

# Utah State Firefighters Convention 2016

## Fire Muster Registration

June 9<sup>th</sup> 2016

Immediately following the Parade – 7:30 P.M.

Wines Park - 500 North Center Street in Lehi

Team Name:

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Address:

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Email Address:

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Phone:

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Short Sleeve (Please indicate the quantity of each size)

X-Small \_\_\_\_\_ Small \_\_\_\_\_ Medium \_\_\_\_\_ Large \_\_\_\_\_ X-Large \_\_\_\_\_

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### Fire Department Muster

Teams should consist of four members:

Each player will be designated a number - 1, 2, 3 or 4 - and will be required to wear helmets and gloves (exception - player 1 will be required to wear all gear). The players will be assigned to a station based on their number.

Below are the nine stations each team will have to complete:

**1. STATION ONE: Midnight alarm** - Player 1 will start by laying down on a cot. When the alarm sounds, player 1 will get up; walk/run 25 feet; put on boots, pants, coat, helmet and gloves, and then proceed to tag player 2 waiting at station two.

**2. STATION TWO: Hotel pack carry** - Player 2 will pick up hotel pack and run/walk 100 feet weaving through cones. Player 2 will then place hotel pack in designated area and tag player 3 waiting at station three.

**3. STATION THREE: Kaiser sled** - Player 3 will use sledge hammer to move Kaiser sled back 5 feet. Once sled reaches 5-foot mark, they will tag player 4 waiting at station four.

**4. STATION FOUR: Sled pull** - Player 4 will pull sled loaded with a pre-rolled donut roll 25 feet. Once sled passes 25-foot mark, he/she will tag the player 1 waiting at station five.

**5. STATION FIVE: Charged hose drag with shooting water at target** - Player 1 will drag charged hose 75 feet. After reaching the 75-foot mark, he/she will spray water at designated target. After hitting the target player 1 must turn off water, lay hose down and help players 2 and 4 at station six.

**6. STATION SIX: Bucket brigade** - Players 1, 2 and 4 will use buckets to scoop water from the portable tank and throw it on the "roof" of a pre-set building. Once water runs off roof and fills a barrel below it, one player must tag player 3 at station seven.

**7. STATION SEVEN: Dummy drag** - Player 3 will drag a dummy 50 feet, place dummy down and tag player 4 waiting at station eight.

**8. STATION EIGHT: Hose roll** - Player 4 will roll up a 50-foot section of 1 ¼ -inch line and place on a table then tag player 1 waiting at station nine.

**9. STATION NINE: Back to bed** - Player 1 will have to remove gloves, helmet, coat, pants and boots; run/walk 25 feet back to cot. Once he/she is fully laying down on the cot, the time will stop.