

2012 EXPLORER FIRE GAMES TEAM PACKET



Team Competition Guidelines

- All events will have a maximum of four members per team. Each team must be made up of four Explorers. Posts should recognize that most problems are designed for four-member teams.
- Posts will determine their own team composition, although a team may not be composed of Explorers from more than one post or Learning for Life local office.
- Explorers may not compete on more than one team. Adults may not compete.
- Teams will be given the opportunity to request what 2 events they want to compete in, all other events will be chosen at random by a draw of the event. You will have the opportunity to compete in as many events as possible; with time permitting...8:00 – 11:15.
- All events are role-playing scenarios that will last approximately 45 minutes
- Generally, each event will include a briefing, the scenario, and a report phase and will conclude with a critique of the event.
- Advisors may observe the critique portion of the event but not the actual scenario.
- Competition registration will be processed on a first-come, first-serve basis. Space is limited for teams.
- There will be no on-site programming.
- Explorers competing in team events should wear their uniforms and protective gear.
- Any team with a dispute shall voice that concern immediately to the judges. The judge will then find the event coordinator who will work with other advisors to come to a reasonable and fair conclusion. Remember to Have Fun!

Scoring and Awards

- Each event will be judged on an objective scale
- Score results will remain confidential until after the conference-closing program, at which time the score sheets will be available to the post at a designated location.

Team Events

There will be six team events, each sponsored by an agency with considerable expertise in the respective event subject. There is also one optional event.

The events will be as follows:

1. CPR and Movement
2. Spinal Immobilization and Move
3. Bunker Gear and SCBA Relay
4. Room Search
5. Make & Break
6. Ladder Raise
7. Optional: Physical Agility Exam

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Event: CPR and Movement –

Given a patient, perform an initial patient evaluation, begin CPR and move the patient while performing CPR to a stretcher simulating movement to the ambulance. A recording mannequin may be used. Scene safety and indication of the use of (Body Substance Isolation) BSI is essential. Teamwork and communication to the patient is paramount.

Event: Spinal Immobilization and Move –

Given a patient, perform an initial patient evaluation using a long backboard, cervical collar and straps. Place the patient on the long backboard, immobilize the patient and move the patient to a stretcher simulating movement to the ambulance. Scene safety and indication of the use of (Body Substance Isolation) BSI is essential. Teamwork and communication to the patient is paramount.

Event: Bunker Gear and SCBA Relay –

A relay for speed in relay sequence: Each team member must bunker up (boots, pants, coat, gloves, and helmet); properly put on the SCBA (type to be decided); walk the course to the next explorer; take off his/her gear; prepare the SCBA for the next contestant and then continue the relay. All gear must be properly secured prior to continuing the relay. Judges will insure compliance. Teams may furnish their own gear and SCBA. (Requires judge's approval to use.)

Event: Room Search –

Using basic search techniques a four-person team, lead by a designated leader will be dressed in full protective bunker gear and SCBA. The team will be "on air" with a blacked out mask and will be directed to search a structure, locate the victim, and remove the victim (IR not allowed). Teamwork and communication to the patient is paramount.

Event: Make & Break –

The four-person team will perform the following evolution: using three sections of 3" fire hose (NST) , connect the hose to a fire hydrant, connect the sections together, place a straight tip nozzle on the last section, open the water flow, and knock down a target using the water flowing from the nozzle. Once the target is knocked over the water flow will be stopped and the hose will be laid down. The team members will then disconnect each section. Time will stop when all members return to the truck. Judging will be for safety and speed and will be timed. Hose connections need to be tight enough to remain connected long enough to handle the pressure of the water. All team members except for the hydrant person must be on the nozzle before water will be sent to the nozzle. Teams are required to wear helmets only for this event.

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Event: Ladder Raise –

The four-person team will safely move a 24 ft. extension ladder from a starting point, maneuvering it around obstacles, and eventually raising it against a wall. The ladder must be safely raised and footed. One team member will climb the ladder and contact a target that will end the timing. Judging will be for safety, speed and accuracy in following directions. Bunker gear will be worn by all team members. The explorers shall use the four fire fighter flat arm carry. Your team will be required to verbalize that the area is clear of overhead obstructions and will be required to use the flat angle raise. Additionally, each member of the team will draw a question about ladder components and provide an immediate answer to the judges for additional points.

Optional Event: Physical Agility Examination –

This event is a timed event in which all 4 members of the team will have the opportunity to take a basic firefighter entrance examination. The physical agility exam is divided into 4 parts that will test minimum physical fitness levels. Each team will be briefed and then divided to discuss certain parts of the exam. Caution: this event is physically demanding and care should be exercised by explorers that are not able to complete certain tasks. At any point the advisor in charge may stop the event.