

REGULATIONS OF THE 1ST INTERNATIONAL FIREFIGHTER SURVIVAL CHALLENGE - POLAND

These regulations cover the competition: 1st International Firefighter Survival Challenge – Poland. The main objective of the competition is to highlight topics related to firefighter safety, including the formation of firefighter rescue teams. In addition, the aim is to create an environment in which the knowledge imparted, together with the skills acquired, can be transferred to the home departments, which will have a positive impact on safety issues in the area of operations of the departments, where the participants of the competition serve.

The regulations of the competition have been created to reflect the dynamic nature of rescue operations and include a sporting format, while allowing teams to demonstrate their firefighter rescue skills. The format of the competition includes specific time frames in each scenario and scoring that counts towards the final score. Each team will be equipped with the same, BASIC EQUIPMENT along with BASIC TOOLS dedicated for firefighter rescue. Although the event is sporting in nature, involves demonstrating skills and competing against other teams for time, the scenarios simulate potential incidents and difficulties that rescue teams (sometimes referred to as RITs) may encounter during real-life incidents. Competitors must therefore understand the premise and follow the safety rules along with the realism of conducting such actions. Competitors should implement all decisions and actions in accordance with the rules of radio communication.

Competition between teams will be on an elimination basis, where the teams with the better time score (determined in each of the four stages of the competition) will progress to the next stage.

The teams with the best times and point scores will move on to the final round.

The game will be divided 3 into stages:

1. Round I and Round II

All teams enter Round I and Round II - based on added time scores, 8 teams advance to Round III,


2. 2 Round III

Round III - 8 teams enter from which the best 3 teams go through to the final round based on the best time results,

3. 3. round IV - Final.

In the final round 3 teams take part

ROUND I / ROUND II ELIMINATIONS					ROUND III		
Team no.	TEAM NAME	ROUND I	ROUND II	SCORE	Start no.	TEAM NAME	TIME
1					1		
2					2		
3					3		
4					4		
5					5		
6					6		
7					7		
8					8		
9							
10							
11							
12							
13							
14							
15							
16							

ROUND IV FINAL 		
Start no.	TEAM NAME	TIME
1		
2		
3		

1. THE COMPOSITION OF COMPETING TEAMS

- a) Each team shall consist of a group of four rescuers and one commander (five (5) firefighters in total).

- b) The team may include any firefighter who has a current medical examination and is qualified to perform rescue and firefighting operations in respiratory protective equipment.

Rescue team

Consists of four firefighters (including the team leader). The rescue team takes an active part in the competitions, performs activities on the COMPETITION ARENA, operates the equipment while observing all safety rules.

Team leader

Takes on the role of the incident commander (IC) being outside the immediate competition area. Conducts radio correspondence with the rescue team, receives the transmitted message "MAYDAY/EVACUATE", activates the rescue team and then receives the radio correspondence transmitted by the rescue team including confirmation of understanding of the radio correspondence and transmission of return correspondence.

Substitution

During the competition, it is possible to rotate functions in the team in between competitions, after prior notification to the Chief Judge of the competition.

The exact description and rules of the competition will be discussed with the Team Managers before the start of the competition.

EACH TEAM SHOULD REGISTER AT THE REGISTRATION AREA. THE TIME WILL BE SPECIFIED IN THE COMPETITION SCHEDULE. COME TO THE REGISTRATION ZONE WITH THE REQUIRED DOCUMENTS OF THE TEAM MEMBERS, AND PERSONAL EQUIPMENT (including breathing protection), FOR EQUIPMENT INSPECTION AND TECHNICAL ACCEPTANCE.

2. RULES OF THE COMPETITION

GENERAL RULES

- a) After the registration of the team and the positive inspection of the equipment and the inspection of the required documents, the team will be assigned a starting number.
- b) The starting order of the teams and the drawing of the starting line-ups will be determined at the end of TEAM REGISTRATION.
- c) The order of starting line-ups is the order of entry into the competition.
- d) The area available to the teams is divided into:

WAITING AREA "BLUE"

Waiting area for teams to enter the competition. This zone is where all teams stay with their equipment. If the team with the preceding starting number is in the starting field, the next team moves into the orange zone with its equipment.

PREPARATION ZONE "ORANGE" (simulation of arrival)

Zone for team preparation, dressing up, checking equipment. After leaving this zone, the team should be fully prepared to enter the competition. Preparation of personal protective equipment may take a maximum of 2 minutes. Leaving the preparation zone does not allow the team to re-enter it. There is only one team in this zone. **No masks are worn in this zone.**

STARTING FIELD - "RED"

The place where the scoring of the team by the judge based on the correctness of the preparation for the start takes place. From this field the team proceeds to perform tasks in the competition arena. In the starting area, after the countdown, which is counted from the end of the broadcast of the "MAYDAY" message, the team members can start putting on their masks in order to enter the competition. **Only one team is present in this zone.**

COMPETITION AREA "GREY"

An area of competition where teams compete and all scenarios are performed.

END ZONE - "GREEN"

The finishing zone is the zone in which the team finishes the competition. When the whole team is in its field then the timing of the competition is concluded. This is the area where only the competitors stay after completing the task, in order to go to the WAITING AREA again.

ONLY ONE TEAM IS ALLOWED IN EACH INDIVIDUAL ZONE ACCORDING TO THE START SCHEDULE.

- a) Each team must arrive with their equipment in the **PREPARATION ZONE** at the time of the start of the preceding team (according to the starting order established on the competition day).
- b) Failure of a team to arrive in the **PREPARATION ZONE** within 1 minute of the start time of the preceding team will result in a time penalty of **60 SECONDS** added to the final score.
- c) As soon as the team has completed the task and left the **COMPETITION AREA**, the **STARTING FIELD** is released and the next team ready to start the competition moves there from the **PREPARATION ZONE**.
- d) The team, before starting the competition, waits in the **STARTING FIELD**, with equipment and personal gear prepared just like in activities of the firefighter assist personnel during real fire-fighting operations;
- e) The team in the **STARTING FIELD** will undergo a preliminary scoring by a judge, who will assess the level of preparation, the correctness of the personal protective equipment assembled, the possession of the full equipment used by the firefighters in the difficult zone. Any time penalties will be added to the final score.
- f) The start of the competition will take place when the radio signal "MAYDAY" or "EVACUATION" is announced;
- g) Receipt and acknowledgement of the message "MAYDAY" or "EVACUATION", by the commander (IC) triggers the timing of the RIT team (from this point the time for the team is counted).

- h) Depending on the competition scenario, there is a TIME LIMIT to complete the task, if the time limit is exceeded the team is disqualified. In the event of disqualification of both competing teams, the team with the higher remaining air volume (summing up of the air volume of the whole team) goes ahead. In the event of equal air reserves, a coin toss will take place.
- i) After the completion of the scenario, the team with the better final time score, to which any penalty points have been added, goes on to the next stage.

3. SCORING

The competition will be judged by a panel of judges:

- Scenario Judge,
- Chief Judge,
- Verification Commission.

In addition to the specific examples of errors resulting in penalty points indicated below, the judge may also award penalty points for other errors resulting from the execution of rescue operations not in accordance with the best practice of the firefighting profession. In this case, the points must be approved by the Chief Judge. The team is then entitled to an appeal in which the team must substantively justify its position. The Chief Judge of the competition has the deciding vote and must consult with the other competition judges.

1. ASSESSMENT IN THE STARTING FIELD,

The scoring is given by the Judge, who assesses the preparation and personal equipment of the RIT firefighters. Preparation of the team takes place in the **PREPARATION ZONE**, once in the **STARTING FIELD** the team should be fully prepared to proceed to the competition.

The judge gives penalty points in the **STARTING FIELD** for:

- a. Lack of personal protective equipment (e.g. no balaclava, helmet, gloves) **(4 POINTS)**
- b. Personal Alert Safety System not activated **(3 POINTS);**
- c. Flashlight or radio missing **(3 POINTS);**
- d. Radio not operating or on wrong channel **(2 POINTS);**
- e. Improper securing of the firefighter (e.g. unzipped jacket, helmet straps unfastened) **(1 POINT);**
- f. Lack of air level control (e.g. closed valve, contestant unaware of their air level) **(1 POINT)**

Penalty points are awarded individually to each member from the team and added up to the final score at the end of the task.

(For example - if in a team of 4, the judge found two firefighters missing their flashlights, the time penalties imposed are 2 x 3 POINTS to the final time, for a total of 6 POINTS)

2. PENALTY POINTS DURING PERFORMANCE IN THE ARENA

- a. Lack of air exchange in the injured firefighter **(4 POINTS).**
- b. Failure to bring the required equipment as stipulated in the competition **(3 POINTS).**
- c. Leaving any of the tools in the arena of competition **(3 POINTS).**
- d. Failure to assess the condition of the injured firefighter **(3 POINTS).**

- e. Failure to make a radio message after finding an injured firefighter **(2 POINTS)**.
 - f. Activation of the acoustic low air signal **(2 POINTS)**.
 - g. Lack of exploration of space when overcoming obstacles **(2 POINTS)**.
 - h. Lack of radio information about the obstacle encountered **(1 POINT)**.
 - i. Failure of the commander to acknowledge a received message with a repeat message **(1 POINT)**.
 - j. Failure to check air condition after overcoming an obstacle **(1 POINT)**.
 - k. Lack of radio response by RIT members (during the scenario the judge asks the commander to call the team members, no response from any member **(1 POINT)**).
- The end of air in any member results in the disqualification of the team!**

TABLE OF PENALTY POINTS

POINTS	Time penalty (time added)
1 POINT	10 SECONDS
2 POINTS	15 SECONDS
3 POINTS	20 SECONDS
4 POINTS	25 SECONDS
5 POINTS	30 SECONDS
6 POINTS	45 SECONDS
7 POINTS	60 SECONDS
8 POINTS	120 SECONDS

4. COMPETITION REQUIREMENTS FOR TEAMS

1. Be fully equipped when carrying out tasks (as in the case of real intervention).
2. The RIT team should remain in constant radio contact with the commander (IC).
3. The team must report any obstacle encountered.
4. The surroundings and the ground on the other side must be surveyed before the obstacle is cleared by the first firefighter.
5. The team must complete the task in the allotted time.
6. The team must perform air supply exchange by switching of the mask adapter (lung demand valve – LDV) or a quick-connect feature.

5. EQUIPMENT

In order to ensure an equal level of competition for all teams, the following unification rules are introduced:

1. The BASIC EQUIPMENT REQUIRED FOR THE COMPETITIONS IS PROVIDED BY THE ORGANISER, that is:

- RIT bag,
- 2x2m equipment mat,
- Rope,
- Orthopaedic board,
- Set Of Irons.

2. RIT FIREFIGHTERS' ADDITIONAL EQUIPMENT (OWN)

It is permissible for each participant to carry in the pockets of their firefighting garment:

- Rescue loop + carabiner,
- Scissors or knife.

3. PERSONAL PROTECTIVE EQUIPMENT AND OTHER EQUIPMENT

Each participant should have their own:

- firefighting garment,
- helmet,
- balaclava,
- firefighting boots,
- firefighting gloves (technical rescue gloves will not be allowed in the competition),
- own breathing apparatus with PASS device and mask,
- the main light source, i.e. a personal flashlight (angled),**
- radio*

* Radio bags are permitted,

**Helmet flashlight is not considered to be a main light source.

Personal equipment and equipment shall be used in accordance with the safety rules in force and with their intended use.

The organisers shall not be held liable for material damage to the participants' equipment and gear during the competition.

6. SCENARIOS

1. **1. ELIMINATIONS – "DIFFICULT ZONE" competition**

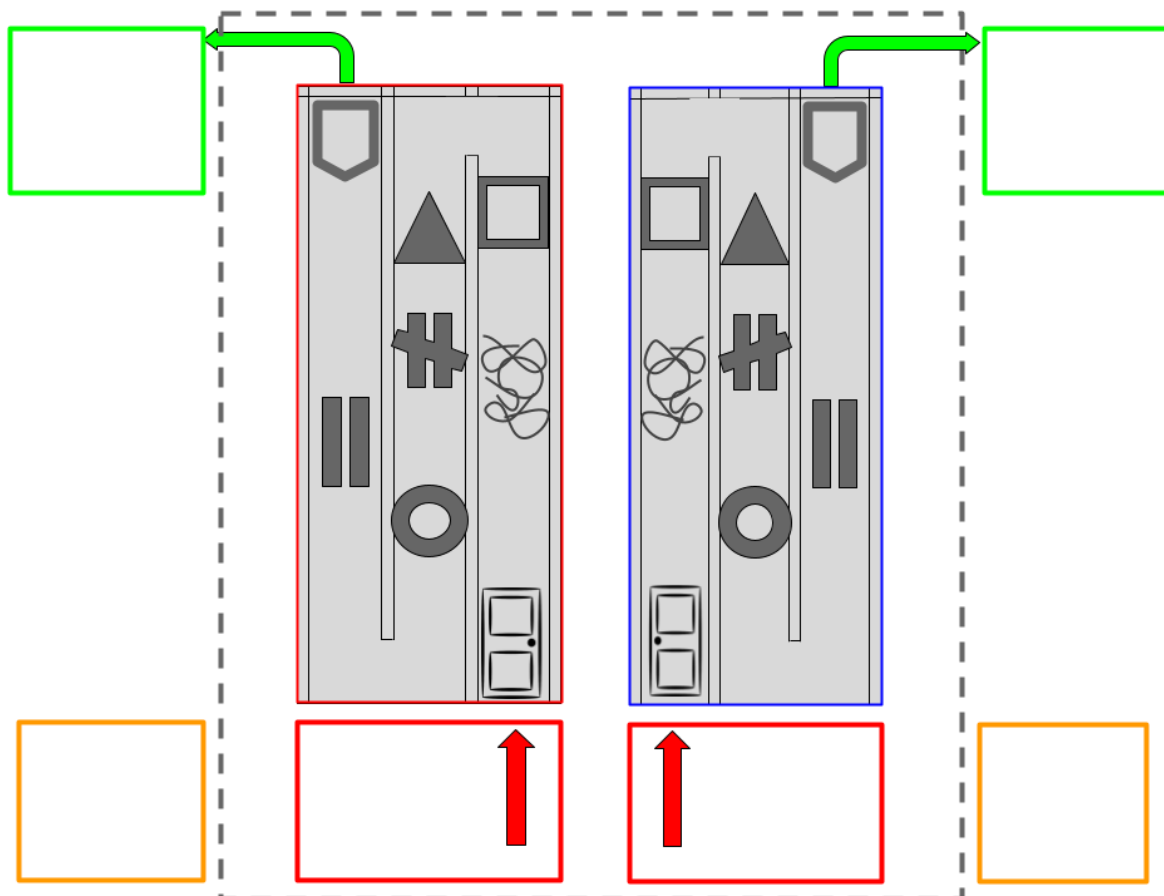
Tasks: Forcible door entry, air management, completing an obstacle course.

Description: The team, after being assessed in the **STARTING FIELD**, goes into a waiting state. Receipt of the signal "EVACUATION" by the commander starts the competition and timing.

Timing ends when the last team member leaves the obstacle course and is in the designated field.

Techniques used – ANY (no interference with obstructions except forceful opening of doors)

TIME LIMIT 15 MINUTES



2. QUARTER-FINAL – DENVER drill

Tasks: Access to casualty rescuer through window, assessment of casualty, preparation for evacuation, evacuation, leaving the area.

Techniques used – ANY

Description: Once the team has been assessed in the **STARTING FIELD**, they go into a waiting state, the receipt of "MAYDAY" by the commander starts the competition and timing. Timing ends when the casualty has left the danger zone and is in the designated area with the last RIT team member.

TIME LIMIT 10 MINUTES

3. SEMI-FINALS – “Downed firefighter” scenario

Tasks: Forcible door entry, reach downed firefighter following a hose line, assess victim, provide air up to 10 MINUTES from start of time count, replace air source, prepare for evacuation, pave way and remove obstructions.

Techniques used – ANY

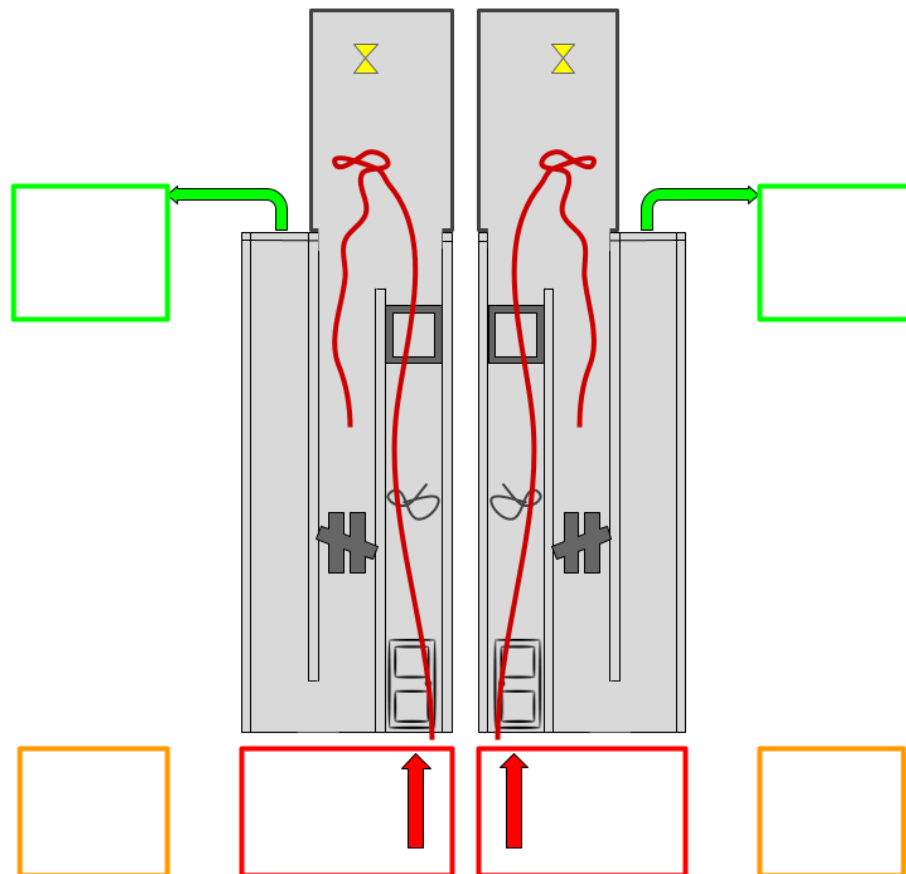
Once the team has been assessed in the **STARTING FIELD**, they go into a waiting state, the reception of "MAYDAY" by the commander starts the competition and timing.

The timing ends when the last team member leaves the ARENA and is in the designated field with the casualty.

NOTE: The time to provide air to the casualty is 10 MINUTES, after this time the time penalty is 6 POINTS.

The team conducts the evacuation along the obstacle course. It does not return along the same route. In case of confusion of directions, the judge will draw attention and impose a time penalty of 8 POINTS.

TIME LIMIT 20 MINUTES



4. FINALS "LOST TEAM"

TASKS: Siłowe otworzenie drzwi, room search, victim location, victim assessment, air source replacement, preparation for evacuation, evacuation.

Techniques used – ANY

Description: The team's task is to find two lost and injured rescuers. The team starts by forcibly opening the door to then begin the search.

Once the team has been assessed in the **STARTING FIELD**, they go into a waiting state, the reception of "MAYDAY" by the commander starts the competition and timing. The timing ends when the last team member leaves the ARENA and is with the casualty in the designated field.

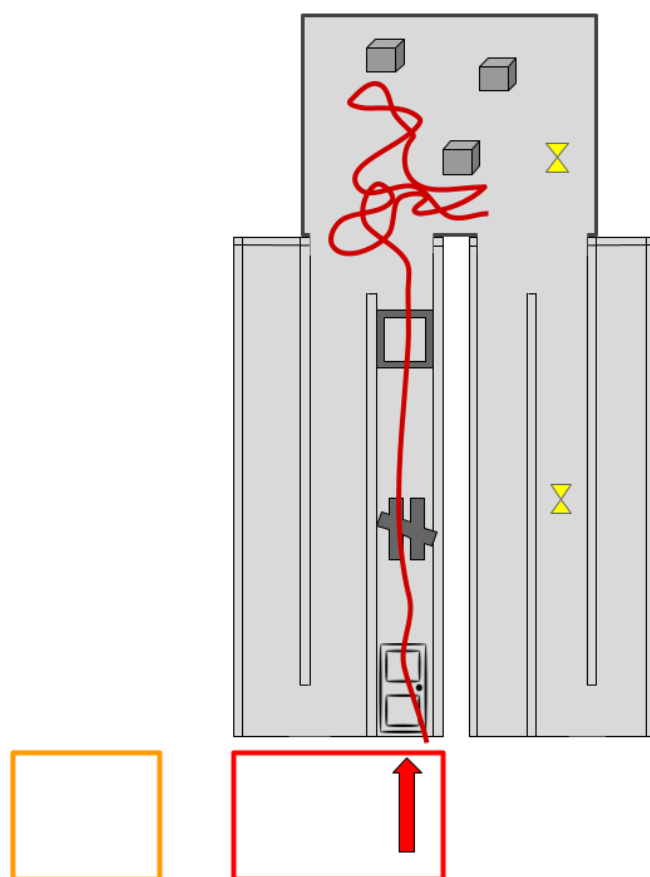
NOTE:

- Victim I – unconscious, low air supply,
- Victim II – No vital functions (the referee communicates whether the casualty is breathing and what air supply they have),
- The team decides on air exchange or evacuation.

Air exchange for Victim I is compulsory, in case of wrong air exchange (air exchange occurred for Casualty II) time penalty is 8 POINTS.

EVACUATION FOLLOWS THE SAME ROUTE.

TIME CZASOWY 25 MINUTES



The team can take one extra air cylinder for each team member during all competitions (i.e. 2 cylinders per firefighter from the team, for all competitions). Please note the air management!

MAXIMUM PRESSURE IN COMPOSITE BOTTLES IS 280 BAR
MAXIMUM PRESSURE IN STEEL BOTTLES IS 300 BAR

7. DISQUALIFICATION:

At any time, the judging panel may unanimously decide to disqualify a team on the basis of serious safety violations, including but not limited to:

- a. Any "serious breach of security" that could expose the RIT team or the victim to serious injury,
- b. Any lying, cheating, verbal harassment, humiliation of participants or judges will result in disqualification from the competition,
- c. Behaviour that is unethical and unbecoming of a firefighter, putting the organisation in a negative light,
- d. If any member of the RIT runs out of air while performing a task on the ARENA, the team will be disqualified,
- e. If the lung demand valve (LDV) "pops" out of the mask, the team member has 10 seconds to reconnect the LDV, beyond 10 seconds the team is disqualified.

ANY INCIDENT OF USE OF ALCOHOL OR NARCOTICS BY ANY PARTICIPANT WILL RESULT IN AN IMMEDIATE WITHOUT DISQUALIFICATION AND THE TEAM WILL BE EXPELLED FROM THE COMPETITION AREA AND BANNED FROM PARTICIPATING IN NEXT EDITIONS.

8. APPEALS AND COMPLAINTS

- a. Appeals must be made within a maximum of 10 MINUTES of the judges' verdict, once the 10 minute time limit has been exceeded the appeal will not be taken into consideration,
- b. In order to lodge an appeal a deposit of PLN 200 is required (or the equivalent in another currency from the country of the given team according to the exchange rate on the day of the competition), after verifying the result the deposit is refunded if the judge made a wrong assessment. If the verdict is verified and upheld, the deposit will be forfeited to the competition organisers.
- c. The submission of another team for misconduct may also be submitted. In this case a deposit of PLN 200 (or equivalent in other currency as above) will apply. If a team is found to be in breach of the rules, a time penalty will be added to the final score and the deposit will be refunded to the reporting team. If no offence is found, the deposit will be forfeited to the competition organisers.

9. THE PANEL OF JUDGES

WILL ALWAYS:

1. be impartial and objective
2. give scores according to the specified rules and regulations,
3. explain decisions when in doubt,
4. be fair and helpful,
5. take care of the safety of participants and spectators,
6. respect the equipment and facilities of the competitors,
7. treat everyone with respect,

10. REGISTRATION OF TEAMS

Enrolment and any questions should be directed to;
Foundation cfbt.pl - info@cfbt.pl
ritgtd.pl - kontakt@ritgtd.pl

Number of places limited! Sequence of applications decides!

11. FINAL PROVISIONS

As this is the first competition of its kind, these rules and regulations may be subject to minor changes prior to the competition. The organisers will make every effort to ensure that these changes do not cause significant disruption to the teams' preparations for the competition. Changes to the regulations will be immediately communicated to the registered teams and published on the organisers' website and social media.