

2015 Wildwood Days Waterless Fire Muster

5 Firefighter Format - Two Runs Per Team

Stage 1: Turnout 1 minute Drill

At the starting flag, all five participants put on full turnout PPE.

Pants/Boots- Fully Buckled and/or zipped

Coat – Fully Buckled and/or Zipped

Nomex Hood, Helmet, and Gloves.

Stage 2: Individual Tasks

Each Firefighter, upon completion of stage 1, chooses a specific task to complete.

Task 1: Dawn SCBA

Firefighter races to SCBA staging area and performs the 1 minute drill.

Task 2: Double Saw Start and Carry

Firefighter Races to chainsaw staging, Performs a ground start and stop on each saw. The firefighter then carries both saws to designated tool staging tarp for scene deployment.

Task 3: Pike Pole Popper

Firefighter races to the designated tool staging area and retrieves the pipe pole, then continues to the balloon prop and pops each balloon as fast as possible. If a balloon becomes dislodged from prop, firefighter must retrieve by hand and pop balloon by the sitting method. (Sitting on the balloon to pop it) Once all balloons have been properly popped, firefighter must return the pike pole to the tool staging tarp. A 1 minute penalty will be assessed for any balloon not popped in either acceptable method.

Task 4: Hose Connections:

Firefighter races to make 5 different connections:

5" LDH

3" Supply Line

1 ½" Attack Line

1 ½" Nozzle

1" Wild Land Nozzle

Task 5: Ladder Carry and Deployment

Firefighter dismounts ladder from apparatus and carries it to designated deployment area. Firefighter then completes a proper and full ladder stand and secures lift rope. Firefighter then foots the ladder until others arrive.

Stage 3: Final Group Challenge

After completion of individual tasks, all fighters will race to the ladder stand prop. Here, the four firefighters without an SCBA will secure the ladder making 8 hand connections. (All 8 hands must be on the ladder at all times) When the judge has deemed the ladder secure, the firefighter with the SCBA will climb the standing ladder and sound the attached air horn to end the event. Time stops at horn sounding.