

Marine Emergency Duties Team Relay Competition Event Description 2023

1. Event judges may call an “All Stop” at any point, if they observe a safety issue that warrants such action. In the event of an “All Stop”, all competition activity is to immediately cease.
2. The event is a relay competition consisting of 5 elements, as outlined below.
3. All team members are required to take part in this competition.
4. Should a team not have sufficient members, to complete all competition elements, team members may participate multiple times. This can occur only after all team members have participated once.
5. This event is scored based on overall time required to complete all 5 elements. The team completing the elements, with fastest time, in the proper and safest way, will receive maximum points. Remaining teams will receive scores based on where they place in relation to the winners. Scores achieved, in this event, will be included in team totals for the competition.
6. If teams do not correctly complete event elements, time penalties will be incurred. These are outlined below.
7. This is a team building exercise. You are encouraged to cheer on your fellow team members. Perhaps even provide some coaching, if deemed necessary.

Part A: Donning a fire suit/ bunker gear.

A1: One team member (firefighter) has to correctly don a fire suit. For exercise purposes, this will include boots, pants, coat, helmet & gloves.

A2: One additional team member is to assist, as required. The assistant is required wear CSA approved safety footwear.

A3: Due to the varying size requirements, personal footwear will be substituted for the regular firefighter boots. Personal footwear used must be in the form of CSA approved safety footwear. Any laces must be secured, so as to prevent tripping hazards.

A4: For judging purposes, Part A is deemed to be complete when the team starts Part B. Any items on the judges scoring checklist, not completed correctly, will result in a 2 second time penalty being assessed (for each incorrect item). There is no need to stop for the assessment.

Part B: Attaching a fire hose nozzle and deploying fire hose.

B1: On completion of Part A, the 2 team members completing Part A will move on and complete Part B.

B2: The firefighter will connect a nozzle to a coiled fire hose. The nozzle must be tightened using hose wrenches and the fire suit gloves must be worn while doing this.

B3: The helper is permitted to hand the hose end, nozzle & wrenches to the firefighter but is not to assist with the nozzle connection/tightening.

B4: After the nozzle is connected, the helper will hold the stationary end of the hose while the firefighter runs the end, with the nozzle, out to the location of a rescue manikin & then touches the manikin with the nozzle.

B5: For judging purposes, Part B is deemed to be complete when the firefighter touches the manikin. Any items on the judges scoring checklist, not completed correctly, will result in a 2 second time penalty being assessed (for each incorrect item). There is no need to stop for the assessment.

Part C: Recover a rescue manikin and recover fire hose.

C1: On completion of Part B, 2 different team members will move on to Part C. Both of these team members must wear CSA approved safety footwear.

C2: These 2 team members will move the rescue manikin to the exercise start location (marked on the floor), remove the nozzle from the hose & properly coil the hose. Placing nozzle, hose & wrenches at exercise start location.

C3: It is left entirely to the participants as to how this task is completed.

C4: For judging purposes, Part C is deemed to be complete when participants indicate that they are finished this element. Any items on the judges scoring checklist, not completed correctly, will result in a 2 second time penalty being assessed (for each incorrect item). There is no need to stop for this assessment.

An additional 5 second time penalty will be incurred if element D is started before participants indicate element C is complete.

Part D: Don an immersion suit and life jackets.

D1: On completion of Part C, 1 different team member will completely & correctly don an immersion suit (without assistance).

D2: In conjunction with the donning of the immersion suit, at least 1 different team member will don a life jacket (without assistance).

D3: Any team members, who have not already taken part, will also don lifejackets (without assistance).

D4: For judging purposes, Part D is deemed to be complete when participants indicate that they are finished this element. Any items on the judges scoring checklist, not completed correctly, will result in a 2 second time penalty being assessed (for each incorrect item).

An additional 5 second time penalty will be incurred if element E is started before participants indicate element D is complete.

Part E: Throw rescue quoit at a target.

E1: On completion of Part D, the team member in the immersion suit will activate an EPIRB (while wearing immersion suit gloves).

E2: After the EPIRB is activated, a team member wearing a life jacket will throw a rescue quoit at a target.

E3: The team member wearing the lifejacket, may prepare the quoit when Part E begins but cannot throw until the EPIRB is activated.

E4: For judging purposes, Part E is deemed to be complete when the quoit stops moving. Event timing will stop at this point.

If the quoit contacts or comes to a stop in the target area, no time penalties are incurred. For quoits landing/stopping outside the target area, a 5 second time penalty.