



EVENT NO. 1: Busted Bucket Relay

Participants: Six (6) Firefighters with complete PPE gear (use your own)

Equipments:

3 pcs Bucket - plastic 3.785L/roughly 1gal. bucket with 10holes, ¼" diameter/hole (5 separate holes **lower side wall** of the bucket, 5 separate holes **bottom** of

the bucket)

2 pcs Drums 200 liters/50 gallon capacity (drums # 1 & 2)

1 pc Drum 100liters/25gallon (drum # 3)

Setup:

o Start line is at 0

- Buckets are placed 25 feet away from the start line
- o The source drums(drum 1 & 2) are place 50 feet away from the start line
- The halfway line is placed 75 feet away from the start line
- The destination drum(drum3) is place 100 feet away from the start line

Procedure:

- All Six (6) firefighters will be standing before the starting line.
- Upon the GO signal, all firefighters should run to get the three (3) buckets which is placed 25 feet in front of them
- They will run again another 25 feet to get water from the two drums (drum # 1 & 2) filled with water.
- After filling their buckets, they have to fill drum # 3 (empty). Drum # 3 is located 50 feet away from Drum # 1 & 2.
- o Getting and filling water can be in any order.
- Firefighters are allowed to help each other by using any part of the body to cover the holes while transporting the busted bucket from DRUM# 1 & 2 to Drum #3 (PPE should not be remove)
- All firefighters should stop filling drum # 3 when the judge has blown his whistle to signal the end of the event.

Rules and Regulations:

- Ninety (90) seconds will be given to each group to fill the drum and the team with most water filled into drum # 3 will be declared the winner.
- o Continuing to fill drum # 3 with water after the stop signal will be penalized.
- When the whistle has been blown signaling 90secs and buckets are still being filled to drum # 3 halfway, the participant can finish filling using that particular bucket only
- Halfway mark is at the 75 feet away from the <u>start line</u>.
- o All the drums should not be moved or the team will be disqualified.
- o All participant should clear the playing area after the game
- A Judge will measure the water level of drum # 3 after the timer has ended.
- Only the team captain/OIC is allowed to observe the measurement of the judge.
- o Water level of drum#3 will be measure either by CM (centimeters) or inches
- Games committees' decision is final.





EVENT NO. 1: Busted Bucket Relay

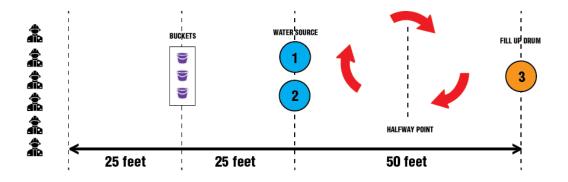
Notes:

- o Players should be in complete PPE at all times during the competition.
- o If ever a part of the PPE (i.e., helmet) was unintentionally removed, the player must stop and fix/correct and the uniform.
- o Damaged or broken bucket(s) during game play, there will be NO REPLACEMENT.
- o Team leaders must check the buckets and drums before the gun start.

Table of Penalties:

	Penalty
Stepping on the start line	- 2cm or .787 inches of water
	per FF
Intentionally removing a part of the PPE, improper PPE or	-2cm or .787inches of water
improper wearing of PPE	per FF
Filling of drum # 3 after the stop whistle	
	- 4cm or 1.575inches of water
Using other items to carry the water	
Using of other materials to cover the holes during the game	-5cm or 1.969inches of water
start	
Starting before the Go signal	3 rd false start disqualification

EVENT 1: BUSTED BUCKET RELAY







EVENT NO. 2: TXTFIRE Blitz Attack 2023

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Participants: Four (4) Firefighters with complete PPE gear - use your own

Equipments:

2 pcs	rolled 2-1/2inch diameter standard firefighting hose x 50ft. (wet-down)		
1 pc	Pre-rolled 1-1/2inch diameter standard firefighting hose x 50ft. (wet-down)	BRING YOUR	
1pc	fixed reducer (2-1/2 to 1-1/2)	OWN	
1 pc	Nozzle 1-1/2inch		
1 pc	Target 4ft. high	PROVIDED BY	
1 pc	Flag	TXTFIRE	
1 unit	Fire truck pumping at 100 psi	INIFIKE	

Setup:

- o Start line is at 0
- o Fire Truck is located before the start line
- o Equipment box is located 0-10 feet from start line
- o Nozzle line is 130ft. from fire truck
- o Target is located at 180 ft. from fire truck or 50ft. from Nozzle line

Procedure:

- Upon the Go signal, All firefighters must hose throw all hose (2pcs-2-1/2 & 1pc 1-1/2 hose)
 Connect fixed reducer and nozzle
- Order of Connections from fire truck:
 2pcs 2-1/2 hose, fixed reducer, 1-1/2 hose and nozzle
- Any of the **4 FF** can carry the nozzle, do the hose throw, and connect the fixed reducer & hoses.
- When all hose are connected and equipment is ready, any firefighter can engage the pump with preset pressure(100psi) to hit the target
- Once the target has FALLEN.
- All **FF** must then start to reroll the hoses, retrieve the equipments and place it back at the equipment box all hose must be properly rolled (female outside, male inside)
- When all hoses and equipment are in the equipment box, any FF can raise the flag to stop the time.

Note:

- All Firefighters should be in complete PPE gear (PPE gear will be inspected by the games committee before the start of the game)
- o All Equipment and hoses must be checked by the team before the game.
- In case of pump or equipment malfunction after the start signal, only the COMMITTEE will review the situation before making a decision to re-run the event.
- o All **FF** must clear the play area immediately after the game
- Only Team Captain/OIC can discuss with the Games Committee.



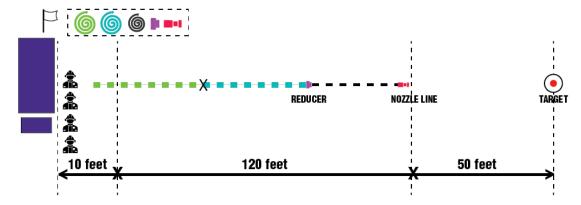


EVENT NO. 2: TXTFIRE Blitz Attack 2023

Table of Penalties:

	Penalties
Improper rolling of hose	
	20-seconds
Improper PPE or improper wearing of PPE	10seconds/ firefighther
Not crossing the designated line	10-seconds / firefighter
Stepping on the nozzle line	20-seconds
Raising the flag before all equipment are properly placed in the	
equipment box	20-seconds
Intentionally not rolling of hose	30seconds
Re-rolling of hoses and retrieving of equipment while target is not yet hit	30seconds
Starting before GO signal	3 rd false start Disqualification

EVENT 2: TXTFIRE BLITZ ATTACK 2023







Goal

Aiming to promote brotherhood and camaraderie among TXTFIRE fire volunteers.

Purpose

This was developed to enhance the skills, agility, endurance and physical fitness of all fire volunteers, so that they can perform their tasks safer and better.

Objective

To finish each course with the best possible time.

General Rules and Regulations

- Sec. 1: Maximum of ten (10), minimum of seven (7) officially registered participants from each team must compete in the two (2) official events. Participants should be a member of each individual volunteer fire brigade. For easy recognition, Identification card will be issued to the registered participants. Last day of registration will be on (Pending).
- **Sec 2.** All teams MUST participate in the 2 events
- Sec. 3: No changes in the line-up will be allowed after the registration. Late Registrants will not be accepted.
- **Sec. 4:** Fire marshals, communication chairman, medical officers, judges, event committee officers, awarding committee members, ground working officers and crews cannot participate in any of the two events.
- Sec.5: All participants are required to wear complete PPEs (personal protective equipment) such as Helmets w/ strap, Bunker coats w/ buckles (minimum of 3 buckles), bunker with zipper and Velcro (zipper must be fully Zipped) Gloves, (surgical and laundry gloves are NOT allowed) Fire pants with suspenders and Fire Boots.
- **Sec. 6:** All participants must be physically fit for the competition. Waivers must be submitted together with the registration forms.
- Sec. 7: All participants are expected to be present and have registered at the event site at least Two (2) hours before the start of the event.
- Sec. 8: Standard firefighting hoses x 50ft. will be used in all events applicable. It will be wet-down to make the condition as similar as possible to fire scene situation in all events applicable. To be provided by the participants.





- **Sec. 9:** A designated fire engine will be used and parked in a stationary position with a driver and a pump operator during the event. This will be provided by the committee.
- **Sec. 10:** Water pressure will be preset. Adjusting the pressure is strictly prohibited. Failure to follow shall mean automatic disqualification from the particular event.
- **Sec. 11:** All designated start and finish points will be marked by the committee.
- **Sec. 12:** A single raffle will be conducted to determine the order in which teams will compete. This will be done right after the briefing of events.
- Sec. 13: As time may be limited for competition. Each team, therefore, is requested to be on alert to perform when called upon to do so. An allowance of two (2) minutes shall be given to each team. Failure to do so shall mean disqualification.
- **Sec. 14:** There will be no overall champions.
- **Sec. 15:** The two (2) official events in which all teams must compete are as follows:

Busted Bucket Relay - 4 teams per hit
 Blitz Attack 2023 - 2 teams per hit

- Sec. 16: The event will be repeated if there will be any equipment malfunctions during the competition. (i.e., Hose busted; Fire pump malfunction; Water loss and the likes).

 Games Committee will review and decide.
- **Sec. 17:** The Games Committee has the right to disqualify any team from any event. Games Committee has the final say in any matter with regard to competition.
- **Sec. 18:** The team, who committed three (3) consecutive false starts, will be disqualified from that particular event.
- **Sec. 19:** Competition ground will be flushed with water by the ground crews and should clean out any left-over within five (5) minutes before the start of the game. The participating teams must check and inspect the competition ground.
- **Sec. 20:** In case there are disputes regarding penalties during the competition, the team captain is the only person authorized to discuss matter with the Games Committee.
- **Sec. 21:** There will be no tie breaker. Winners will share the same spot of rank.





- **Sec. 22:** Snack pack will be provided to participants only. Event will still continue during the event.
- **Sec. 23:** Intentionally not following the mechanics of the game events means disqualification from the competition for that particular event.
- Friends, Fans and Family members are not allowed in the competition area at anytime.

 Only events committee, timers, judges are permitted in the competition area at anytime.

 Participants can only stay at the competition area during their event. Disrupting the competition will result in the team's disqualification.
- **Sec. 25:** There will be a final meeting of Team Captains, Games Committee and Board of Judges. (Time and Date will be announced.)
- **Sec. 26:** The Games Committee and Board of Judges will no longer entertain comments and suggestions regarding the game proper on the day of the event.
- **Sec. 27:** Teams should test their equipment prior to playing. They will have to drain the water from the hose and set-up their equipment at the playing area.
- **Sec 28.** Combination of different group to form a team is NOT allowed.