

FIREFIGHTER COMBAT CHALLENGE®

FIREFIGHTER COMBAT CHALLENGE RULES

New Zealand

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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 Individual categories are:

- Open Male
- Open Female
- Over 40
- Over 50
- Over 60

The Group categories are:

- Relay Team (3-5 members)
- Aggregate Team (3-5 registered individuals, top 3 times accumulated for team score)
- Tandem Team

Sub categories

- i. Open
- ii. Open Female
- iii. Co-Ed

B. Eligibility

- i. Competitors must be current members of fire brigades that are full members of the UFBA.
- ii. All other competitors, including those overseas, may participate if space is available, but will not be eligible for awards.
- iii. The make-up of Tandem, Relay and Teams must come from within the same Brigade or Sub Association.

Note: *Tandem and Relay make-up from the same Provincial, or from greater geographical areas within New Zealand, can only compete with the approval of the UFBA Challenge Panel and will not be eligible for New Zealand honours.*

- iv. Certificates to third place will be issued to the above Tandem categories (outlined above in A) if more than three teams per sub category have registered.

C. Refund and Cancellation

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

D. Check-in

- i. Every competitor is responsible for personally checking in at the control centre, prior to the start of the scheduled event. This is a mandatory additional requirement following

registration.

- ii. Failure to do so may result in disqualification and financial penalties.
- iii. An Event Draw will be completed and published prior to the start of the Combat Challenge.

E. 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.

F. Competition Protocols

- i. All competitors will be allowed to finish the course, (unless disqualified), provided they finish in seven minutes or less.

G. Event Organisation and Management

- i. Registration will be via the UFBA website. Preference will be given to those competitors that compete at Island events.
- ii. 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.
- iii. Each competitor must check-in for his/herself.
- iv. By executing the competitor data form, the accuracy of the personal data is accepted as correct.
- v. 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.
- vi. 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.
- vii. At the National Prize Giving Function, full Fire and Emergency NZ (or equivalent) undress uniform must be worn by all competitors and officials.
- viii. **Team names must not cause offence through derogatory intent. This is in line with Fire and Emergencies positive workplace code of behaviour and the UFBA standards.**

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.

H. Sponsorship

Sponsorship can only be visible on helmets.

POINTS OF ISSUE

- a. It is the responsibility of the delegated official to advise competitors before leaving the course whether any penalties have been imposed. Protests must be filed with the delegated official within 15 minutes of the run being completed.
- b. Where necessary, Individual Competitors, Team Captains, Referee and the Moderator will resolve all points of issue regarding penalties.
- c. Videotapes, cameras, etc are not reviewed.
- d. On those rare occasions where course assistants or an opposing competitor create an impediment, options may include:
 - A time deduction.
 - Another run of the course (re-run), on the same lane as the original run at a time decided by the Moderator.
- e. Any wilful or malicious damage of equipment will result in disqualification and suspension pending restitution.
- f. Moderator decisions are final.

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* teams, when they are competing.
- d. A penalty (10 sec) will be imposed on a competitor or team for violation of this rule. Disqualification may be considered.

RUN ORDER(S)

- a. The Challenge Panel reserves the right to revise the order in which competition categories and competitors run. Runs will be done on seeded times (from slowest to fastest) across male and Female competitors, who may be drawn to run against each other.
- b. Lane assignments are randomised and not subject to change. Requests for lane preferences will not be considered.
- c. Competing in multiple categories is encouraged. However, warranties for specific slots in the run order are not possible. Competitors are cautioned there may be little or no recovery time between run slots. The assumption of risk lies with competitors.
- d. Competitors will be assigned a number that will be displayed on the breathing apparatus, denoting their run order in the published schedule.
- e. Competitors 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 where possible.
- f. Competitors not ready for start signal will be disqualified.

BREATHING APPARATUS

- a. Breathing apparatus is provided and must be worn by all participants in the Individual and Aggregate Team categories. This is made available in the Staging area. Competitors are responsible for collecting the breathing apparatus set with their corresponding race number attached, immediately to competing.
Note: Competitors do not have to be BA qualified to compete.
- b. Competitors may use their own face piece including the nose cone.
- c. Every endeavour will be undertaken to provide either composite or alloy cylinders for this challenge.
- d. Harness straps must not be tied.
- e. Competitors from outside New Zealand must wear PPE compliant for structural firefighting as defined by the authorised jurisdiction of their country.

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 structural firefighting 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 to the course Moderator 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. Any competitor who reports to the Staging Area 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 Staging area prior to participation. Their decisions are final.
- h. PPE Specifics
 - i. Helmets - Must be designated for structural fire suppression and bear a NFPA, AS/NZ, EN - compliant label. Flash hoods, face shields and neck skirts are not required.
 - ii. Coat/Jacket & Pants - Must be designated for structural fire suppression. They must be properly sized, and cover the area of intended protection. Collars must be showing (not tucked in) and velcro zip must be secured. Neck skirt need not be fastened. All uniform must be worn as if on duty.
 - iii. Gloves – Level 1 gloves are sufficient for this event.
 - iv. Boots - In the interest of promoting this event within NZ, (Level 1) station boots, may be worn. Competitors may choose to run in compliant (and safe) structural firefighting boots if preferred. This rule will be reviewed regularly.

All non-New Zealand issue PPE or equipment must be accompanied with documentation that certifies it meets the minimum standards stipulated in these rules as it may be subject to scrutiny prior to or during the challenge. The cost of this gear, and certification is at the competitor's own expense. Violations will result in disqualification.

OFFICIALS

Moderator

- a. The Moderator in charge of the event and, at their sole discretion, may stop any competitor creating, or is in, a stressful, unsafe or dangerous condition or if any equipment is in danger of being damaged.
- b. Liaise with referees, individual competitors and team captains to resolve disputes regarding penalties.
- c. Determine and approve a re-run of time deduction if requested by an Individual or Team Captain.
- d. Disqualify any individuals or teams in breach of rules, displaying unsportsmanlike behaviour or safety concerns.

Referees

- a. Responsible for fair and accurate judging of events.
- b. Sign all time cards and record the appropriate penalties.
- c. Liaise with Moderator, individual competitors and team competitors to resolve disputes regarding penalties.
- d. Can intervene or direct a competitor in negotiating the events on the course.

Course Assistants

- a. Responsible for setting the course prior to the start of each run.
 - b. Will not provide assistance to competitors unless signalled or requested.
-

THE EVENT

Overview

The competition consists of 5 fire fighter related tasks that simulate tasks a fire fighter could be expected to carry out on any given shift. The event must be completed within seven minutes after which, a result of 'Not Completed' will be recorded.

START

Description

The starting area is designated as the base of the bottom step through an area 2 meters in any direction from the middle of the step (except toward the tower). When called by the starter, competitors must remain in the confines of this starting area.

Sequence

- a. The competitor will place and adjust the high-rise pack within the boundaries of the start mat.
The high-rise pack cannot be bent or manipulated.
- b. Competitors will then step back off the start mat.
- c. After the clocks have been set, competitors will take their starting position. At this stage, high-rise packs may not be touched until the start buzzer has sounded.
- d. 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

- e. The start sequence will count down, after which, the start buzzer will sound.

Note: If the high-rise pack is touched early, this will constitute a false start and will invoke a penalty.

There will be no restart.

PENALTIES – Start

- i. Leaving the confines of the start area
5 secs
- ii. Touching high-rise pack prior to start buzzer sounding
5 secs

EVENT 1: Stair Climb with High Rise Pack

Description

Pick up and carry a high-rise pack up six flights of stairs. The pack and cover must be deposited into or onto the container at the top of the tower.

Specifics

- a. The hose pack may be carried in any manner.
- b. The handrails may be used in climbing the tower and steps may be taken in multiples on the way up.
- c. One foot must be on the top deck before releasing the pack.
***Note:** If a competitor misses the box, they may correct the position, without penalty, but only before starting the next evolution.*
- d. No part of the pack is to touch the deck outside the box.
***Note:** If any part of the pack touches the deck, it may be corrected, without penalty, but only before starting the next evolution.*
- e. The pack must not be used as a step.
- f. The pack must not fall off the tower.

PENALTIES – Event 1

i.	Releasing pack early	2 secs
ii.	Pack touching deck	2 secs
iii.	Pack used as step	10 secs
iv.	Pack falling off tower	Disqualification

EVENT 2: Hose Hoist and Stair Descent

Description

From the top of the tower, using a hand over hand motion, pull on a 15mm rope to hoist up a 19kg donut roll of large diameter hose. This evolution is complete when the hose roll clears the rail and is placed into or on the container on the top floor. The competitor then descends the stairs using every step.

Specifics

- a. The competitor is not allowed to stand on anything other than the top platform while hoisting.
- b. The donut roll must ascend.
- c. No part of the roll is to touch the deck outside the container.

Note: If a competitor misses the box, they may correct the position, without penalty, but only before starting the next evolution.

- d. The roll must not fall off the tower, roll down the stairs or interfere with adjacent competitor.

Note: A fallen donut roll may not be retrieved.

- e. If a competitor trips on the rope, they are responsible for any additional penalties incurred as a result of this.
- f. When descending the tower, every step must be contacted by the sole of the foot in a controlled manner and the handrail grasped. If an uncontrolled slip, the penalty is calculated on the number of flights involved and not the number of slips. For example, if a competitor slips down one, two, three (and so on) steps, on the same flight, they will incur one penalty. Any repeats on a subsequent flight/s will incur another one penalty each.

PENALTIES – Event 2

i.	Slippage of donut of more than one balcony	Disqualification
ii.	Roll touching deck	2 secs
iii.	Roll falling from tower or rolls down stairs	Disqualification
iv.	Roll interferes with adjacent competitor	Disqualification
v.	Missed step	2 secs per step
vi.	Uncontrolled slip when descending	2 secs per flight

EVENT 3: Forcible Entry

Description

After descending the stairs, the competitor proceeds to the Keiser Force Machine (a chopping simulator). Using the provided shot mallet (4kg), and with both feet on the diamond plate surface, the competitor must drive the sled beam (72.5kg) a horizontal distance of 1.5 metres. The mallet is then placed on the designated mat (61cm x 91cm).

Specifics

- a. Only the head of the mallet is allowed to strike the beam. The first handle strike will be tolerated. Any subsequent handle strikes will incur penalties.

Note: The upper edge of the beam will be covered with pressure-sensitive material to capture handle strikes.

- b. Pushing, raking or hooking the beam is not allowed.
- c. A tape mark will be positioned 30.5cm from the top (head) of the mallet. It is a reference point for competitors to safeguard against a pinch-point between the handle and the beam.
- d. Some part of the mallet must rest within a vertical plane that borders the mat.

Note: If a competitor misses the mat, they may correct the position, without penalty, but only before starting the next evolution.

PENALTIES – Event 3

- | | | |
|------|---|------------------|
| i. | Subsequent handle strikes | |
| | 5 secs each | |
| ii. | Failure to drive sled the required distance or fraction thereof | 2 secs per inch |
| iii. | Pushing, raking or hooking the beam | 5 secs each |
| iv. | Hammer not resting within the vertical perimeters of the mat | 2 secs |
| v. | Loss of hammer control | |
| | | Disqualification |

EVENT 4: Obstacle Course and Hose Advance

Description

Competitor must now negotiate a slalom course (42.6m), after which, they pick up the branch end of a charged hose (42mm percolated) and drag it 22.8 metres through a set of swinging doors, crack the branch, knock over the designated target, shut off the water, and place the branch on the mat.

Specifics

- a. The slalom course must be negotiated without missing or knocking over any delineator.
- b. The charged hose must be advanced its full distance.
- c. The swinging doors must be penetrated before opening branch.
- d. The target must drop.
- e. Branch must be placed on the mat.
- f. The branch must be closed when it is released.

Note: *If a competitor leaves the branch open, they may correct the position, without penalty, but only before starting the next evolution. If the branch opens after hitting the ground, there is no penalty.*

PENALTIES – Event 4

- | | | |
|------|--------------------------------------|-------------|
| i. | Missing or knocking over delineators | |
| | | 5 secs each |
| ii. | Charged hose not fully advanced | 10 sec |
| iii. | Opening branch prematurely | 2 secs |
| iv. | Failure to drop target | 10 sec |
| v. | Failure to place branch on the mat | 10 sec |
| vi. | Branch not closed after release | 2 sec |

EVENT 5: Victim Rescue

Description

The final task is to drag a mannequin, weighing 79.4kg, a distance of 32.3m. The run time stops when both the competitor and mannequin completely cross the finish line.

Specifics

- a. Carrying the mannequin is not permitted.
- b. Competitors must not cross the course centre delineator (go out of lane).
- c. Contact with the opposing competitor is prohibited.
- d. The mannequin cannot be grasped by its clothing or appendages.
- e. The competitor cannot hold or drag the mannequin by the head or throat.
- f. The heel of the mannequin being dragged across the finish line will stop the clock. It is the responsibility of the competitor to ensure this happens i.e. Do not 'lunge'. Penalty 6 applies.
- g. 'Spiking' the mannequin is prohibited. It is defined as any elbow movement, other than extension, when releasing the mannequin.
- h. Should the run clock sustain any problems, the time from the back-up watch will be recorded.
- i. The Referee and/or Moderator, at their discretion, may stop any competitor who is in a stressful, unsafe or dangerous condition or situation.

PENALTIES – Event 5

i.	Carrying the mannequin	10 secs
ii.	Going out of lane	5 secs
iii.	Contacting opposing competitor	Disqualification
iv.	Grasping mannequin by clothing or appendages	5 secs
v.	Holding or dragging mannequin by head or throat	10 secs
vi.	Not dragging mannequin heels across finish line	2 secs
vii.	'Spiking' the mannequin	Disqualification

RELAY / TANDEM /AGGREGATE TEAM SPECIFIC RULES

- *Tandem* teams consist of two persons and can be of mixed gender. Teams will complete two rounds each. The first round is a seeding round to determine the draw for the second round. The faster of a teams' two times is recorded.

The course is divided into two parts and must involve both competitors. The Keiser is the designated transition point. The decision to make the transition is that of the team, and may be made prior to or after completion of the Keiser. In either case, the hand-over must be made prior to mounting the Keiser, or after completing the Keiser (following placement of the mallet on the mat).

- *Relay* teams consist of 3-5 members and can be of mixed gender. A seeding round is first used to determine draw placings. This is followed by a bracketed elimination-style race (head to head) for the Top 8 in an Island Challenge, and Top 16 in a National Challenge, should numbers warrant it. The winning team advances irrespective of the time (plus penalties) recorded.

Losing teams from the Top 8 or Top 16 knock out round will enter into a Plate competition.

- *Aggregate Team* event consists of three members, each competing in the individual section, whose aggregate times are used to determine placings.
- Entries for Aggregate Team event close at start of 1st Challenge event.
- Competitors can only compete in one Aggregate Team.
- International and Composite Teams can compete only within the seeding rounds.

A. Relay/Tandem Turnout Gear

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 and tandem events.

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. The Baton

- i. The Baton must be in the possession of the team member performing an evolution.
- ii. Passing must be hand-to-hand and a clear transfer must occur.
- iii. Competitors may elect to put the Baton down after an exchange but must pick up the baton before advancing to the next event or before the next hand-over.
- iv. 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.
- v. The Baton may be carried in a pocket or tucked into the harness of the BA.
- vi. A baton falling down the stairs, but not leaving the tower, must be retrieved by the person who dropped it.

- vii. Objects must not fall from the tower and if it occurs, it will result in disqualification.
- viii. Teams with less than five members, may have a member complete more than one evolution in succession, or alternatively, they may have a member interposed between the events. In any case, the hand-overs must be accomplished in accordance with these rules.
- ix. Baton changes can only be made at one of the five zones on the course.

D. 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 placement 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 receiving the baton must have one hand on the top rail of the tower, with the thumb visible (to the official i.e. facing the back of the tower). The competitor must not be in contact with the hoisting rope until receiving the Baton. Second hand-over at the top of the tower may take place after the hoist evolution. This exchange must take place with all parties on the top deck.
- 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:** Is prior to the line of the last delineator. Both competitors, and the baton, may not have crossed the line. 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 but before setting the branch down and the Victim Rescue Station. The branch man is the only individual allowed to shut down the branch. The competitor cannot touch the mannequin until they are in possession of the Baton.

E. 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.

F. Relay/Tandem Penalties

In addition to penalties mentioned in each of the events, the following infractions will also incur 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.
- 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.

G. Clearing the Tower

In tandem and relay team events all competitors must be clear of the tower before the slowest team completes the hose drag.

PENALTIES

Start

- i. Leaving the confines of the start area
5 secs
- ii. Touching high-rise pack prior to start buzzer sounding
5 secs

Event 1

- iii. Releasing pack early
2 secs
- iv. Pack touching deck
2 secs
- v. Pack used as step
10 secs
- vi. Pack falling off tower

Disqualification

Event 2

- vii. Slippage of donut of more than one balcony
Disqualification
- viii. Roll touching deck
2 secs
- ix. Roll falling from tower or rolls down stairs
Disqualification
- x. Roll interferes with adjacent competitor
Disqualification
- xi. Missed step
2 secs per step
- xii. Uncontrolled slip when descending
2 sec per flight

Event 3

- xiii. Subsequent handle strikes
5 secs each
- xiv. Failure to drive sled the required distance
2 secs per inch or fraction

		thereof	
xv.	Pushing, raking or hooking the beam	5 secs each	
xvi.	Hammer not resting within the vertical 2 secs perimeters of the mat		
xvii.	Loss of hammer control		Disqualification
Event 4			
xviii.	Missing or knocking over delineators	5 secs each	
xix.	Charged hose not fully advanced	10 sec	
xx.	Opening branch prematurely		2 secs
xxi.	Failure to drop target		10 sec
xxii.	Failure to place branch on the mat	10 sec	
xxiii.	Branch not closed after release	2 sec	
Event 5			
xxiv.	Carrying the mannequin		10 secs
xxv.	Going out of lane		5 secs
xxvi.	Grasping mannequin by clothing or appendages	5 secs	
xxvii.	Holding or dragging mannequin by head or throat	10 secs	
xxviii.	Not dragging mannequin heels across finish line	2 secs	
xxix.	'Spiking' the mannequin		Disqualification

Tandem/Relay Specific penalties

xxx.	An early exchange	
		2 secs
xxxi.	Improper baton hand-over	
		2 secs
xxxii.	Assisting a member by any other member of the same team	5 secs
xxxiii.	Baton falls from the tower	
		Disqualification
xxxiv.	Contacting opposing competitor	
		Disqualification

TIMES REQUIRED TO ACHIEVE LIONS DEN

Male	1:40
Male over 40	2:00
Male over 50	2:30
Male over 60	4:00
Female	3:00
Female Over 40	3:30
Female over 50	5:00