



CADET COMBAT CHALLENGE



Wake & Dress - Team

Objective:

The four-member team will demonstrate their ability to correctly don personal protective equipment (PPE) safely and in a timely manner.

Requirements:

- Each post may enter a maximum of three teams consisting of four Cadets/Explorers.
- No Cadet/Explorer can participate in this event more than once.
- **Equipment:** Full protective clothing:
 - Helmet (no shield required)
 - Coat
 - Pants
 - Boots
 - Structural firefighting gloves
 - Nomex hood
 - SCBA (without mask)
- **Gear Standards:**
 - Bunker coats must have a minimum of two closure devices (e.g., zipper, Velcro, clasps, buttons, etc.) and a neck cover that can be secured with Velcro. If gear does not meet these standards, the Cadet will not be allowed to compete.
 - Bunker pants must have a minimum of two closure devices (e.g., zipper, Velcro, clasps, buttons, etc.). If gear does not meet these standards, the Cadet will not be allowed to compete.
 - SCBAs will be available for teams that do not bring their own.

Rules:

1. **Starting Setup:**
 - All team members will start lying on a cot, wearing a Cadet/Explorer Post T-shirt, duty pants, belt, and socks. Shoes/boots are not required. (Uniform must be worn as if on duty.)
2. **Gear Setup:**



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- Each team will have **2 minutes** to set up their gear inside a **5'x5' box** in any manner they prefer. Once the time is called, gear cannot be adjusted.
- All equipment must be opened, straps pulled out, and unfastened except for the helmet. The helmet strap may be loosened or unfastened.

3. Velcro Requirements:

- If any Velcro on gear is worn out and does not securely stick, it must be brought to the attention of the judges **before** the event starts. The team member must make the effort to secure the Velcro, but the judge will check that piece of equipment. If the Velcro works, the team will incur a penalty, even if the motion was made to secure it.

4. Donning Gear:

- On the **"Go!"** command, all team members will get up from the cot and enter the **5'x5' gear area** to don their gear.
- When a team member finishes putting on **ALL** of their gear, they must step forward, completely outside the 5'x5' gear area.
- All gear must be properly donned and secured **before** exiting the gear area.

5. Time Stop:

- Time stops when **both feet** of the team member are completely outside the gear area.

Penalties:

- **5-second penalty** for each of the following infractions:
 - All snaps, hooks, zippers, Velcro, etc., must be securely fastened.
 - 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 worn properly with **NO hair showing**.
 - No lubricants are allowed.
 - Gloves must be fully on and appropriately sized for the Cadet/Explorer.
- **15-second penalty** for each of the following infractions:
 - Adjusting gear **after** exiting the gear area. (**15 seconds for each article of gear adjusted.**)



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Scoring:

- The team that completes the event with the fastest average time, adhering to all rules and penalties, will be the winner.

Wake & Dress - Individual

1. Timing for the Individual Rapid Dress will be recorded during the Team Rapid Dress competition.
2. The top three fastest individuals in the entire competition will be awarded 1st, 2nd, and 3rd place medals for their rapid dressing performance.

Starting side



5'x5' gear area

5'x5' gear area

5'x5' gear area

5'x5' gear area



Judge



Judge



Judge



Judge

Ending side