



DIERKS FIRE DEPARTMENT

P.O. Box 673 Dierks, AR 71833



Dierks Fire Department is pleased to announce that it will be hosting the -

FOURTH ANNUAL PINE TREE FESTIVAL FIREFIGHTER CHALLENGE

at Jack Clawson Park on August 7st in Dierks. We are inviting you to bring as many 4 person teams as you wish. Full turnouts with liners (yeah I know it will be hot but) and 2 SCBA's with a spare bottle will be required for some of the events. The start time will be 9:00 am. There will be a parade at 12:00 through town. If you come in a fire department vehicle and we get done in time, you are welcome to join us. There will be parking available at the competition for the trucks. Be sure to bring your families and friends as there will be a host of other activities as well. See www.dierkschamberofcommerce.com for some of the other things going on.

The events this year will be:

Bucket Brigade

Wild Hose Recovery

Obstacle Course

Water Polo

We had seven teams last year and a great time was had by all. So bring your team and fans for a day of friendly competition and to establish braggin' rights for the year. There will be awards for each event and awards for overall.

While early notification of participation would be appreciated you may also sign up the day of the challenge. Simply call, e-mail, or mail the enclosed registration form. Please try to let us know by 7/30/2010 if you are planning to participate.

Contact me for more information or to sign up.

Mike Noel

Firefighter

Dierks Fire Department

870-557-5229

mnoel2@dishmail.net

Rules

General - The events will be performed in the order listed below. Numbers will be drawn to determine the order of the teams for each event. Each event is for a 4 member team. Start and finish will be designated with an air horn. There will be two judges and their decision is final. Full structural turnouts with liners are required as described in each event. This includes boots, bunker pants, bunker coat, helmet (face shield must be down during the execution of each event, if goggles are worn they must be in place), and gloves. If at any time the judge or pump operator feels the activities are unsafe, the event will be stopped, adjustments made, and the team will be allowed to start over. Safety must come first. Unsportsman like conduct will not be tolerated and can result in removal from the competition. Accepting to participate is agreeing to these rules and agreeing not to hold anyone but yourself liable for any injuries. Stay hydrated and let's have fun.

Bucket Brigade – The 4-person team will form a straight line between the water source, a dump tank, and a 55-gallon barrel. Buckets will be provided to move water from the water source to the 55-gallon barrel. Time will start at the sound of a horn. The line of firefighters is to be maintained and the buckets passed from firefighter to firefighter. After a predetermined amount of time, the horn will sound and all bucket movement is to stop. No water is allowed to be dumped into the barrel after the horn has sounded. The level of water in the barrel will be measured to determine the placement of each team. Bunker pants, boots, helmet, and gloves are required. - Penalties are a deduction of 1” for not wearing designated equipment and a deduction of 3” for dumping water into the barrel after time is stopped.

Wild Hose Recovery (Timed Event)

The items of use will be a charged 2 ½” line with the coupling removed and a 55 gallon barrel with a basketball inside. There is a mark approximately 3 feet from the end of the hose. The hose will be stretched out and charged to 100psi at the pump. One to two team members may stabilize the barrel and 2 to 3 team members may handle the hose. It is the team's decision where to place each member. However, a minimum of two members must be on the hose. Once the hose is charged, the team will be given the signal to start. At least two team members will advance down the hose and move the end of the hose to fill the barrel and float the basketball out. Time ends when the ball hits the ground. The hose team must have at least one hand from a member holding the hose at all times. The hose can **NOT** be held past the mark at the end of the hose. The barrel can not be tilted and if it gets knocked out of place it must be returned. The location will be marked. The ball must be floated out without any other intervention. Complete turnouts are required. A nomex hood is not required but is recommended. - Penalties are; A 20-second penalty for getting in front of the hose mark for over 3 seconds, a 30-second penalty for hands/arms entering the barrel, a no time if the ball is knocked out with any part of the body.

Obstacle Relay (Timed Event)

There will be 4 different obstacles. Only one team member will complete only one obstacle. The team member cannot start the obstacle until tagged by the team member completing the previous obstacle. Each Obstacle must be completed before the tag can be made.

Obstacle 1 – Dress and Crawl – A horn blast will be given signaling the start of the event. The firefighter will start in normal street dress clothes. He must don all turnout apparel as well as an SCBA. This includes boots, pants, coat, nomex hood, gloves, helmet, and be on air with the SCBA. All snaps, buckles, fasteners, etc. must be completed. The firefighter then must crawl through an obstacle and tag the next firefighter. An SCBA will be provided if you did not bring one.

Obstacle 2 – Firefighter Drag/Bottle Exchange – The firefighter must be in full turnouts. When tagged he will drag the dummy to the mark indicated, return to pick up an SCBA bottle and go to the firefighter at obstacle 3. This firefighter must exchange the SCBA bottle on firefighter 3. The bottle must be fully opened. Tag the next firefighter.

Obstacle 3 – Hose Advance - The firefighter must be in full turnouts with an SCBA on air. He cannot leave until fully on air after the bottle exchange. When tagged he will advance a charged 1 ½” hose, open the nozzle and knock a cone off a barrel. Once the cone leaves the barrel the firefighter closes the nozzle and tags the final firefighter.

Obstacle 4 – Ladder Climb - The firefighter must be in full turnouts. When tagged he will climb the ladder, ring the bell and then descend the ladder. There are to be no missed rungs climbing or descending the ladder. The ladder must be heeled by one of the other team members while the firefighter is on the ladder. Time is stopped when the firefighter steps back on the ground. There will be a 5-second penalty for leaving too early without being tagged, or for not completing the dress in obstacle 1. If there is not a heeler on the ladder before the ascent begins, the firefighter must come back down and wait for the heeler before starting the ascent again.

Water Polo (Head to Head Competition)

Items of use will be 2 charged 1 ½” lines and a bucket suspended from a horizontal cable. There will be two teams at a time competing against each other to push the bucket to the opposing team’s pole. Water streams must be crossed prior to the start. When signaled the challenge begins. The challenge ends when the bucket hits one of the poles.

Complete turnouts are required. Note: there may be a friendly exchange of water at the opposing team but it should not be directed at the face. Just remember that if you are not pushing the bucket they probably are.

**2010
Forth Annual
Pine Tree Festival
Firefighter Challenge**

Sign in will begin at 8:00 a.m.

Games will start at 9:00 a.m.

Date is 08/07/2010

Location is Jack Clawson Park on S. Arkansas St. Dierks, AR

Name of Fire Department the team is representing:

Team Members:

1. _____
2. _____
3. _____
4. _____

Team's Captain

Name:

Address:

Phone Numbers:

e-mail:

Mail to:

Mike Noel

226 Jackson Rd.

Dierks, AR 71833