



CADET COMBAT CHALLENGE



Combat Challenge

Objective:

This event enables a team of four to demonstrate effective teamwork in a high-stress situation. The goal is to simulate a fire incident from start to finish. This event combines quick dress, forcible entry with hose advancement, search and rescue, the Pittsburgh drill, the Denver drill, and hose loading.

Requirements:

- Each post can enter a maximum of two teams, each 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, and SCBA without mask.
- Bunker coats must have a minimum of two closure devices (e.g., zipper, Velcro, clasps, buttons) along with a neck cover (securable with Velcro). If the gear presented does not meet standards, the cadet will not be allowed to compete. (We understand Velcro may not stick fully.)
- Bunker pants must have a minimum of two closure devices (e.g., zipper, Velcro, clasps, buttons). If the gear presented does not meet standards, the cadet will not be allowed to compete.
- SCBAs will be available for groups that do not bring them.

Rules:

- All Cadets on the team will have 2 minutes to set up their gear in any manner they prefer inside a 5'x5' box. Once time is called, gear cannot be adjusted.
- All team members will start by lying on a cot wearing a Cadet/Explorer Post T-shirt, duty pants, belt, and socks. Shoes/boots will not be required. (The uniform must be worn as if on duty.)
- On the "Go" command, team members will stand up and perform a quick dress. No team member may proceed until all members are completely dressed (1).
- The team will proceed to the "apparatus" staging area to retrieve tools and the hose.
 - Cadets 1 and 2 will grab a flathead axe and a Halligan tool to force the door.
 - Cadets 3 and 4 will deploy 100 feet of 1 ¾" hose, preloaded in a Minuteman configuration, to the door. The hose must be flaked for entry.
 - Before entry, the hose team will switch to the weighted hose staged near the door to simulate a charged line.



CADET COMBAT CHALLENGE



- The team will work together to force entry through a door. The door must be forced using tools. The door may not be forced using a shoulder ram or by kicking.
- Once the door is forced, all team members must go through the door and into the confined hallway. Team members will maneuver the hose through the course and perform a simulated fire attack using a digital fire panel.
- Simultaneously, team members will perform a victim rescue through an obstacle course. Team members must work together to remove the victim, a 150-lb rescue dummy. The victim must be removed over an A-frame prop (Pittsburgh drill) and out a window (Denver drill).
- After the victim has been removed, the team may reload the hose. The victim must be removed before reloading the hose (2).
 - Note: The weighted hose can be removed from the structure and set aside while the victim is being removed. The deployed hose may be staged for loading, but loading cannot begin until the victim is removed.
 - The hose tray must be placed on the ground before loading and after the victim has been removed.
- The hose must be reloaded in a Minuteman load into the tray on the ground.
- The nozzle tip must land between the edge of the tray and a marked four-inch zone.
- All hose folds must fall within this boundary, except for one supply-side loop, which must be placed on the second fold.
- Once the hose is loaded correctly, cadets will leave the tray on the ground.
- Time stops once the hose is reloaded and all team members are seated in chairs at the finish line.

Penalties:

A 10-second penalty will be imposed for each of the following rule infractions:

1. PPE lost or removed – 10 seconds per item.
2. Failure to control the door.
3. Shoulder ram or kicking of the door.
4. Intentional throwing of equipment.
5. Major kinks in the hose line.
6. Not staying low at any time while “inside” the structure, except while going over obstacles and removing the victim through the window.
7. Improper hose folds during reload – 10 seconds per incorrect fold.

A 30-second penalty will be imposed for each of the following rule infractions:

8. Any team member proceeding before all team members are dressed.
9. Hose reload started before the victim has been removed. Reload will be stopped by a judge.

Disqualifications:

- Any act considered dangerous and likely to result in injury.



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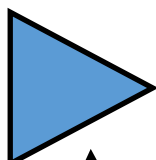
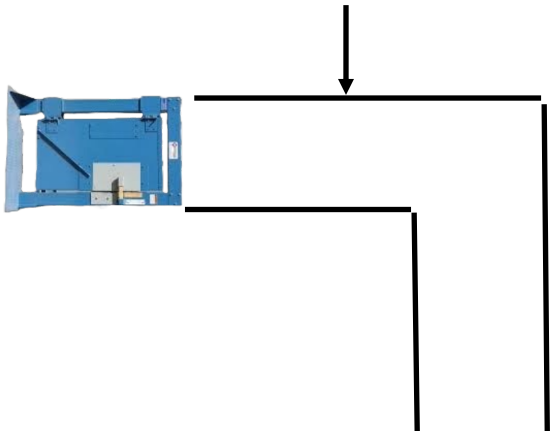


- Failure to complete the drill in the allotted time frame.

Fire Panel



Confined
Hallway



A-Frame obstacle

