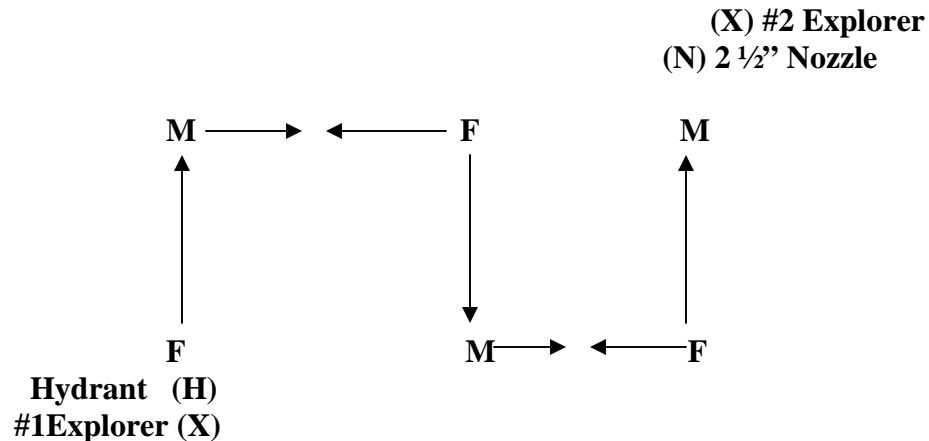


# EVENT #1

## MAKE AND BREAK

1. **TEAM:** Consists of 2 Explorers
2. **Objective:** To smoothly couple together three (3) sections of 2 ½” hose, beginning at the fire hydrant and ending with the nozzle, then uncouple, starting with the nozzle, in reverse order, in the fastest time possible.
3. **EQUIPEMENT NEEDED:**
  - 3 - 50 ft sections of 2 ½ in fire hose
  - 1 – 2-½ in. straight bore nozzle
  - 1 – Fire hydrant (portable if needed)
4. **PROCEDURES:** At signal, #1 Explorer connects 2 ½” coupling to hydrant, proceeds to connect the first set of male/female couplings, proceeds to connect the second set of male/female couplings and proceeds to install the 2 ½” nozzle.  
 Once the 2 ½” nozzle is installed, Explorer #1 tags Explorer #2. Explorer #2 disconnects the nozzle and *places* it back in its marked area. Explorer #2 continues to disconnect the second set of couplings, then disconnects the first set of couplings. Then disconnects the coupling from the hydrant and places the coupling on the ground in its marked area. At which time the timer will stop. Hose must be connected and disconnected in sequence. **SET COUPLINGS DOWN; DO NOT DROP THEM TO THE GROUND.**
5. **COURSE DIAGRAM:**



6. **PENALTIES:**
  - 5 Sec. Equipment abuse
  - 5 Sec. Per each loose coupling and/or nozzle
  - 2 Sec. Nozzle not being left in upright position and/or in marked area
7. **NOTE:** Check all couplings for graphite. File down sharp edges on female couplings.

# EVENT #2

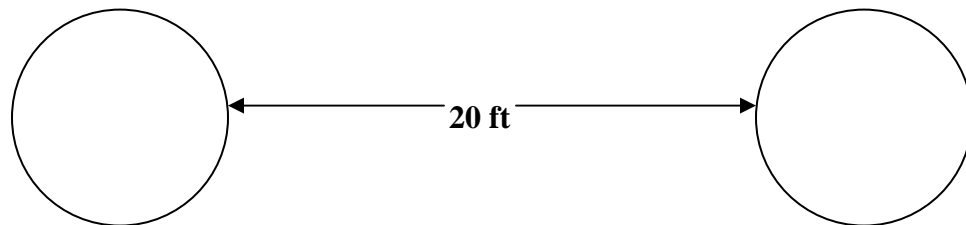
## BUCKET BRIGADE

1. **TEAM:** Consists of 5 Explorers
2. **OBJECTIVE:** To transport 50 gallons of water from the dip tank to the dump tank in the fastest time possible.
3. **EQUIPEMENT NEEDED:**

1 – Dip Tank  
1 – Dump Tank  
5 – Fire Buckets

**PROCEDURES:** Team members will take position between “dip tank” and “dump tank” with bucket in hand. Time begins when the 1<sup>st</sup> bucket hits the water from the “dip tank”. Time stops when the PING PONG BALL falls free of the “dump tank”. Team members may take position between tanks, but all buckets, empty and/or full, must pass *hand-to-hand* through *each* team member. Any team member may retrieve a dropped bucket.

4. **COURSE DIAGRAM:**



5. **PENALTIES:**

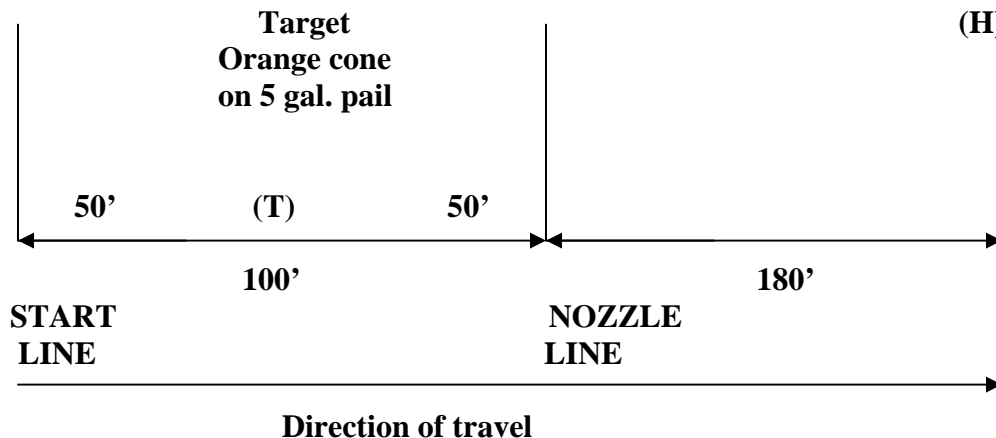
5 Sec. Equipment abuse

6. **AUTOMATIC DISQUALIFICATION** for throwing, splashing water at anyone, or throwing anyone in either tank

# EVENT #3

## HOSE CART

- TEAM:** Consists of 6 Explorers (initially on cart) with assignments as follows:
  - 2 Explorers on the nozzle
  - 2 Explorers on the hydrant
  - 2 Explorers on the front of the hose cart to bring it to a COMPLETE stop.
- HOSE:** To be 200 ft of 2 ½" double jacket, rubber lined. Hose straps optional. Couplings MUST be 2 ½" NST. Quick connect couplings are NOT allowed. YOU MUST BRING YOUR OWN HOSE.
- HAND ROPES FOR PULLING CART:** Not any part of apparatus used for pulling cart shall be affixed to your body in any such manner that prevents immediate release in case of a fall. Wrapping of ropes around wrists is NOT allowed. LOOPS ARE NOT PERMITTED.
- PROCEDURES:** On signal from starter (time starts) the 6 Explorer team will pull hose cart 100' to nozzle line, where 2 explorers drop off anchoring the hose and installing nozzle, while cart and 4 remaining explorers continue toward the hydrant, 2 more explorers drop off at the hydrant and connect hose. After the connection is made, water is turned on and the nozzle is directed at target (time stops when target is knocked off target platform). The last 2 explorers must STAY WITH the hose cart to bring it to a COMPLETE STOP.
- PENALTIES:**
  - 2 Sec.- If nozzle is beyond nozzle line
  - 5 Sec.- If 2 Explorers are not on the nozzle.
  - 5 Sec.- If hose cart is NOT brought to a complete stop.
- COURSE DIAGRAM:**



# EVENT #4

## WATER BALL

1. **TEAM:** Shall be made up of no less than 4 Explorers.
  - a. 2 teams from a department may enter the event, but members from “A” team may not compete on their “B” team and visa versa.
  - b. A time limit of 4 minute will be placed on each match, excluding the semi finals and finals. Those events will go until the ball makes contact with the end or pole.
2. **TEAM MEMBERS:** All team members must wear eye protection. The eye protection may be face shields attached to the helmet or goggles. Eye protection shall remain in place at all times during the match. This is the responsibility of each team member. The team will be **DISQUALIFIED** for eye protection missing or removed during the water ball event.
3. **ALL TEAMS:** All teams will provide eye protection for their members.
4. **THE START OF THE MATCH:**
  - Side of the course will be chosen by a flip of the coin by the Event Judge and with team Captain present.
  - The match will start when both hose streams are crossed above the target in the center of the course.
  - The team will not direct the hose streams at the opposing team or the spectators. Such action will cause for your line to be shut off and your team **DISQUALIFIED**.
5. **SAFETY PERSONNEL:** Will be provided by the Muster Committee for the Event Judge to use on the course.
6. **TARGET:** Will be a rubber ball (hippity hop)
7. **WIRE ROPE:** Will not be less than 80’ and not more than 100’.
8. **NOZZLES:** Are to be ½” straight bore tips for 1 ½” hose. Identical nozzles that are tested prior to the event.
9. **WORKING LINES:** Are to be 2 ½” “ hose lines wyled into two 1 ½” hose lines, with ½” straight bore tips. A 2 ½” ball shut off will be placed behind the wye. The Muster Committee will place a person at the 2 ½” shut-off for safety purposes.
10. **MALFUNCTIONS:** If the ball comes off the cable, time will be stopped and the ball will be placed in the location where it came off and then the match will continue.

# EVENT #5

## MOTORIZED 2 1/2" FORWARD LAY

1. **TEAM:** Consists of 5 or 6 Explorers EXCLUDING the driver who is furnished by the Muster.
2. **HOSE LOAD:** There is a minimum of 250 ft of 2 1/2" hose loaded into the hose bed.  
Flat Load ONLY (NO ROLLS). All 250ft must be connected. Lay 200'-Leave 50'.
3. **EQUIPMENT:** Supplied
4. **PROCEDURES:** Apparatus to be positioned with tailboard adjacent to the hydrant, engine idling. Crew members are to be seated in chairs in rear of apparatus. On signal from starter, (time starts) crew proceed to apparatus as hydrant person make hydrant. Once crew members are seated in apparatus, starter signals driver to "GO". Apparatus proceeds to the engine stand line; where it stops. Crew gets off apparatus, unloads and *disconnects hose, leaving 50' in hose bed*. Extends hose line to nozzle line. Installs nozzle, charges line and knocks down target. (Time stops when target is knocked off platform).

5. **SAFETY:**

- ❖ All crew members riding on apparatus *MUST* be seated.
- ❖ Apparatus does not move until all crew members are on board and seated.
- ❖ Crew members are not to get *OFF* apparatus until it has come to a *COMPLETE STOP*.
- ❖ 2 Explorers on nozzle when water arrives. Driver remains in cab at all times.

6. **PENALTIES:**

- ❖ 10 sec.—if not ready with properly bedded hose upon arrival at the start line.
- ❖ 5 sec.—hose not continuously coupled.
- ❖ 5 sec.—less than 2 Explorers on the nozzle.
- ❖ 2 sec.—nozzle extended beyond nozzle line.
- ❖ 5 sec.—getting off apparatus before it has come to a complete stop.

**DISQUALIFICATION**—for not leaving 50' of hose in hose bed.

7. **NOTE:** The hose line will be wet prior to start.

8. **COURSE DIAGRAM:**

