



CADET COMBAT CHALLENGE



Rig to Door

Objective:

This event tests a cadet team's ability to efficiently deploy a hose line from a simulated fire engine, force entry through a door, and advance the line to extinguish a digital fire. Cadets will use a laser-equipped nozzle to interact with digital fire panels, ensuring proper extinguishment. Before the event, all cadets assigned to the nozzle position will be allowed to familiarize themselves with the nozzle and fire panels.

Requirements:

- Each Post can enter a maximum of three (3) teams, each consisting of four (4) cadets/explorers.
- No cadet/explorer can participate in this event more than once.
- Required PPE: Helmet, firefighting gloves, turnout coat, turnout pants, boots, and an air pack (no mask).

Rules:

- **Staging Area:**
 - Each team member will begin in the designated Starting Box.
 - On the judge's "Go" command cadets will exit the starting box and proceed to the simulated fire engine.
- **Forcible Entry**
 - 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.
 - Once at the door, the team will swap from a deployed hose to a weighted hose to simulate a charged line. The weighted hose will be staged at the door.
- **Hose Deployment/Advancement**
 - Once the door is forced and the nozzle reaches the entry point, cadets may enter while staying low and maneuvering the hose through designated pinch points.
 - The nozzle cadet must fully advance the nozzle beyond the hoseline before beginning fire suppression.
- **Hose Reloading**
 - Once the fire is extinguished, the team must back out the weighted hose and reload the original hose in the Minuteman configuration following event guidelines.



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- The hose must be loaded into a 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 also fall within this boundary, except for one supply-side loop, which must be placed on the second fold.
- Once the hose is properly loaded, cadets will leave the tray on the ground and return to the starting box.
- The event ends when all cadets are fully seated in the starting chairs.

Scoring

- The team with the fastest time plus penalties wins.

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. Standing before the fire is extinguished
7. Improper hose folds during reload- 10 seconds per incorrect fold

Disqualifications:

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