

2009 CF Firefighter Challenge Official Rules

- 1) All participants must wear full turnouts with liners and vapor barriers intact
- 2) All participants must wear the same style airpack with similar cylinder. This ensures that one team does not have a weight advantage / disadvantage over another.
- 3) The event will begin upon the sounding of the air horn. The starter will count **1, 2, "Air horn" blast**. You may not touch the high rise pack until the horn sounds (**5 second penalty**).
- 4) All participants (1st Team Member) must stay within the designated area entering the stairwell and leaving the parking garage. Failure to stay within the marked area will result in **10 second** penalty.
- 5) 1st team members may skip steps going up but must touch every step on the way down. (**1 second penalty** for each step missed going down)
- 6) 2nd team member may move through the cone area as quickly as possible to the kaiser event. Running is allowed if desired.
- 7) The water target must be hit inside of the target. Hitting the top part of the board will result in a **10 second** penalty.
- 8) The dummy must be dragged in a backward motion. This provides consistency amongst each team.