

FIREFIGHTER CHALLENGE – 2025 - Page 1

GUIDING BODIES

World Police and Fire Games (WPFG)

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EVENTS

Individual:

Men: 18+, 40+, 50+, 60+

Women: 18+, 40+, 50+

Overall: Men (All Ages), Women (All Ages)

Tandem: (2-Person):

Men: 18+, 40+, 50+ (FFC Relay Challenge rules apply)

Women: 18+, 40+ (FFC Relay Challenge rules apply)

Co-Ed: 18 +, 40+, 50+ (FFC Relay Challenge rules apply)

Team/Relay: (3, 4, or 5-Person)

Men: 18 +, 40+, 50+ (FFC Relay Challenge rules apply)

Women: 18 +, 40+ (FFC Relay Challenge rules apply)

Co-Ed: 18 +, 40+, 50+ (FFC Relay Challenge rules apply)

Entrants in the Team Categories may be from the same Fire Department or ALL different departments.

In the event a posted age group has less than 3 participants, WPFG maintains the right to combine age groups within the same gender.

Entry Deadline: June 10, 2025

SCHEDULING

DAY 1 Practice

DAY 2 Individuals

DAY 3 Tandems and Relays

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SCORING

Top 3 times in each category will receive medals.

Individuals

In the Individual Category, an individual competitor runs the entire Course in full turnout gear and on-air (health protocols permitting).

Team/Relays

In the Relays category, a team of three (3) to five (5) members can form a team. Depending on the number of team members, each member will complete one or more parts of the course before handing a baton over to another member. The members are in full turnout gear with air pack, but do not wear a face piece. Relay teams compete against teams in the same sub-category.

Tandems (Doubles)

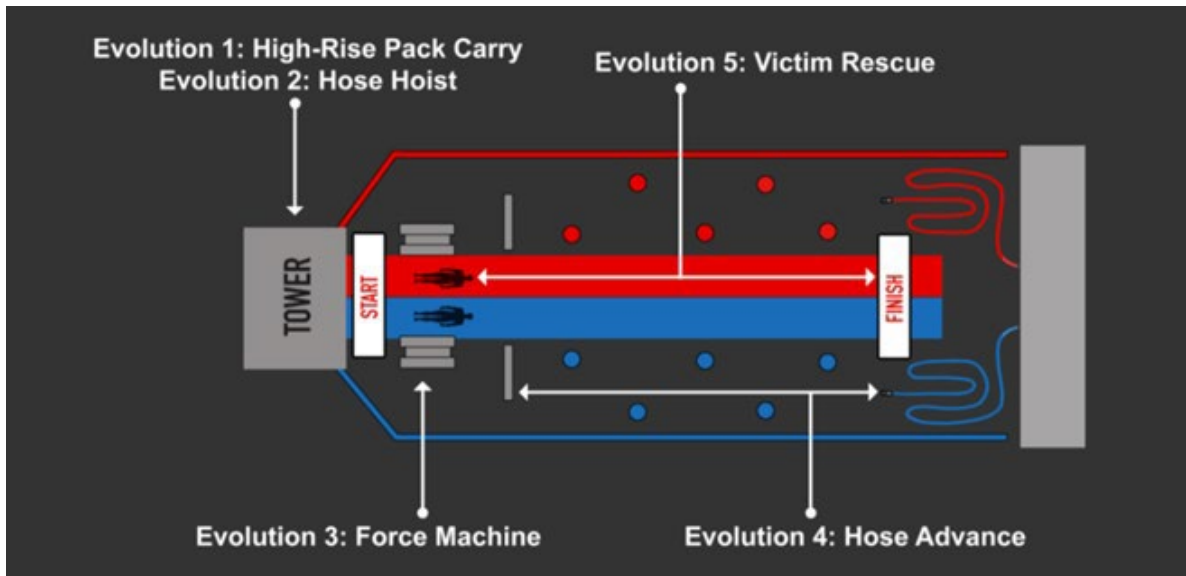
In the Tandem Category, a two (2) person team may be formed from ANY Firefighter Competitor. Members do not need to be from the same department. Each member completes roughly half the Course, with the handoff coming before or after the Keiser Force Machine Evolution. The members are in full turnout gear, but do not wear a face piece.

Event Categories:

- All Male or Female: means competitors on team must be either all males, all females.
- Age: means competitors in this age range bracket represented in the group.
- Coed: a mix of male, and female. Coed teams must be proportioned as follows (see Section 9.8 for exception rule):
 - Two (2) person team: must be of two opposite genders.
 - Three (3) person team: two (2) competitors of same gender and one (1) competitor of opposite gender.
 - Four (4) person team: two (2) competitors of same gender and two (2) competitors of opposite gender.
 - Five (5) person team: three (3) competitors of same gender and two (2) competitors of opposite gender.

The Challenge course and competition are defined by the banner line and/or floor markings, according to the distances and weights described in the course layout and relevant rules in this document. Only authorized course staff (officials, volunteers, and registered media members) and current competitors are permitted on the Course unless prior approval is provided for a Coach to join you.

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Please read the following carefully to help you avoid penalties and disqualification.

IMPORTANT: if at any time ANY equipment worn and/or carried onto the course by a competitor falls off the item must be retrieved and replaced **BEFORE** you can advance. Failure to do so will result in a 10-second penalty! If Unauthorized individuals affiliated with you enter the Course, it will result in a 10-second penalty per occurrence. Unsportsmanlike behavior, disruption of, skipping the event, and destruction of course equipment will result in an immediate disqualification.

STARTING POINT

The start area is at the base of the tower. The competitor will place the high-rise pack within the boundaries of the staging area and upon the order of the Starter, competitors will stand on their respective staging pads and can place their hands on the high-rise pack. At no time can any movement, upward or forward, of the pack occur, or a 5-second penalty will be assessed. The start sequence count down will finish when the siren sounds. The Start Signal is randomized by time to defeat “gaming” at the start.

EVOLUTION 1: High-Rise Hose Pack Carry

The handrails may be used in climbing the tower, and stair steps may be taken in multiples on the way up. The rubber jacketed hose load and cover (42 lb.; 19kg) may be carried in any manner and must be deposited into the container at the top of the tower, with no part of the pack touching the deck outside of the box. One foot must be on the top deck before releasing the high-rise pack. A 2-second penalty will be assessed for either infraction. If a competitor misses the box, they may correct the position, but only before starting the next evolution. (see note below). The high-rise pack may not be used as a step. A 10-second penalty will be imposed for this infraction. The hose load must stay on the top platform. The competitor is disqualified if the high-rise pack, hose roll or ANY other object falls off the tower.

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NOTE: After a clean drop of the hose pack has been made into the box during the individual category, and the course official has made no infraction call, the evolution will be considered complete. During a tandem or relay event the evolution is considered complete after the baton has been passed.

EVOLUTION 2: Hose Hoist

A 42lb. (19kg) donut roll of large diameter hose and (15mm) kernmantle rope (nominally weighing 7 lbs.) is used for this event. The competitor cannot stand on anything other than the top platform while hoisting. When the roll clears the railing at the top of the tower it must be placed into the container on the top floor. (see note below). The donut roll must ascend; loss of control, such as slippage of more than one balcony will result in disqualification (as observed by a course official). The proper placement is on or in the container with no part of the donut touching the deck outside of the box. A 2-second penalty will be assessed for this infraction if the competitor does not correct the donut roll placement. The donut roll must stay on the top platform. Disqualification results from any loss of control of the donut roll, including falling off the tower, rolling down the stairs, or interfering with the adjacent competitor. This task must be completed before three minutes elapses, or disqualification will result. A fallen donut roll may not be retrieved. Descending the tower, the competitor must hit every step, and the handrail must be grasped. Failure to touch each step on the descent will result in a 2-second penalty per infraction. Any intentional contact that materially affects the opposing competitor will be cause for disqualification.

NOTE: After a clean drop of the hose roll has been made into the box during the individual category, and the course official has made no infraction call, the evolution will be considered complete. During a tandem or relay event the evolution is considered complete after the baton has been passed.

EVOLUTION 3: Forcible Entry

The forcible entry evolution utilizes the Keiser Force Machine (a chopping simulator). Using the provided nine-pound (4kg) shot mallet, and with both feet on the diamond plate surface, the competitor must drive the sled, a \approx 160lb. (72.5kg) steel beam a horizontal distance of five feet (1.5m). Pushing, raking, or hooking the beam is not allowed; only the mallet's head can strike the beam. Striking the Keiser sled without both feet on the diamond plate will result in a 5-second penalty for the first strike, disqualification for the second. The handle must not come into contact with the beam at any time. A 5-second penalty is assessed for each infraction after the first handle strike. A 2-second penalty is assessed for every inch (2.5cm) or fraction thereof that the sled is short from the end of the tray. The hammer must be placed onto the designated mat. Contacting the mat is defined as the hammer being in contact with the imaginary plane that extends vertically from the mat's border. A 2-second penalty is assessed for failure to place the hammer onto the mat. If the competitor loses control of the hammer and it travels outside of the vertical boundaries of the confines of the tray (front and back of tray) or is lost in any direction that creates a dangerous situation to others as

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determined by the course official, the competitor will be disqualified.

EVOLUTION 4: Hose Advance

The competitor must negotiate the 140-foot (42.6m) slalom course without missing or knocking over any delineator (including the target); doing so will result in a 5-second penalty for each infraction. The competitor must pick up the nozzle end of the 1 3/4 inch; (4.45cm) charged hose line and drag it a total distance of 75 feet (22.8m). Once the nozzle penetrates the swinging doors (i.e., crossing the 75 feet threshold), the competitor opens the nozzle, hits the target with the water stream, shuts down the nozzle, and drops the nozzle onto the ground padding system between the saloon doors and target system. A failure to advance the hose a total distance of 75 feet, penetrating the swinging doors before laying the nozzle down, will result in a 10-second penalty. A failure to place the nozzle onto the padded system will result in a 5-second penalty. Failure to drop the target will result in a 10-second penalty. If the nozzle is not shut before it is set down, the competitor must go back and close it. If the course staff must shut off the nozzle, a 2-second penalty will be assessed. If the nozzle opens after hitting the padding, there is no penalty, and the competitor can continue to the victim rescue evolution. Skipping this station will result in disqualification.

EVOLUTION 5: Victim Rescue

A 175lb. (79.4kg) NASCO, Rescue Randy® mannequin (model 1435 weighing 165lbs dressed in 10lbs. of LION turnout gear) must be lifted and dragged backward a distance of 106 feet (32.3m). Carrying the dummy is not permitted. If any competitor crosses the course center delineator (i.e., goes out of lane, including in the finish line zone) and causes interference to the competitor in the opposing lane, or grasps the mannequin by its clothing or appendage, i.e. chain, a 5-second penalty will be assessed for each infraction. Any intentional contact that materially affects the opposing competitor will be cause for disqualification. Time stops when the competitor crosses the finish line. However, to avoid a penalty Randy's heels must have also crossed the marked line before the finish line. It is the competitor's responsibility to fully maintain possession of the dummy until the clock has stopped or the course official will require you to pick the dummy back up to correctly cross the finish line. A 2-second penalty will be assessed if the competitor does not completely cross the finish line to turn off timer **AND/OR** if Randy's heels have not fully crossed the carpet marker line. Falling at any other point during the drag is considered self-penalizing and does not cause a penalty. At their sole discretion, Chief Course Officials may stop any competitor who creates or is in a dangerous, unsafe, or stressful condition in the official's opinion. Spiking the dummy at any time will result in disqualification. Spiking is defined as any elbow movement other than extension while releasing the dummy.

MAXIMUM TIME TO COMPLETE COURSE

All competitors will have 8 minutes to finish the course.

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NOTE: Continued progression on the course must be achieved by all competitors. Officials have the authority to remove a competitor from the course when progression stops, a possible health crisis occurs, or at their sole discretion if becoming concerned about a competitor's well-being.

6.0 Firefighter Challenge Penalties Summarized

- False start, or movement of the pack before siren sounds: 5 Seconds
- High-rise hose pack placement (out of the box): 2 seconds
- Premature release of high-rise pack: 2 seconds
- Donut roll placement (not in or on the box): 2 seconds
- Standing on hose pack: 10 seconds
- Each skipped step (tower descent): 2 seconds
- Striking Keiser without both feet on the diamond plate: 5 seconds
- Striking Keiser beam: 5 seconds per mis strike
- Failure to finish Keiser forcible entry: 2 seconds per inch or fraction thereof.
- Failure to place onto the hammer mat: 2 seconds
- Knocking over or missing delineator: 5 seconds per occurrence
- Failure to advance hose 75-ft, penetrating swinging doors: 10 seconds
- Failure to place nozzle onto padded platform near saloon doors: 5 seconds
- Failure to close nozzle: 2 seconds
- Failure to knockdown target: 10 seconds
- Out of lane: 5 seconds per occurrence if it impedes the opposing competitor
- Grasps the mannequin by its clothing or Appendage, i.e., chain: 5 seconds
- Randy's heels did not cross the carpet market line just before finish line: 2-seconds
- Unauthorized people affiliated with competitor on Course: 10 seconds per occurrence
- Failure to stop clock: 2 seconds
- Failure to retrieve and replace dropped turnout gear item or any other item carried onto the course by the competitor: 10 seconds
- Violations of turnout gear rules, as described in Section 7.3: 15-seconds

6.0 - Firefighter Challenge Disqualification Summarized

- Failure to show
- Altered turnout gear
- Loss of control of hose
- Loss of hose pack, roll or ANY object from the tower
- Hose Hoist evolution must be completed within three (3) minutes
- Striking the Keiser sled without both feet on the diamond plate (2nd offense)
- Losing control of Hammer, traveling outside of vertical boundaries of the confines of the tray
- Skipped event
- Disrupting the competition
- Unsportsmanlike behavior
- Interference on the Course and/or Intentional Contact
- Failure to finish in six (6) or eight (8) minutes
- Spiking the dummy
- Destruction of Challenge equipment
- Violations of turnout gear rules, as described in Section 7.3

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6.1 - Disputes

The Chief Course Official, receiving counsel from the other Course Officials, will resolve all disputes regarding penalties. Disputes must be pointed out immediately. During the discussion, all video footage (if available) will be analyzed from more than one angle to assist with making the final call. All decisions are final and will not be reversed during the event. If the competitor(s) is not satisfied with the final decision of the Chief Course Official, then the competitor must follow the steps to file a complaint according to WCFG rules and guidelines.

7.0 - Equipment

SCBA: a high-pressure 3M Scott Fire & Safety breathing apparatus (Air-Pak® & facepiece) is provided and must be worn by all participants in all categories unless otherwise specified. Competitors may bring and use their own 3M Scott facepiece. It is the responsibility of the competitor to retrieve their own equipment or pay shipping costs. Competitors may not modify Challenge issued or self-provided equipment, including removing the nose cone from the facepiece and/or tying knots or adjusting the harness straps in such a way that makes it difficult to remove the Air-Pak at the finish line. Any willful or malicious destruction of Challenge equipment will result in disqualification and suspension pending restitution.

7.1 - Turnout Gear

All firefighter competitors must compete in their protective equipment: Turnout gear must include:

- Helmet
- Coat (with liners)
- Pants (with liners)
- Gloves
- Boots

Note: Hoods, face shields, earflaps, and drag device are not required to compete.

All gear must be serviceable (i.e., without holes), and have been approved for structural firefighting consistent with NFPA 1971 standards (except for boots as stated below). **Turnout gear that has been deemed ‘expired’ by a department IS still eligible to use, however tags in the gear must still be attached to prove they met the requirements at time of manufacturing.** Articles of turnout gear, SCBA, and all other equipment/apparel worn (including eyewear, radios, etc.) if dropped or lost during competition must be retrieved and correctly replaced before continuing. Non-retrieval results in a 10-second penalty. Competitors who are non-compliant either during or after a competition will be disqualified and their time nullified.

Questions about suitability and compliance shall take place before check-in and/or staging.

- Coats must be appropriately sized and cover the area of intended protection.
- Collars must be showing (not tucked in).

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- Boots must be ‘fire service’ designated and comply with NFPA 1971 or 1977 protection requirements. Boots can be no less than 8” in height from ground to top of boot and must include a distinct heel breast (not less than a 1/2-inch heel).
- We strongly recommend competitors, for their safety, wear laced and/or zipper style boots.
- Trouser pants of the turnout gear must cover the boot upper.
- Gloves must be designated for structural fire suppression and bear an NFPA-compliant label.
- Helmet decorations and a baton clip are allowed. However, helmets must have an NFPA-compliant label with the original suspension and padding present.
- Patches, decals, and a pocket for a baton are allowed on coats and trouser pants.

Officials may inspect all Gear before participation. Their decisions are final. Competitors who leave their personal Gear at the event may have it shipped to them at their expense. Any competitor who reports to the Staging Area and is found to violate these rules will be subject to a 15-second penalty or disqualification depending on the severity of the infraction.

NEW ADDITION AND CLARIFICATION TO CURRENT RULES:

Competitors outside of North America must wear PPE that is compliant for structural firefighting as defined by the Authority who have Jurisdiction of their Country, State, or Province.

This enhanced Firefighter Challenge Gear Policy is to create fairness across the board for all competitors.

NEW: Any firefighter competing in the Firefighter Challenge can use approved gear from any country in competition if it complies with the FFC Gear Policy. This means Canadian and American competitors are permitted to buy/ wear European gear if they wish.

LIST OF APPROVED GEAR FROM OTHER COUNTRIES

-NFPA 1971

-EN 469 Type/Level 2

-and for New Zealand / Australia (link below... numbers vary depending on if it's gloves, helmet or suit <https://www.standards.govt.nz/shop/iso-18639-12018/>)

North America:

Bunker Gear - NFPA 1971 2018ed

Gloves: NFPA 1971

Boots: NFPA 1971 & NFPA 1977

Helmets: NFPA 1851

Europe:

Turnouts - EN 469 (Type/Level 2 or higher only)

Gloves – EN 659

Boots – EN 15090

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South America:

PPE - ISO 11999 (1-7)

REMINDER FOR ALL COMPETITORS AROUND THE WORLD:

ALL GEAR MUST CONTAIN THE APPROVED CERTIFICATION, STANDARDS, TAGS, AND BE IN GOOD WORKING CONDITION TO BE ACCEPTED FOR USE UNLESS SPECIFIED BELOW.

BUNKER GEAR - Must contain all 3 layers of Outer Shell, Thermal Liner, & Moisture Barrier. All turnout gear must be labelled for structural firefighting. Pants & Jackets must have labels attached.

Modification of Bunker Gear: Gear will be null and void if the certification tags are not present, or modifications outside of manufacturing are made. This will disqualify the gear from use on the course.

APPROVED GEAR MODIFICATION: Removal of the collar closure flap.

NOTE: BUNKER GEAR EXCEEDING THE 10 YEAR LIFE SPAN RULE MAY BE USED AS LONG AS ALL APPROPRIATE TAGS & CERTIFICATIONS ARE PRESENT AND IS IN GOOD WORKING ORDER

BOOTS - Boots must be in good condition with no modifications allowed.

GLOVES – Glove must contain all 3 layers of material in good working order. Gloves with standard wear may be worn in competition until which point would be deemed unsafe. (i.e the exterior outer shell has been worn through exposing the thermal liner.)

MODIFICATIONS TO GLOVES – Due to the high use of these gloves, the FFC and gear providers have indicated that glove labels tend to fall out or become unreadable. If a pair of gloves meet these criteria, and are in working order, they may be able to be reviewed by the onsite gear committee.

HELMET – must contain chin strap, edging, helmet shell, high temperature foam liner and impact protection / system.

MODIFICATIONS TO HELMETS: Painting of helmets is allowed. Helmets are not required to have Face Shield / Visor / Goggles / Burke Shields, Heat Shield, and/or Reflective materials.

SCBA MASK - Competitors may use their own 3M Scott Fire & Safety face piece only if it is compatible with the current Air-Pak®'s used by the Challenge.

MODIFICATIONS TO SCBA MASK -Modifications to the functionality of the face piece are not permitted, however any tinting of the face piece or decorative mask fronts on the face shields are permitted.

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HOOD - Balaclava (like a Nomex Hood or cloth face covering) is not required for competition.

INSPECTION OF GEAR / QUESTIONING OF USE: Inspectors will inspect all gear prior to participation and make official rulings on all questions regarding the gear to be used on the racecourse.

If a competitor wishes to challenge a ruling on gear, an appointed 3-person committee will make the official ruling. This committee will consist of a member of the Oversight Committee, a long-time competitor, and a turnout gear specialist from LION.

Note: If a member of Lion or any professional Bunker Manufacturer is on site, their expert knowledge may be used as the final decision to deem the gear safe to use and acceptable to the standards.

7.2 - Task Completion

All competitors are personally responsible for the completion of each task. No course volunteer has the authority to instruct a competitor in the negotiation of the events on the Course; only the Course Official can intervene or direct a competitor's actions. In those rare situations where the event staff or the opposing competitor may have created an impediment, the options to rectify this situation may include a deduction in time to remedy the hindrance or allow another run of the Course. All competitors must have completed the Course in six (6) minutes (8 minutes for Division 3 competitors) or be disqualified where they are, no matter how close to the finish line.

7.4- The Baton

The Baton must be in possession of the team member performing an evolution. **The baton passing must be hand-to-hand, and a clear transfer must occur.** Competitors may elect to put the Baton down after exchange, but the same competitor must pick up the Baton before advancing to the next event. Loss of control of the Baton (such as forgetting to pick it up) will stop the team's forward progress until the member completing the evolution regains possession. Per safety protocols, a competitor is prohibited from placing the baton in their mouth!

Teams may have a member complete more than one evolution in succession or have another member interposed between the events. In any case, the handoffs must be accomplished per these rules:

Passing the Baton

Passing the Baton may be done as many times as wished, but only at the five passing zones on the Course (a maximum of 6 handoffs is possible):

First Relay Pass Zone

At the top of the tower, following the deposit of the high-rise hose pack into the box, a legal pass takes place when both the competitors' feet are on the top platform. The competitor

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receiving the Baton must have one hand on the top rail of the tower; with the thumb visible (to the official, i.e., facing the backside of the tower). The competitor must not grasp the hoisting rope or release the rail until receiving the Baton. Incidental contact while holding the top rail is not a penalty. A second handoff at the top of the tower may occur after the second competitor has completed the hoist evolution. This exchange must take place with all parties on the top deck.

Second Relay Pass Zone

After the last step exiting the tower and before mounting the Keiser Force Machine, for example, if the competitor performing the forcible entry station is not the individual descending the tower, the exchange must be made before mounting the Keiser Force Machine.

Third Relay Pass Zone

Anywhere between the Keiser Force Machine and the first turn but only after placing the hammer on the mat. The individual performing the activity on the forcible entry station must first place the hammer on the mat and then pick up and hand the Baton to the next competitor.

Fourth Relay Pass Zone

Before the line at the last delineator, the receiving competitor's feet must not contact the line or the ground past the line until the handoff is made. No contact with the nozzle or attack line is permitted until the competitor is in possession of the Baton.

Fifth Relay Pass Zone

After striking the target, including shutting down the nozzle, the handoff can occur before or after setting the nozzle down onto the padded platform. The nozzleman is the only individual that may shut down the nozzle. The competitor cannot touch the mannequin until they are in possession of the Baton.

7.5- Relay Penalties

Any early exchange (i.e., touching any tool or prop including hose hoist rope, forcible entry hammer, nozzle, mannequin) before a handoff, etc., will result in a 2-second penalty. No assistance can be rendered to a team member by any other member of the same team; each infraction will result in a 5-second penalty (i.e., if a member completing a task drops the Baton, they alone must be the one to pick it up). A Baton falling down the stairs and not leaving the tower must be retrieved by the person who dropped it. If any object should fall off the tower (i.e., the Baton, donut, or high-rise pack), the team will be disqualified. If any teammate crosses the course delineator and causes interference to the competitor in the opposing lane, a 5-second penalty will be assessed. Any intentional contact that materially affects the opposing competitor will be cause for disqualification. The fouled team, at their election, will be allowed a second run.

The second run time will be the time of record. If more than 5 members of a team enter the course, it will result in disqualification.

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7.6- Relay Penalties Summarized

- False start, or advancing and/or lifting pack before siren sounds: 5 Seconds
- High-Rise Hose Pack Placement (not in box): 2 seconds
- Early exchange: 2 seconds
- Assisting other Team Member: 5 seconds per infraction
- Premature release of high-rise pack: 2 seconds
- Donut Roll Placement (not in or on the box): 2 seconds
- Standing on hose pack: 10 seconds
- Skipped Step (tower descent): 2 seconds each
- Striking Keiser without both feet on the diamond plate: 5 Seconds
- Striking Keiser beam: 5 Seconds per mis strike
- Failure to finish Forcible Entry: 2 seconds per inch or fraction thereof
- Failure to place hammer onto mat (not touching mat): 2 seconds
- Knocking over or missing delineator: 5 seconds per occurrence
- Failure to Advance Hose 75-ft.: 10 seconds
- Failure to place nozzle onto padded platform near saloon doors: 5 Seconds
- Failure to close nozzle: 2 seconds
- Failure to knock down Target: 10 seconds
- Grasps the mannequin by its clothing or appendage i.e., chain: 5 seconds
- Out of Lane, causing interference to competitor in other lane: 5 seconds per occurrence
- Improper Relay handoff: 2 seconds
- Unauthorized people affiliated with competitor on Course: 10 seconds per occurrence
- Failure to stop clock: 1 second
- Failure to retrieve and replace dropped turnout gear item or any other item carried onto the course by the competitor: 10 seconds

7.7- Relay Disqualification Summarized

- Failure to show
- Loss of object from the tower, including baton
- Loss of control of donut roll allowing it to leave the top platform
- Striking the Keiser sled without both feet on the diamond plate (after 2nd offense)
- Losing control of hammer, traveling outside of vertical boundaries of the confines of the tray
- Skipped event
- Disrupting the competition
- Unsportsmanlike behavior
- Interference on the Course
- Intentional Contact of another Competitor
- Spiking the Dummy
- Destruction of Challenge equipment
- Failure to comply with team gender requirements as described in Section 7.3
- If more than 5 members of a team enter the course during competition

7.8- Relay Substitutions

Relay substitutions due to injury, transfers, illness, and shift changes are not permitted after the original team runs. A team may reduce the number of its members. Extenuating circumstances will be considered only in extreme situations by the Chief Course Official.

7.9– Coed Teams

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Coed Relay teams must be proportioned as follows:

- Three (3) person team: two (2) competitors of same gender and one (1) competitor of opposite gender.
- Four (4) person team: two (2) competitors of same gender and two (2) competitors of opposite gender.
- Five (5) person team: three (3) competitors of same gender and two (2) competitors of opposite gender.

Failure to comply will result in a disqualification. The Challenge does not guarantee that ‘like’ teams will compete against one another, i.e.: a three (3) person team with two (2) males and one (1) female may go head-to-head with a four (4) person team with two (2) females and two (2) males. All team members must perform at least one evolution.

Team competition is an individual, timed competition comprised of 3, 4, or 5 competitors to a team. Each team must complete all stages but each competitor will compete in one of the stages only. The sum of the individual times will be the team time and will determine the result of competition. If a team member fails to complete his/her stage, the team is disqualified.

Entrants may compete in the Individual and/or the Team event.

Entrants may compete in ALL team/tandem categories, however they are ONLY allowed to compete on ONE team per category.

8.0- Tandem (Doubles) Defined

A tandem team consists of two competitors. The Course is divided into two parts, and each competitor must complete one of the parts; the Keiser Force Machine is the delineator for the transition point. The decision as to where to make the handoff of the baton is that of the team and maybe made before or after the completion of the Keiser. The handoff must be made before mounting the Keiser or after completing the event (following the hammer being placed on the mat). It is up to the competitors to determine who does which portion of the Course. The team time comprises the total elapsed time to complete the five Firefighter Challenge evolutions.

Note: for an overview of penalties and disqualifications refer to Sections 6.1, 6.2, 9.5 & 9.6