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**N/A**

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| **POST NAME** |  | **EXPLORER NAME** |

Scenario: This timed event will simulate the need to rapidly don ones’ personal protective equipment in order to rapidly enter a hazardous environment.

Rules:

* Explorers must start without any firefighting gear on and with footwear completely on.
* All gear must be properly donned (boots, pants, hood, jacket, SCBA, mask, helmet, and gloves).
* All gear must be **separated** (besides pants/boots) and straps **fully extended**. This includes SCBA mask from hose or regulator.
* SCBA must be turned on with air properly flowing through the mask.
* Time ends when last piece of equipment is on securely and properly
* 5 Seconds will be added for **each** infraction.
* 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. Second and final rounds will be conducted out of GearGrid lockers on stage. A set of these lockers will be present for initial rounds for practice purposes. 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.

Action: Properly don and operate equipment.

Equipment: Stop Watch, Judging Forms

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| --- | --- | --- | --- |
| **EVALUATE *EACH INDIVIDUAL* ON:** | | Penalty (Seconds) | Actual  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 fastened and 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** |  |
|  | **TIME** | **:** | |
|  | **PENALTIES** | **:** | |
|  | **TOTAL TIME** |  | |

Evaluator 1) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Evaluator 2) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Evaluator Notes: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_