



2010 DEPOSIT FIRE DEPARTMENT 3RD ANNUAL FIREFIGHTER GAMES



The 2010 Firefighter Competitions will take place on Saturday August 14th, 2010. The games will start sharply at 12:30 pm at Firemans' Park with a Team Leader meeting at Noon.

There will be 3 team competitions in all; Bucket Brigade, Air Pack Relay, and Combat Challenge. There will be 4 unaffiliated Judges present for all games.

Each team must consist of 6 team members. Each competition requires 6 members to participate. *Departments may send multiple teams but must file a registration form for each team although individual firefighters may not participate on multiple teams.* All participates/teams are required to bring their own turnout gear. Those participating in the Individual Combat Challenge event must also bring their own SCBA mask. All other equipment required for any event will be provided by Deposit.

Individual competitions will consist of two (2) separate competitions each with their own 1st, 2nd, and 3rd place winners. Those competitions will be the Combat Challenge and Midnight Donning. Firefighters are welcome to participate in the individual challenges with or without team competition participation.

. Awards for 1st, 2nd, and 3rd place will be given in each event with an overall award of 1st, 2nd, and 3rd place for team competitions. The awards ceremony will begin immediately following the completion of all events.

For Departments wishing to send multiple teams please copy the form and send a separate form per team. Please mail to Deposit Fire Department, 146 Front Street, Deposit, NY 13754. If you have any questions please contact us at the information below.
Rules for each individual competition will be mailed once attendance is confirmed.

If you have any questions please use the contact information below, if calling please leave a full message including Name, Department, return phone number and question.

Chief John Mauro
Phone: 607-467-2894

Tiffany Rynearson
Email: tiffanyrynearson@yahoo.com

COMPETITION RULES AND REGULATIONS

Required Gear

Complete turnout gear will be required unless otherwise noted in the event. Turnout gear must be of a quality that is suitable for structural firefighting. No alterations that will reduce the weight or thermal barrier of the gear. If judges, time keepers, or score keepers noticed turnout gear violations, the appropriate penalty will be added to the event. Intentional alteration of gear could result in dismissal of the team.

Borrowing of Personnel:

A team will not be allowed to borrow or substitute personnel from another department or another team. If any exceptions are made to this rule, it will be by a unanimous vote of all judges.

County Association Teams:

A county fire association may enter a team. However, each of the members must be from a different department. In other words, there are six members on each team so this team must have members from six different departments.

Penalty Points:

In the description of each event you will find penalty points. These will be applied at the discretion of the judge(s), and/or time keeper, score keeper. Questions regarding penalty application must be voiced to judges immediately.

Running of Evolutions:

Evolutions may be run at the same time. A competition schedule will be given during the team briefing at the beginning.

Announcement of Results:

As a team completes an evolution, their score and/or time will be announced. However, no winners will be announced until the end during the awards ceremony.

3rd Annual Deposit Fire Department
Firefighter Games 8/14/2010

TEAM EVENTS- SPECIFIC DETAILS REGARDING EACH COMPETITION WILL BE DISTRIBUTED AT THE TEAM LEADER MEETING THE DAY OF THE EVENT.

COMBAT CHALLENGE-

ALL 6 TEAM MEMBERS

All members must wear full turnout for this competition.

- First team member starts inside training tower all other members will be in their place prior to starting
 - Locations for team members will be marked on the course
- During this challenge team members will demonstrate knot tying, forcible entry, hose control (knocking down targets), victim removal, and teamwork.

BUCKET BRIGADE

ALL 6 TEAM MEMBERS MUST PARTICIPATE

Equipment needed: helmet, turnout pants, gloves, and boots for each member

- Team fills an empty container from a stationary water source.

AIR PACK RELAY

All 6 team members participate

Equipment Needed: Turnout gear for each firefighter and one (1) SCBA pack (no mask required)

- Team members will demonstrate donning gear with the addition of donning an SCBA pack. Each team member will don gear/SCBA separately and pass it on to the next team member.

MIDNIGHT DONNING

- Teams will don gear only, as a group then run to finish line.

OPTIONAL EVENTS

WATER BALL TOURNAMENT

EQUIPMENT NEEDED: GLOVES

Teams of two will compete in the water ball tournament. Departments are not required to participate in this portion of the competition. The Water Ball Tournament will not count toward the overall competition winner. Awards for 1st, 2nd, and 3rd place will be awarded in the Water Ball Tournament independently. Please complete and return the Water Ball Tournament entry form with your registration. No additional fee is required. A double elimination bracket will be used for this tournament.

INDIVIDUAL EVENTS

MIDNIGHT DONNING

- * Same as group event

COMBAT CHALLENGE-

Individual must wear full turnout gear and SCBA (will run air) for this competition.

- Individual will start competition with gear/SCBA donned and follow similar course as in group challenge

Registration Forms

Department Name _____

Team Members

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Team Captain: _____

Water Ball Competition: (circle one and write how many teams of 2)

YES NO # of Teams _____

Individual Competition

Name: _____

Department: _____

Please circle for participation (may participate in both)

Midnight Donning

Combat Challenge