

General Rules Toughest Firefighter Alive

Mandatory Competition Attire

- Firefighting boots according to DIN EN 15090 type 2 or 3
- Fire protection clothing according to DIN ES 469 level 2
- Firefighting gloves according to DIN 659
- Firefighter helmet
 - Paints are permissible

All equipment must contain a corresponding label to enable verification. Furthermore, it is up to the participant whether the internal attack gloves are worn or whether he only carries them. The omission, as well as the wearing of other gloves is permitted, as long as the internal attack gloves are present.

Timing

Participants must report to the registration desk at least 1 hour before their start. Here he will be informed of the exact start time. If break times or start times are exceeded by the organizer, the time will be taken and transferred 1:1 from the time the start time is exceeded.

The participant starts at the next station exactly 10 minutes after the start time at the previous station.

Example:

Time	Station	Time	Station
Station 1	09:00	Station 1	12:56
Station 2	09:10	Station 2	13:06
Station 3	09:20	Station 3	13:16
Station 4	09:30	Station 4	13:26

The participant is responsible for monitoring and observing the start times.

The stations must be finished after
 4 Minutes [for Men]
 5 Minutes [for Women]

If the time is exceeded, the referee will stop the match. In this case 4 minutes [or 5 minutes] plus a penalty time of 4 minutes will be noted. However, the competitor can continue the competition.

Penalties

If a competitor breaks off a station, 4 minutes [or 5 minutes] plus 4 minutes penalty time will also be noted for this station. The participant can also continue the competition here.

If a station is not completed properly [see error lists of the stations], a time penalty of 4 minutes is also imposed.

Helpershifts

EVERY starter has to do a helper shift to ensure a smooth running of the competition. The planning for this will be published with the starter list.

Disqualification Reasons

• not in Time for the Start time at the Start
• non-compliant competition Clothing
• Cancellation of the entire Competition
• skip a complete Station
• unsportsmanlike Conduct
• disability of another Participant
• Stepping onto the running Surfaces of the KeiserForceMachine
• Hit the running Surface of the KeiserForceMachine several times [$> 2x$] with the Hammer
• unauthorized Aids used [e.g. webbing slings etc.]
• If Equipment is lost during the run ➤ Exception: resume independently
• Destruction of competition Equipment
• disobeying the Referee's Instructions

