



FLORIDA RIT OPERATIONS GROUP

Team Competition Rules

*These rules will encompass the Rapid Intervention Team (RIT) Competitions. The goal is to create an environment that is realistic and challenging for firefighters to complete. Most importantly is to **LEARN SAFELY** and improve the skills required in the competition and take those skills to your home organizations.*

**PLEASE NOTE: We have changed the rules to reflect the dynamic nature of the competition.*

- We have added some Rules of Conduct and Expectations for the training and competition.*
- The rules have changed to make them more competitive, so read them carefully to make sure you understand ALL the rules going into the competition.*
- **All bunker gear and SCBA's must be decontaminated before use for the H.O.T. Class or competition.***

*There will be a Preliminary Skills Competition (**Day 1 - non-sequestered**) that will look at the basic skills of RIT in a time-based event. The top teams will move on to the Finals Skills Competition (**Day 2**), which is a **sequestered** event (no cell phones will be permitted in staging area), based on a NIOSH reported LINE OF DUTY INJURY or DEATH that has occurred.*

In the Preliminaries Skills Competition (Day 1), you will compete in ten (10) timed skilled events in succession that relate to actual fire groundwork. The teams with the fastest times will move on to the Final Skills Competition (Day 2). The Preliminary Skills Competition will consist of the following;

- 1. Incident Command and Control, Accountability and Communications*
- 2. Forcible Entry*
- 3. Air management*
- 4. Diminishing Clearance*
- 5. Entanglement*
- 6. Up/Downs*

7. Wall Breach
8. Victim Rescue
9. Packaging and Removal
10. Denver Drill

PLEASE NOTE in some situations depending on the conference, a H.O.T. RIT/RIC Class may be offered or available for any competitors to take as part of their registration fee. This will include 2-3 hours of classroom history and instruction, and four (4) hours of hands on training using the same obstacles on the prop that will be used for the Preliminary Skills Competition. This is a great opportunity to train and practice with some of the best instructors in Florida.

HISTORY:

The purpose for this competition is to allow teams to show the skills needed, under a graded and timed format, for a rapid intervention of a downed firefighter. The skills applied are the same that are used on fire ground across the country. This competition is designed to go back to the “**BASIC SKILLS**” of the individual firefighter along with the “**BASIC TOOLS**” needed to rescue one of our own. From basic skills, such as SCBA confidence and search, to advanced skills, including assessing the downed firefighter and removal of a downed firefighter, Firefighter teams in this competition will show their strengths in all of these areas.

Although this is a timed skills event and an evolution simulating the real world, competitors will understand the assumption that all decisions and actions need to be verbalized for scoring and timing.

- **ALL COMMUNICATIONS WILL BE OVER THE RADIO.**
- **All procedures will be done and not simulated.**

Many of these procedures are part of the judging process, and again must be verbalized over the radio as teams take appropriate actions.

A. Team Make-Up

1. Each team shall consist of a four-man operations group with one additional Officer for Command and Control for a total of five (5).
2. Any rank of fire service member may be a part of the entry team. The Command and Control staff member shall be at least a Company Officer level position. All entry teams will have a designated Team Leader. The Team Leader’s responsibility will include ensuring radio transmissions of obstacles. All team members shall familiarize themselves with the timed skills events. A question and answer session (Captain’s meeting) will be conducted with Team Leaders prior to competition.

B. Preliminary and Final Skills Competition Portions

1. In the **Preliminary Skills Competition** session, a two-man team will be responsible for searching, assessing, and packaging the downed firefighter. The second two-man team will only be allowed to enter based upon the verbalization and confirmation from the interior crew of the evaluation of the downed firefighter. Upon such time as released by the IC the second team will enter and remove the downed firefighter to the point of the last skill, prior to the “Denver Drill”. **Team 2 must drag the victim to the “Denver Drill” and remove the victim.**

2. In the **Final Skills Competition** scenario, a two-man team will be responsible for searching, assessing, and packaging the downed firefighter. The second two-man team will only be allowed to enter based upon the verbalization and confirmation from the interior crew of the evaluation of the downed firefighter. Upon such time as released by the IC the second team will enter and remove the downed firefighter to the point of entry.

The **Final Skills Competition** scenario can include, but is not limited to, a pinned firefighter, disoriented firefighter, medical emergency while in an IDLH, low air pressure of firefighter’s SCBA, and disentanglement of a lost firefighter. Scenarios may include one or a combination of any of the previous listed possibilities.

C. Timing

1. PRELIMINARY SKILLS COMPETITION

For the preliminary portion of the competition, each team will have a five-minute countdown to assure that personal accountability and radio communications is established, and the team is ready to go. After the countdown, teams will hear a radio transmitted **MAYDAY**. After the **MAYDAY** the I.C. will release the forcible entry team and at the first strike of the tools the clock will start. The first team will be required to carry a spare SCBA, mask (RIT/RIC BAG) appropriate hand tools for forcible entry/exit and radio. Bag and Tools will be provided. Each member may have personal tools that they normally carry in their Bunker gear.

2. FINAL COMPETITION SKILLS

A “MAYDAY” will be announced with a standardized scenario for all competitors. Upon acknowledgement of the “MAYDAY”, THE CLOCK WILL BEGIN WHEN THE IC ACKNOWLEDGES THE MAYDAY, RELEASES THE RIT/RIC INTO ACTION, AND ENTRY TEAM 1 CROSSES THE THRESHOLD. THERE WILL BE A MAXIMUM TIME LIMIT OF 25 MINUTES FROM ENTRY TO EXIT. The first team will be required to carry a spare SCBA, mask (RIT/RIC BAG) appropriate hand tools for forcible entry/exit and radio. Bag and Tools will be provided. Each member may have personal tools that they normally carry in their Bunker gear. The option of a search rope will be allowed and provided for either the first or second team.

D. SCORING:

1. Preliminaries Skills Competition

- a. Scoring will be on a timed basis and any skill missed or safety infraction will have a “time plus” penalty added to the final time. Each team receives a raw score and then an adjusted score based on the judges review for any safety or procedural infractions. These infractions are penalized by “time plus” additions.
- b. Hand tools must be brought in and out of the structure to avoid time penalties.

E. Final Skills Competition

1. Scoring will be in a positive accumulation of points to include in general:
 - a. Radio acknowledgment and repeat of LUNAR or similar report.
 - b. Once contact is made with victim, radio contact to acknowledgement of condition of victim to include: Air supply, Mask/Seal condition, Entanglement, Level of Consciousness, Additional resources.
 - c. Under the time allotted.
 - d. Team Personnel air supply tracking from Command Leader.
 - e. Full PPE worn throughout.
 - f. Rope stays secure throughout.
 - g. Tools maintained throughout for possible forced exit.
 - h. Floor sounded with an axe or haligan.
 - i. PAR for entry and exit.
 - j. Packaging of victim appropriately.
 - k. PASS device secured immediately.
 - l. Air provided to victim in appropriate timing.
 - m. Team 1 charged with search, air, and packaging.
 - n. Team 2 charged with removal.
 - o. Air management.
 - p. Team Safety.

F. SCENARIO REQUIREMENTS: Both Preliminary and Final Skills Competition

1. Full PPE must be worn the entire evolution
2. Must be on air from time of breaking the plane of entry until exiting.
3. Team must announce all hazards encountered.
4. Must sound floor with an axe or haligan before crossing hazards.
5. Team must exit together with the victim within the allotted time.
6. Team must extricate downed firefighter through “Denver Drill”.
7. Four-member team with one Team Leader in Cold Zone (Team Leader will act as outside command staff for Command and control).
8. The I.C. will relay time benchmarks to the judges prior to the beginning of scenario.
9. Downed firefighter must be packaged for removal via sling/webbing system, Integrated DRD, or SCBA harness conversion.

10. A RIT/RIC bag will be provided to all teams competing. This bag must be used by all teams and will have the following equipment.
 - a. SCBA bottle and mask with appropriate air supply hoses
 - b. One (1) halligan and (1) flat head fire department axe
 - c. Five (5) radios.
11. Forcible entry tools must be brought in and out to avoid penalty scoring.
12. MAXIMUM TIME ALLOWED WILL BE 15 MINUTES (Preliminary Skills Day).
13. MAXIMUM TIME ALLOWED WILL BE 25 MINUTES (Final Skills Day).
14. An accountability system will be established for the firefighters entering the hot zone.
15. RIT/RIC air used for the Firefighter victim the remaining air may be used for team members.

G. JUDGING STANDARDS

1. Preliminary Skills Competition

- a. The judging standard will be based on the successful and safe completion of all ten (10) assigned tasks. If the task is not done properly or a procedure is missed a time penalty will be assigned to each infraction and added to the final time of the event.

2. Final Skills Competition

- a. The flexibility of the RIT/RIC/RIC teams is dependent on the scenario/scene. The judging will be accordingly. There are certain requirements based on standards as described in the following literature:

1. NFPA 1500 CHAPTER 8, EMERGENCY OPERATIONS

2. COMPANY OFFICER: SECOND EDITION, CLINTON H. SMOKE, THOMPSON DELMAR LEARNING ESSENTIALS OF FIREFIGHTING 5TH EDITION IFSTA, BRADY

3. FIRE SERVICE SEARCH AND RESCUE: SEVENTH EDITION, IFSTA

*****THERE ARE DESCRIPTIONS IN THESE BOOKS THAT REQUIRE THE SAME PERSONNEL AND PPE AS IN THE COMPETITION SCENARIO. *****

H. DISQUALIFICATION:

1. At any point, the judging committee can come to a unanimous vote to disqualify a team based on any major infraction, included but not limited to:
 - a. Any "Major Safety Violation" that would injure the RIT/RIC team or the victim.
 - b. Any incident of lying, cheating, verbal harassment of participants or judges, degrading of other teams, and conduct unbecoming a Fire Service Professional (Career or Volunteer).

- c. If any team member within the maze runs out of air the Team will be disqualified.
- d. If the regulator “pops” off the mask in the maze, the team member has 10 seconds to connect the regulator back onto his/her mask, if longer than 10 seconds the Team will be disqualified.

****FREQUENTLY ASKED QUESTIONS:**

1. Can the Teams bring their own airpacks?

**Yes, they can use their own packs as long as there is no special attachment and the SCBA has been decontaminated for the competition.*

2. Is it okay if they bring “reserves” in case someone can’t make it that they have registered?

**Yes, they can have 1 reserved person; they must stay sequestered with the team the entire time.*

3. How long is the competition?

**The competition is a 2-day competition with the top teams competing in the finals on day 2.*

4. Our team has a few homemade pieces of equipment that we use. Can we use them?

**No. We will supply all the equipment needed to run the drill. No homemade equipment or backboard/litter. (This will keep all equipment and tools consistent). Personal hand tools that fit in bunker gear pockets are allowed.*

5. How does the team know when “a wall” can be breached when they are blindfolded?

**The judges will explain during the briefing that if they encounter dry wall then they can breach that wall, not the plywood walls.*

6. Is the IC allowed to have a reference/check off sheet? If so what are the limits of that?

**The IC can have a check list. No limitation.*

7. Do we provide our radios or does the competition?

**The competition (FROG) will supply radios.*

8. Is the IC in the same room or in an isolated room during scenario, and are radio communications simulated or actual over the radio?

**IC will be isolated away from the scene with live radio communications.*

9. What type of RIT/RIC bags are provided?

**All of these items belong to F.R.O.G.; you will have an option to use a rope bag, also provided by F.R.O.G.*



F.R.O.G. CODE OF CONDUCT

F.R.O.G. personnel will always:

- Be honest and fair with all competitors.
- Act impartially and without favoritism.
- Be tolerant of other views and ideas.

The F.R.O.G. judges have a duty to ensure that all team competitors receive:

- Appropriate feedback and communication on team performance.
- Fair and consistent scoring.
- Keep competitors and spectators safe.
- A reasonable explanation for decisions made during competition.

Competitors will always:

- Treat all competitors and F.R.O.G. personnel with respect.
- Respect other team's equipment including equipment supplied by F.R.O.G.
- Not to be under the influence during class or competition.