



PO Box 791, Cedar Creek TX 78612  
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[www.TexasFirewalkers.org](http://www.TexasFirewalkers.org)

EIN-80-0735520

## Combat Challenge Rules & Run Order(s)

Texas Firewalkers Combat Challenge Officials (TFWCCO) reserve the right to revise the order in which competitors run the course. Every competitor must sign a waiver form prior to participation.

### **DISCLAIMER**

These rules and procedures are enforced to the fullest extent of our ability to provide a level playing field for all competitors. Weather, equipment failures, civil disturbances or acts of God may dictate alternative strategies to keep the competition moving. We reserve the right to make reasonable changes, substitutions or fabrications as may be necessary to avoid delays or interruptions to the competition. The TFW Course Marshal is the final arbiter and decision maker of any changes.

### **CHECK-IN**

Every competitor is responsible for personally checking-in at the Command Operation Center (COC) on the day of the scheduled event. This is a mandatory additional requirement following online registration. Failure to do so may result in disqualification and forfeiture of the entry fee. Competitors who check-in on a timely basis are afforded priority placement in the run order. Check-in will be suspended 1 hour prior to start time. No refunds are given in those cases where competitors fail to check-in prior to the 1-hour rule. Once the event has started and when check-in resumes, late-comers will be placed at the end of the run order. In other words, clear preference is afforded those competitors who show up on time.

### **PPE/APARREL FOR ALL EVENT CATEGORIES**

- **COMBAT CHALLENGE TEAM PPE** - All Combat Challenge Team competitors must compete in their own personal turnout gear. All turnout gear (i.e. helmet, coat, pants, gloves, suspenders, and boots) must be serviceable, approved for structural firefighting consistent with NFPA 1971 standards in effect at the time of manufacture. Hoods are not required. All gear may be inspected by the Course Marshal before the race. Articles of turnout gear and SCBA must not be removed or lost during the competition. If dropped, they must be retrieved and replaced by the participant before continuing. Non-retrieval results in disqualification. Participants found to be noncompliant either during or after a competition will be disqualified and their time nullified. Duct tape or other visible modifications are not permitted.



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- **CIVILIAN APPAREL** – All Civilian must wear gloves, eye protection/sun glasses, closed toe shoes or boots with rubber soles, shorts/pants, t-shirt or workout shirt.

#### **INDIVIDUALS GETTING READY TO RUN**

- The next up individual as announced by challenge emcee, must be in the staging area in full turnout gear when the preceding participant is at the start line. Individuals not ready for the start signal will be disqualified. Disputes The team captain and the Course Marshal will resolve all disputes regarding penalties.
- We do not review videotapes, etc. All Course Marshal decisions are final. Protests must be filed immediately and prior to the next set of competitors' race. Equipment Rules MSA air packs will be provided and must be worn by all participants. Face mask are not required.

**STARTING LINE**- ALL Participants. Prior to the start signal, each competitor will be behind the start line. If the competitor crosses the start line prior to the starting gun, this will result in a false start. The second false start by an individual competitor will result in disqualification. Each race must be performed in the order specified below.

**Event 1** - High Rise Pack Carry The competition starts at the base of the tower. The hose pack cannot be touched prior to the start signal. The 2 ½-inch hose pack may be carried in any manner and must be deposited into the container on the top floor. Proper placement is in or on the container, with no part of the pack touching the deck. A 2 second penalty will be assessed for this infraction. The hose pack must stay on the top platform. The competitor is disqualified if the high rise pack falls of the top of the tower. The handrails may be used when climbing the tower and steps may be taken in multiples on the way up.

**Event 2** - Hose Hoist A 2 ½-inch hose roll and a 5/8 in poly rope are used in this event. The competitor is not allowed to stand on anything other than the top platform while hoisting. The evolution is complete when the roll clears the railing at the top of the tower and is placed in the container on the top floor. The donut roll must ascend; loss of control (i.e., slippage of more than one balcony) will result in disqualification. Proper placement is in or on the container with no part of the hose roll touching the deck. A two second penalty will be assessed for this infraction. The donut roll must stay on the top platform. Disqualification results with any loss of control of the hose roll, including falling off of the tower, rolling down the stairs or interfering with the adjacent competitor. A fallen hose roll may not be retrieved. Descending the tower, every step must be contacted and the handrail grasped. Failure to touch each step on the descent will result in a two second penalty per infraction.



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**Event 3 - Forcible Entry** The forcible entry evolution utilizes the Keiser Force Machine (a chopping simulator). Using the nine pound shot mallet provided, the competitor must drive the sled; a 160-pound steel beam a horizontal distance of five feet. Pushing, raking, or hooking the beam is not allowed; only the head of the mallet is allowed to strike the beam. The handle must not come in contact with the beam at any time. A five second penalty is assessed for each infraction after the first handle strike. Both hands must be above the tape mark on the handle (12 inches from the head end) at the point of impact. A two second penalty is assessed for every inch that the sled is short of the end of the tray. The hammer must be placed on the 3' x 3' mat. A two second penalty is assessed for this infraction.

**Event 4 - Hose Advance** The competitor must advance an 1 3/4 inch charged hose line for 75 feet. The nozzle must pass the 75-foot mark indicated on the ground or a ten second penalty will be assessed.

**Event 5 - Victim Rescue** A 165-pound mannequin must be dragged backwards a distance of 50 feet. Carrying the dummy is not permitted. A five second penalty will be assessed for crossing the course delineator (i.e., going out of your lane). Any contact with the adjacent competitor will result in disqualification. The mannequin must not be grasped by its clothing or appendages. Time stops when the competitor and victim completely cross the finish line. Task Completion All competitors are personally responsible for the completion of each task. No course volunteer has the authority to instruct a competitor in the negotiation of the events on the course; only the Course Marshal can intervene or direct the actions of a competitor. In those rare situations where the event staff may have created an impediment, the options to rectify this situation may include a deduction in time to remedy the hindrance or allow another run of the course.

#### **PENALTIES**

1. High Rise Hose Pack Placement (in box): 2 seconds
2. Donut Roll Placement: 2 seconds
3. Skipped Step (tower descent): 2 seconds
4. Kaiser Force Machine Foul: 5 seconds per missed strike
5. Failure to finish Forcible Entry: 2 seconds per inch or fraction thereof
6. Hammer placement: 2 seconds
7. Failure to advance Hose line 75 feet: 10 seconds
8. Out of Lane: 5 seconds per occurrence
9. Disqualification
  - a. Failure to Show
  - b. Double False Start



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- c. Loss of Object from Tower
- d. Skipped Event
- e. Disrupting the Competition
- f. Unsportsmanlike Behavior
- g. Interference on the Course
- h. Unauthorized Personnel on the Course

### **TEAM RELAY**

The baton must be in the possession of the team member performing an evolution. The baton passing must be hand-to-hand, and a clear transfer must occur. Competitors may elect to put the baton down after an exchange but the same competitor must pick up the baton before advancing to the next event. Loss of control of the baton (such as forgetting to pick it up) will stop the team's forward progress until the member completing the evolution regains possession. Teams that have less than five competitors may have a member complete more than one evolution in succession, or alternatively, they may have another member interposed between the events. In any case, the handoffs must be accomplished in accordance with these rules.

### **Passing the Baton**

Passing the baton may be done as many times as they wish, but only at the 5 passing locations on the course:

### **First Relay Pass Zone**

At the top of the tower, following the deposit of the high-rise hose pack into the box, a legal pass takes place when both the competitors' feet are on the top platform. The competitor receiving the baton must have one hand on the top rail of the tower; with, the thumb visible (to the official; i.e., facing the back side of the tower). The competitor must not grasp the hoisting rope or release the rail until receiving the baton, incidental contact while holding the top rail is not a penalty. A second handoff at the top of the tower may take place after the second competitor has completed the hoist evolution. This exchange must take place with all parties on the top deck.



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### **Second Relay Pass Zone**

After the last step exiting the tower and prior to mounting the Keiser Force Machine. For example, if the competitor performing the forcible entry station is not the individual descending the tower, the exchange must be made before mounting the Keiser Force Machine.

### **Third Relay Pass Zone**

Anywhere between the Keiser Force Machine and the first turn but only after placing the hammer on the mat. The individual performing the activity on the forcible entry station must first place the hammer on the mat and then pick up and hand the baton to the next competitor.

### **Fourth Relay Pass Zone**

Prior to picking up of the hose, the competitor must pass the baton. Both competitors and the baton may not have crossed the line. No contact with the nozzle or attack line is permitted until the competitor is in possession of the baton.

### **Fifth Relay Pass Zone**

After dragging the hose past the 75 foot line, the exchange of the baton must occur. The competitor cannot touch the mannequin until they are in possession of the baton.

### **Relay Penalties Summarized**

- False Start: 5 Seconds
- High-Rise Hose Pack Placement (not in box): 2 seconds
- Premature release of high-rise pack: 2 seconds
- Donut Roll Placement (not in or on box): 2 seconds
- Standing on hose pack: 10 seconds
- Skipped Step (tower descent): 2 seconds
- Keiser Force Machine Foul: 5 seconds per misstrike
- Failure to finish Forcible Entry: 2 seconds per inch or fraction thereof
- Hammer Placement (not touching mat): 2 seconds
- Knocking over or missing delineator: 5 seconds per occurrence
- Failure to Advance Hose 75-ft.: 10 seconds
- Early nozzle activation: 2 seconds
- Failure to close nozzle: 2 seconds
- Failure to Activate Target: 10 seconds
- Out of Lane: 5 seconds per occurrence
- Improper Relay handoff: 2 seconds
- Illegal Assistance: 5 seconds
- Unauthorized personnel on course: 10 seconds per occurrence



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- Failure to stop clock: 1 second

#### **ELIGIBILITY**

Active and retired First Responders & Civilians who are at least the age of eighteen (18) are eligible to compete. A "Team" may be comprised of individuals from the same organizational unit (i.e., IAFF Local, county, department, fire district, dispatch unit).

#### **REGISTRATION**

Registration will be accomplished via the official [www.TFWStairClimb.org](http://www.TFWStairClimb.org) website. No telephone or fax registrations will be accepted. Registrations received in a timely manner via email to the address of record. Registration will be allowed on the day of competition, however, any registrations submitted on the day of competition will be charged and additional fee of \$10.

#### **REGISTRATION DEFINED**

Receipt of an electronically completed and online submitted registration form with payment. All entry fees are required five days prior to the scheduled date. Until the payment is received, the registration is considered to be "pending".

#### **FEES**

Each registrant shall pay \$50 each FLAT FEES. No exceptions

#### **REFUND & CANCELLATION**

Requests for refunds will be honored seven days prior to the competition date; thereafter no refund will be made. Check-In Every competitor is responsible for checking-in at the check-in station on the day of the event. Waiver & Release Every competitor must sign a Waiver and Release Form as part of the registration process. If a valid, signed form is not received, the competitor is not considered "Registered" and will not be allowed to compete. Substitutions All substitutions must be cleared with the Course Marshal. A substituted competitor must be a member of the same department or organic unit (see Registration) in order to compete on the team of the originally slated competitor.



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#### **DIVISIONS**

- Women - 18-40 years of age
- Men- 18-40 years of age
- Senior - 40+ years of age, all gender
- Team - Each "Team" Team can consist of five (5) members and the total team time will be based on the four fastest times

Individual Competition for both FF's and Civilians will run in their time brackets and run in the category that they sign up in.

#### **SCHEDULE**

**0700 – Registration Opens**

**0830 – TEAM RELAY**

**1000 – COMBAT CHALLENGE TEAMS COMPETITION**

**1300 – INDIVIDUAL COMPETITION FIREFIGHTERS (OPEN RUNS)**

**1500 – INDIVIDUAL COMPETITION CIVILIANS (OPEN RUNS)**

**1800 - AWARDS**



#### **PAY OUTS**



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- Combat Challenge Team – Top 1, 2 & 3 Teams will be decided the top 3 individuals scores of a Combat Challenge team.
  - 1<sup>st</sup>- \$500
  - 2<sup>nd</sup>- \$250
  - 3<sup>rd</sup>- \$125
  - Payout is based on 5 or more Combat Challenge Teams
- Individuals Firefighter Only
  - 1<sup>st</sup>- \$150
  - 2<sup>nd</sup>- \$100
  - 3<sup>rd</sup>- \$75
  - Payout is based on 10 or more Firefighter Individual
- Individuals Civilians
  - 1<sup>st</sup>- \$150
  - 2<sup>nd</sup>- \$100
  - 3<sup>rd</sup>- \$75
  - Payout is based on 10 or more Firefighter Individual

All payouts are subject to change without notice!

