

5 MAN DRESSING

Team to consist of 5 members.

Equipment to Bring: Full Turnout Gear and SCBA (MUST BE COMPLIANT STRUCTURAL GEAR & SCBA UNALTERED)

Event: Team members start in the boxes wearing plain clothes and in their sock feet (no shoes). When given the “Go” signal, time starts and team members will run approximately 50’ to the dressing area to don their turnout gear (bunker pants, coat, hood, helmet, and gloves), *properly* per manufactures specifications and quickly as possible. (Contestants will have laid out their turnout gear in any manner they wish prior to the start of the event.) Once a team member has donned their PPE, they must run approximately 50’ to the SCBA area to don their SCBA as quickly as possible. (Contestants will have laid out their SCBA in any manner they wish prior to the start of the event.) Once a team member has donned their SCBA, while breathing air, they will run another 25’ to the Finish Line and cross with your hands on your helmets and may not remove them until a judge signals. Doing so will result in a disqualification of the team for the event. Lost helmets or missing gear will result in a 5 second penalty for each infraction. Time stops when the last team member crosses the line. Team members may assist each other donning PPE and SCBA so long as they have not crossed the finish line. Any member who steps across the finish line may not back across or the team is disqualified.

Rules: SCBA bottle must be off and mask not connected to regulator when equipment is setup in the SCBA area.
Members may take off their helmet and gloves while they don their SCBA.
This is a timed event.

Penalties: Each infraction during post-event inspection of Turnout Gear/SCBA inspection = 3 seconds for each infraction. (Not properly donned, straps not tight on SCBA, nomex not properly worn etc.)

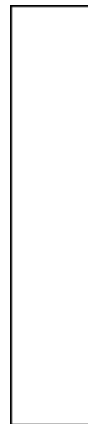
STARTING BOXES



← 50' →



← 50' →



← 25' →

Finish Line

