

POST NAME EXPLORER NAME

<u>Scenario</u>: This timed event will simulate the need to rapidly don ones' personal protective equipment in order to rapidly enter a hazardous environment.

Rules:

- Gear grids will be used for placement of gear. All gear, with the exception of the SCBA, must be positioned in the locker ahead of starting. Helmets must be placed on the upper shelf, jacket hung from the hook, and boots/pants on the lower shelf. Gloves, mask, and hood may be positioned wherever chosen inside the locker.
- Explorers must start without any firefighting gear on and must have socks on (other footwear is optional).
- All gear must be properly donned (boots, pants, hood, jacket, SCBA, mask, helmet, and gloves).
- All gear must be <u>separated</u> (besides pants/boots) and straps <u>fully extended</u>. This includes SCBA mask from hose or regulator.
- SCBA must be turned on with air properly flowing through the mask.
- Time ends when the last piece of equipment is on securely and properly.
- 5 Seconds will be added for <u>each</u> infraction; 10 Seconds added for exposed skin.
- If time allows, Explorers will be allowed to complete two attempts in the first round.
- The fastest six (6) explorers will be invited to a second round. These six (6) explorers will compete on stage where the fastest three (3) will reach a final round. Time is reset during these rounds.

Action: Properly don and operate equipment.

Equipment: Stop Watch, Judging Forms, Gear Grids

		Penalty	Actual
EVALUATE <u>EACH INDIVIDUAL</u> ON:			Penalty
1	SCBA cylinder not fully turned on	+5	
2	Buckles, flaps, or zippers on the coat not secured	+5	
3	Chin strap not in place or helmet not tight	+5	
4	SCBA mask straps not cinched down	+5	
5	Shoulder straps on the SCBA not tight	+5	
6	Waist strap not fastened	+5	
7	Gloves not on hands	+5	
8	Collar not up, earflaps not down, or hood not on properly	+5	
9	Exposed skin visible	+10	
	TIME	:	:
	PENALTIES	:	
	TOTAL TIME		

Evaluator 1	1)	



Evaluator 2)	 -
Evaluator Notes:	
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