

SKILLS USA COMPETITION

2019

Technical chair explains each skill in detail and then walks all contestants through the course.

Safety is the top priority throughout the entire event. Students must complete all tasks in a safe manner. Safety Officers have final say on stopping or continuing evolutions. Any unsafe actions could result in loss of points, or total disqualification for the entire event.

ONLY SELECTED SKILLS WILL BE TIMED!!

Competition will take place at the City of Greer Fire Department Training facility located at 1985 Hood Rd, Greer, SC 29650

Written test will be administered 1st in the classroom.

Participants must be on site and in the classroom by 0830 so the testing can begin on time.

Each school may have up to 3 participants

With the competition being held away from the Convention Center, schools are responsible for snacks, refreshments and lunches for their students

Protective clothing : THIS WILL BE A TIMED SKILL

- a) Contestant will start with shoes on and all equipment in the ready position.**
- b) When signaled to begin, the contestant will don entire structural firefighting ensemble**
- c) Contestant will don and activate SCBA and go on air.**
- d) When contestant is ready to be graded, he or she will raise both hands.**
- e) Point deductions will be as follows:**
 - a. 5 points for any unsafe act**
 - b. 2 points for every 5 seconds over the 2 minute mark**
 - c. 5 points for failure to check for proper face piece seal**
 - d. 5 points if an uncorrected leak is detected in the seal**
 - e. 5 points for failure to go on air**
 - f. 5 points if cylinder is not completely opened**

- g. 5 points for leaving any unprotected area of the body*
- h. 5 points for failure to don any piece of equipment (includes not pulling flash hood into position or lowering shield if equipped) "Borks", goggles or "defender" type shields do not need to be deployed*

f) Bonus Points:

- a. Student will earn 1 bonus point for every 2 full seconds under the 2 minute mark.*

Rope/Knot

- a) Contestant must wear gloves while performing this skill*
- b) Contestant will tie 3 basic knots*
- c) Contestant will prepare an assigned tool for hoisting*
- d) Contestant will tie a bowline in hand*
- e) Contestant will tie figure eight knot.*
- f) Point deductions will be as follows:*
 - a. 5 points if not slips from tool being hoisted or any unsafe act*
 - b. 5 points for proper knot not dressed properly (neatness counts)*
 - c. 5 points for improper knot*
 - d. 5 points if knot comes untied*

Loss Control: Neatness counts during thid skill

- a) Contestant will demonstrate construction of a catchall*
- b) Contestant will be in helmet and gloves minimum*
- c) Contestant will demonstrate 1 FF salvage cover roll and deployment(evaluator will act as 2nd FF for roll with no coaching allowed)*
- d) Point deductions will be as follows:*
 - a. 5 points for any unsafe act*
 - b. 5 points for improper skill*
 - c. 5 points if not properly constructed*
 - d. 5 points if not finished out properly (catchall comes unrolled or exposed furniture under salvage cover)*

Search & Rescue

- a) Contestant will perform a search in the maze*
- b) Contestant will be in full turnout gear and on air*

- c) *After locating victim, contestant will perform the webbing drag and remove the victim to a pre-determined location.*
- d) *At some point during the skills, the evaluator will prompt the student to declare a MAYDAY, and require the student to give a report. (student should provide complete information including but not limited to: name, location, situational report, air supply)*
- e) *Point deductions will be as follows*
 - a. *5 points for any unsafe act*
 - b. *5 points for failure to locate victim*
 - c. *5 points if contestant becomes lost or disoriented to the point of a Mayday activation or if instructor must intervene*
 - d. *5 points for running out of air prior to completing task*
 - e. *5 points for improper removal technique*
 - f. *5 points for incomplete MAYDAY report*

Should a true emergency requiring a MAYDAY occur, the evaluator or student should declare "REAL WORLD EMERGENCY- MAYDAY, MAYDAY, MAYDAY", report to the Tech Chair, and take appropriate action.

Advancing Charged Hose Line

- a) *Line connected and charged by direct-connect to hydrant*
- b) *Contestant wears full turnout gear and SCBA (not on air)*
- c) *Hose is laid out for advancement*
- d) *Lines establish 75' distance to advance hose*
- e) *Open nozzle and knock cone down*
- f) *Slowly close nozzle (5 point penalty for water hammer)*
- g) *Use stand-by contestants to help replace hose for next evolution*
- h) *5 point penalty for any unsafe act*

Ladder Climb

- a) *Contestant will perform a 1 firefighter flat raise with a 14 foot roof ladder*
- b) *Contestant will wear full turnout gear and SCBA (not on air)*
- c) *Safety officer will foot the ladder for this skill*
- d) *Once raise is completed, contestant will climb the ladder carrying an assigned tool.*
- e) *Contestant will stop 3 rungs from the top, perform a leg lock, and return to the ground*
- f) *Deductions will be as follows:*
 - a. *5 points for any unsafe act*
 - b. *5 points for improper climbing technique*

- c. 5 points for improper tool carrying technique*
- d. 5 points for failure to control ladder, or dropping ladder or tool*

Written test

- a) Students will be given a 25 question written exam based on IFSTA Essentials 6. This will be worth 150 points for the overall contest. Students will have 30 minutes to complete the exam. Score percentage will determine points awarded for the test.*

Oral Interview

Student will participate with in a one on one interview with an instructor.