



CADET COMBAT CHALLENGE



Wake & Dress - Team

Objective:

The four (4) member team demonstrates their ability to correctly don personal protective equipment in a safe and timely manner.

Requirements:

- Each post can enter a maximum of three teams consisting of four Cadets/Explorers.
- No Cadet/Explorer can participate in this event twice.
- Equipment - Full protective clothing: helmet (no shield required), coat, pants, boots, structural firefighting gloves, Nomex hood and SCBA without mask.
- Bunker coats must have a minimum of two closure devices (Zipper, Velcro, Clasps, Buttons, etc.) along with a neck cover (securable with Velcro.) If gear presented does not meet standards, cadet will not be allowed to compete.
- Bunker pants must have a minimum of two closure devices (Zipper, Velcro, Clasps, Buttons, etc.) If gear presented does not meet standards, cadet will not be allowed to compete.
- SCBA's will be available to use for groups that do not bring them.

Rules:

- All team members will start by laying on a cot wearing Cadet/Explorer Post T-Shirt, duty pants, belt, and socks. Shoes/boots will not be required. (Uniform must be worn as if on duty)
- All Cadets on team will have 2 minutes to setup gear in any manner they prefer inside of a 5'x5' box. Once time is called, gear cannot be adjusted.
- All equipment must be opened, straps pulled out, and unfastened except for the helmet. Helmet strap may be loosened or unfastened.
- Any worn out Velcro that does not securely stick must be brought to the attention of the judges prior to the start of the event. The effort or motion to secure that part must be made. However, the judge will check that piece of equipment. If the Velcro works, the team member will get a penalty, even if the motion was made.
- On the "Go" Command, all team members will get up from the cot and enter the 5'x5' gear area to don gear.
- When a team member finish putting on ALL of their gear, they will be required to step forward outside of 5'x5' gear area.
- All gear must be donned and secured prior to exiting gear area.
- Time stops when both feet are completely outside of gear area.



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Penalties:

5 second penalty will be imposed for each of the following rule infractions:

- All snaps, hooks, zippers, Velcro, etc. must be fastened securely.
- All SCBA shoulder straps and waist belts must be fastened and pulled snug.
- Helmet straps must be fastened under the chin and snug.
- Collars on coats must be turned up and secured.
- Hoods must be on properly with NO hair showing.
- No lubricants are allowed.
- Gloves must be all the way on and must be appropriate size for Cadet/Explorer.

15 second penalty will be imposed for each of the following rule infractions:

- Adjusting gear after exiting the gear area. (**15 seconds for each article of gear adjusted**)

Wake & Dress - Individual

1. Timing of the Individual Rapid Dress will be done during the Team Rapid Dress competition.
2. The three (3) fastest rapid dressers from the entire competition will receive 1st, 2nd, and 3rd place medals.

Starting side



5'x5' gear area

5'x5' gear area

5'x5' gear area

5'x5' gear area



Judge



Judge



Judge



Judge

Ending side