

- Nozzle is to be in the open position at start of competition.
- Number 2 hose must **NOT** be touched by any team member until the first target is knocked down.
- Water source cap must be hand tight at start of competition.
- **Team members may help one another.**

Penalties:

- Team member touches hose #2 before first target is knocked down: 10 seconds.
- Couplings loose to half turn: 1 second.
- Couplings half to full turn: 2 seconds.
- Couplings loose full turn or more: disqualification.
- **LOOSING CONTROL OF NOZZLE: DISQUALIFICATION.**

Points:

First place – 3 points.

Second place – 2 points.

Third place – 1 point.

Prize:

- Trophies for 1st, 2nd and 3rd places.

Note:

- **Water pressure is to be hydrant pressure or pumper pressure to be selected by the contest committee.**

Lay-out of equipment:

- Water source should be located at street curb.
- Targets set fifteen feet from curb.
- Number one target is 75' from water source.
- Number two target is 125' from water source.
- Number one hose is laid parallel to curb and 15' from the curb with male end even with water source, female end toward target.

- Number two hose 5' further out into the street and parallel to the curb and the same manner as hose number one.
- Nozzle is standing upright between the two hoses and 25' from the water source at the starting line.
- Team members will stand with arms fully extended over their heads until starter's signal.
- One member is beside the nozzle with the other two on either side of him/her and outside the two hose lines.
- Water source is closed as specified by the judges.

FOUR MEMBER REPLACING SECTION OF HOSE

Time:

- To be taken from the starter's signal until the target is knocked down the second time.

Equipment:

- 4 sections of 2 ½" hose, nozzle, hydrant wrench (if needed) and target approved by the rules committee and furnished by the association.
- Nozzle tip to be 1".
- Full protective gear, gloves optional.

Object:

- To turn on the water, knock down the first target, shut off water, replace center section of hose, urn water back on and knock the second target down.

Rules:

- Hose will be charged before the first contestants run.
- The couplings and nozzle are to be placed on the proper marks with the nozzle in the "OPEN" setting.
- Contestants may indicate to the judges which side of the center section they wish the extra section of hose to be placed.
- Three contestants start from a line parallel to, but 10' from the water source.
- The nozzle man/woman will be at a line 5' either side of the nozzle.
- **NO** contestant may cross the starting line or address the hose before the starter's signal.
- The number 2 hose **MUST NOT BE TOUCHED** by any team member until the #1 target is knocked down.
- The nozzle man/woman and hydrant person will remain at their positions. **NOTE: The female and junior division contestants may help one another.**
- Contestants will stand with their arms fully extended above their head until the starter's signal.
- The hose and nozzle are to be held under control until all water pressure is released and gone at all times.
- At the conclusion of each contest, the nozzle will be left open and the couplings in-line with **NOT** be broken or hoses drained.
- The judges will place the couplings and nozzle on the proper marks for the next contest.
- **All couplings must be hand tight.**

Penalties:

- Team member touches hose number 2 before the target is knocked down: 10 seconds.
- Couplings loose to half turn loose: 1 second.
- Couplings half turn to full turn: 2 seconds.
- Couplings more than full turn loose: disqualification.
- Releasing the nozzle before all the water pressure is released: disqualification.

Points:

First place – 3 points.

Second place – 2 points.

Third place – 1 point.

Prize:

- Trophies for 1st, 2nd and 3rd places.

Lay-out of equipment:

- Three sections of hose and nozzle will be connected to water source.
- An extra section will be lying beside the center section.
- The pavement will be marked where couplings and nozzle will be placed.
- A mark will be made 5' either side of the nozzle.
- The target will be placed 175' parallel to the water source.

NOTE:

- **Water pressure is to be hydrant pressure or pumper pressure to be selected by the contest committee.**

FIVE MEMBER BUCKET BRIGADE

Time:

- To be taken from the starter's signal until the water overflows through the drain and fills the gallon plastic jug.

Equipment for Each Team:

- Portable water tank filled with water.
- Six 2 ½" gallon buckets (includes one spare).
- Thirty-five gallon barrel with 1 ¼" outlet drain.
- Drain hose from outlet to a one gallon small mouth plastic jug containing food coloring or similar dye for visualization.

Gear:

- None required.

Object:

- To fill the barrel with water in the fastest time using the buckets passed in a relay.

Rules:

- Play starts with all team members lined up at the starting line with their hands raised.
- At the starter's signal players run to a position between the water tank and the penalty line fence.
- Players will remain in this position until the drain jug is filled.
- **ONE** player will dip water from the tank and pass the buckets toward the house, the **last** player in line will throw the water on the roof of the house to fill the barrels.
- The buckets must be passed from person to person in relay toward the house, but may be tossed back to the dipper.

Note:

- **Teams may change positions in the line to relieve the dipper and the thrower as needed, but the line must be maintained. Buckets must start from the ground in front of the water tank. The contest committee will see that the tanks are kept full.**

Penalties:

- Touching, leaning on or knocking over the penalty fence: disqualification.
- Throwing the bucket toward the house: 5 seconds.
- Crossing the starting line before the starting signal: restart.
- **FALSE START PER RULE #8: DISQUALIFICATION.**

Points:

First place – 3 points

Second place – 2 points

Third place - 1 point

Prize:

- Trophies for 1st, 2nd and 3rd.