

Department of Education Region VI – Western Visayas **DIVISION OF AKLAN**



Archbishop G.M. Reyes St., Kalibo, Aklan

September 3, 2018

DIVISION MEMORANDUM No. 278, s. 2018

ADDENDUM/CORREGINDUM TO DIVISION MEMORANDUM NO. 259, S. 2018 5TH PROVINCIAL RESCUELYMPICS 2018 FOR SECONDARY STUDENTS

To: Chief Education Supervisors
Public Schools District Supervisors/
Principals/Head Teacher In-Charge of the District
Heads of Public and Private, Secondary and Integrated Schools
District DRRM Coordinators
All Others Concerned

- 1. Please see the attached Guidelines and Event Lay-out for the Fire Suppression Relay.
- 2. The District DRRM Coordinators, Participants and Coaches are advised to be at the venue on September 12, 2018, 7:30 A.M. at Aklan Sports Complex, Makato, Aklan. Awarding Ceremony will be on September 13, 2018.
- 3. For clarification and other concerns, please see your District DRRM Coordinator or kindly reach us through Ms. Apple Gay M. Oquendo, Project Development Officer II, Division DRRM Coordinator via email address depedaklan.drrm@yahoo.com and tel. no. 036-268-3097.
- 4. Immediate and wide dissemination of this memorandum is earnestly desired.

Dr. SALVADOR O. OCHAVO, Jr., CESO VI Schools Division Superintendent



Republic of the Philippines Department of the Interior and Local Government BUREAU OF FIRE PROTECTION OFFICE OF THE PROVINCIAL FIRE MARSHAL



Province of Aklan

3rd flr. Garcia Bldg., C. Laserna St., Kalibo, Aklan Tel. Fax: (036) 268 2140

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5th PROVINCIAL RESCUELYMPICS 2018 INTER HIGHSCHOOL CATEGORY

RULES AND REGULATIONS I. EVENTS TO BE CONTESTED

- 1.1. Event No. 1- Shoulder Hose Relay
- 1.2. Event No. 2 Obstacle Course
- 1.3. Event No. 3 Fire Extinguisher and Fire Blanket Relay
- 1.4. Event No. 5 Bucket Relay

II. REQUIRED NUMBER OF OFFICIAL TEAM MEMBERS

2.1. Maximum number of playing members per team - ten (10) (8 Males and 2 Females)

Official numbers of performing members for the following events are as follows:

Event #1 - Shoulder Hose Carry

Two (2) males, Two (2) females

Event #2- Obstacle Course

Eight (8) males, Two (2) females

Event #3 - Fire Extinguisher and Fire Blanket Relay

One (1) male, One (1) female

Event #3 - Bucket Relay

Eight (8) Males, two (2) Females

III. TEAMS ARE REQUIRED TO:

- 3.1 Wear their respective company emergency response uniform, hard hat (with chin strap), safety shoes/ rubber shoes and Personal Protective Equipment during the competition proper.
- 3.2 Finish all events.

IV. EQUIPMENT REQUIREMENTS:

4.1. SHOULDER HOSE RELAY

4.1.1 1 1/2 DOUBLE JACKET fire hose

4.1 OBSTACLE COURSE

4.1.1 Obstacle (Rope) 50ft.

4.2 FIRE EXTINGUISHER AND FIRE BLANKET RELAY

- 4.2.1 Drum, half cut, crosswise 2 pcs.
- **4.2.2** Premium Gasoline 5 liters (DEPENDING ON THE NUMBER OF PARTICIPANTS)
- 4.2.3 Diesel Oil 5 liters (DEPENDING ON THE NUMBER OF PARTICIPANTS)
- 4.2.4 Graduated Container (CUP) 1 PC
- **4.2.5** Fire Extinguishers, Stored Pressure Type, 2 units Dry Chemical, 10 lbs, capacity PER PARTICIPATING TEAM
- 4.2.6 Fire Blankets 2 pcs
- 4.2.7 Ignition Sticks (7 ft.) 4 pcs.
- 4.2.8 Complete Fire Suit (PPE) 2 sets.

4.3. BUCKET RELAY

- 4.3.1 Bucket (2.5 liters capacity.) 10 pcs.
- 4.3.2 Drum (55 gals. capacity.) 3 pcs.
- 4.3.3 Floater with indicator 1 pc.
- 4.3.4 Fire Engine Fire pump shall be utilized for refilling of water.

VI. GENERAL RULES:

- 6.1 Players without Medical Certificate will not be allowed to play.
- **6.2** Points system will be based on the speed, approach, proper use/handling of firefighting equipment and proper technique executed by the team. A point deduction will be credited to each team score standing based on each event rules and regulation.
- 6.3 In case a tie in an event, this will be resolved by playing TIRE FLIP.
- **6.4** Unsportsmanlike behavior by any member of the performing team such as: pushing, elbowing, distracting, spraying of water or directing fire extinguisher/s to anybody, uttering unsavory remarks, raising dirty fingers, challenging the tournament officials, competing team, audience or media people and other similar acts shall be meted with a **10-second penalty per individual infraction** and will be added to the team's clock performance.
- 6.5 Disqualification for unruly and undisciplined player/s shall be decided upon by the Fire Suppression Committee Chairman, subject to review by the overall event Chairman.
- **6.6** Only Official Team Leader/Coach will be entertained by the committee Chairman regarding any appeal, injury, protest or complaints, which concerns the event and shall be done only after the team has finished the relay/event.
- **6.7**All non-playing participants shall not be allowed to go beyond the **fire suppression area**. Violation of this rule shall be meted with a 10-seconds penalty per individual/infraction and will be added to the team's clock performance.
- 6.8 Fire Suppression Committee's decision regarding the result of the competition is final.
- **6.9** The official tabulation of results shall be signed by the **Fire Suppression Committee Chairman** and the Team Leader of the participating team.

- **6.10** All technical questions / problems that may arise during the competition which is not under the present rules shall be evaluated by the **Overall Event Chairman** and the final decision will be rendered by the **Overall Event Chairman**.
- 6.12 Fire Suppression Committee Chairman may reduce the length/ measurements of the actual playing field (if the situation warrants).

VII. RULES OF THE EVENTS

7.1 Event No. 1-SHOULDER HOSE RELAY

- 7.1.1 All team members shall stay at the designated area.
- **7.1.2** Selected players shall position at the starting line. 1 ½ Fire hose positioned on the ground. The umpire will "WHISTLE" to indicate the start of the event.
- 7.1.3 Rescuer 1 will pick up the fire hose and carry it on his shoulder then will move towards the next Player (Player 2). Rescuer 1 will slowly put the fire hose on the ground in front of the next rescuer (Note: NO DROPPING, NO THROWING OF HOSE.) Rescuer two (2) will then pick up the hose, execute same procedure performed by rescuer 1 until the last rescuer (rescuer 4). The event will end when the last rescuer reaches the designated finish line.

7.2. Event No. 2 - OBSTACLE COURSE

7.2.1. After completion of the 1st event, all (10) players shall position at the designated starting line, and upon doing so, may proceed to the obstacle course by crawling until reaching the finish line.

Note: the primary goal is for ALL TEAM members be able to reach the finish line with the shortest time possible.

7.2.2. After all the team members are able to reach the finish line, the Umpire will raise the flag signifying the completion of task and may proceed to the next event.

7.3 Event No. 3- FIRE EXTINGUISHER AND FIRE BLANKET RELAY

- **7.3.1.** In the fire extinguishment, there are two (2) players (wearing helmet, safety shoes/rubber shoes and Personal Protective Equipment) allowed to extinguish the fire.
- **7.3.2.** In case of injury or due to inability of the officially designated player/s to show up and continue the event, Substitution may only be allowed when the fire extinguisher handler is still at the starting line, Substitute is not allowed to assist the player during the execution.
- **7.3.3.** Each team player must be equipped with a **10 lbs. capacity Dry Chemical** (containing Mono Ammonium Phosphate based chemical), Multi-Purpose (ABC), Stored Pressure Type Fire Extinguisher and a Fire Blanket.
- **7.3.4.** At starting line, the two players will take their position. A distance of 5 ft. from the starting line will be the designated pick-up point of the portable fire extinguisher and the fire blanket. Also, a designated box for the PPE (FIRE SUIT) will be at the starting line.
- 7.3.5. The fire setters will light-up simultaneously the flammable liquid on the drum.

- 7.3.6. Upon completion of the first event (Bucket relay) or after the umpire raised the flag after two minutes of non-completion, all players of the team shall be at designated area while the two (2) players shall position themselves at the starting line. Player 1 shall wear the PPE properly located at the designated box then pick-up the fire blanket and extinguish target A passing through an obstacle. After player 1 extinguished target A, he will then go back to the starting line passing the same obstacle then will take of his PPE putting it back to the designated PPE box. Player 2 will do the same procedure using the Fire Extinguisher and extinguish target B. After extinguishing target B, player 2 will no longer go back at the starting line instead he will put the used Fire Extinguisher at the designated Fire Box at the finish line signifying for the completion of task then the team may now proceed to the next event.
- **7.3.7.** The two (2) players must extinguish the fire. Spill over from the half-cut drum should be avoided that may cause another fire on the ground. In case this happen, they must also extinguish it.
- **7.3.8.** In case of re-flash, the player/s shall fully extinguish the fire (6) and return to the original position/location (following the procedures stated in 6).
- 7.5 Event No. 4 BUCKET RELAY
- **7.5.1** The basis for determining the team to complete the relay event is by the height of water transferred from a 55-gallon fire drum to an empty 55-gallon drum. A floater with an indicator will signify that the team has able to reach the specific water level.
- **7.5.2** Equipment to be used must be properly checked and defective equipment shall be replaced by event officials immediately prior to the start of the team's performance.
- 7.5.3 Ten (10) members (8 males and 2 females) shall compose the performing Team.
- 7.5.4 The distance between the starting line and the bucket is 5ft.
- **7.5.5** two (2) minutes performing time shall be given for each team to transfer from a water filled fire drum to an empty fire drum with the use of ten (10) fire buckets
- **7.5.6** After the completion of **EVENT No. 4 TIRE FLIP**, players should position themselves at the designating starting area.
 - 7.5.6.1 The players should run to get the empty buckets then.
 - 7.5.6.2 Fill the bucket with water from the drum. (Refiller)
 - 7.5.6.3 The last man (thrower) will throw away the water from the bucket to the empty drum with the distance of **5ft** passing a target ring and place down the bucket
 - 7.5.6.4 Designated **bucket runner** will get the empty bucket and bring it back to the refiller.
 - **NOTE:** The players should position themselves to perform the relay operation, with one (1) assigned as **bucket runner**.
 - 7.5.6.5 Transfer the buckets filled with water in sequential order
- **7.5.8** The floater with indicator, upon reaching the required water level, will signify completion of said event (Umpire raises the flag). If in case the team was not able to reach the water level within two minutes, immediately designated umpire will signal by

raising a flag for the team to STOP and will automatically credit a point deduction of equivalent to 10 secs.

- 7.5.7 After two (2) minutes, only one (1) pail from the last man shall be allowed to be poured then proceed to the next event by getting the flag and place it to the flag box. Note: the primary goal is to reach the required water level with the shortest time possible. In cases of broken pails due to accidental or intentional dropping during the course of relay, team members will continue using the remaining number of pails available.
- **7.5.11.** Time will stop upon proper placement of the FLAG to the flag box or upon by the decision of the umpire in cases the two (2) mins maximum time has ended. End of the team's actual performance.

III. RULES OF REPLAY

- **8.1** Replay or repeat performance shall be decided based on the following grounds by the Committee, such as:
 - a. Damage of equipment and accessories (except during the bucket relay)
 - b. Malfunction of Fire Pumper;
 - c. At least ten (5) minutes rest shall be given to the team/s before the repeat performance;
 - d. And others.

Prepared by:

SFO1 Felinor N Suco

Technical Working Committee Member Fire Suppression Event

FO3 Andri Von T Rowan, BFP

Technical Working Committee Member Fire Suppression Event

FO2 Paulo Vicente M Npetuno, BFP

Technical Working Committee Member Fire Suppression Event

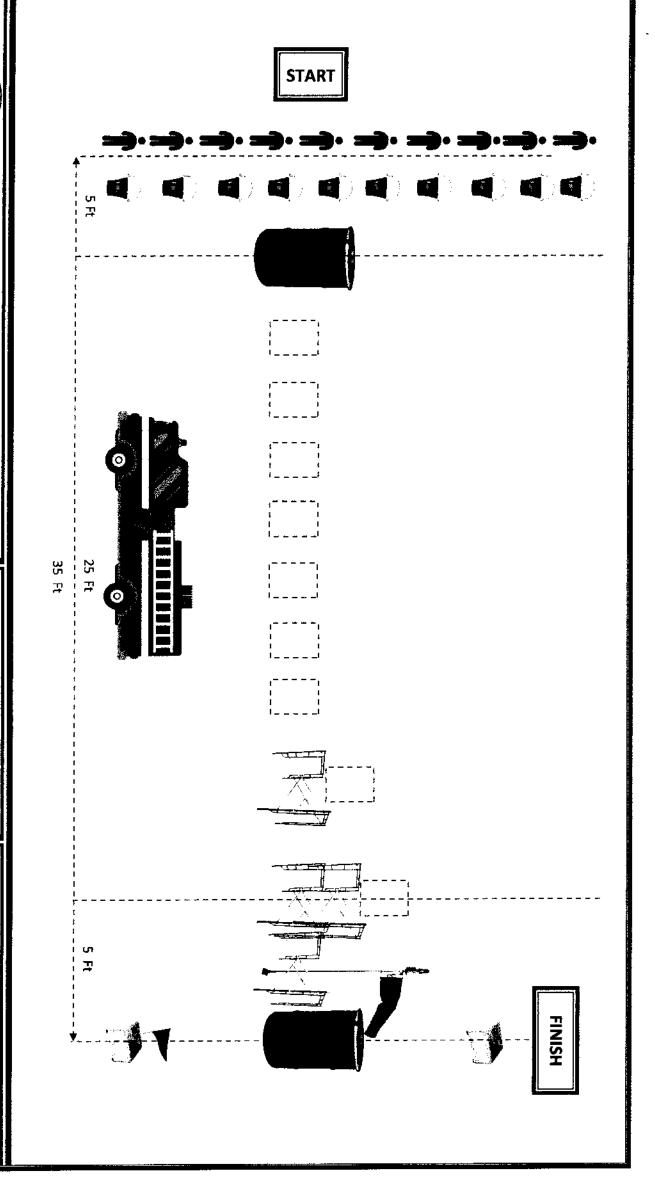
FO2 Mark Alvin R Patricio, BFP

Technical Working Committee Member Fire Suppression Event

Approved by:

SUPT NAZRUDYN M CABLAYAN, MPA, BFP

Provincial Fire Marshal, Province of Aklan Fire Suppression Committee Chairman

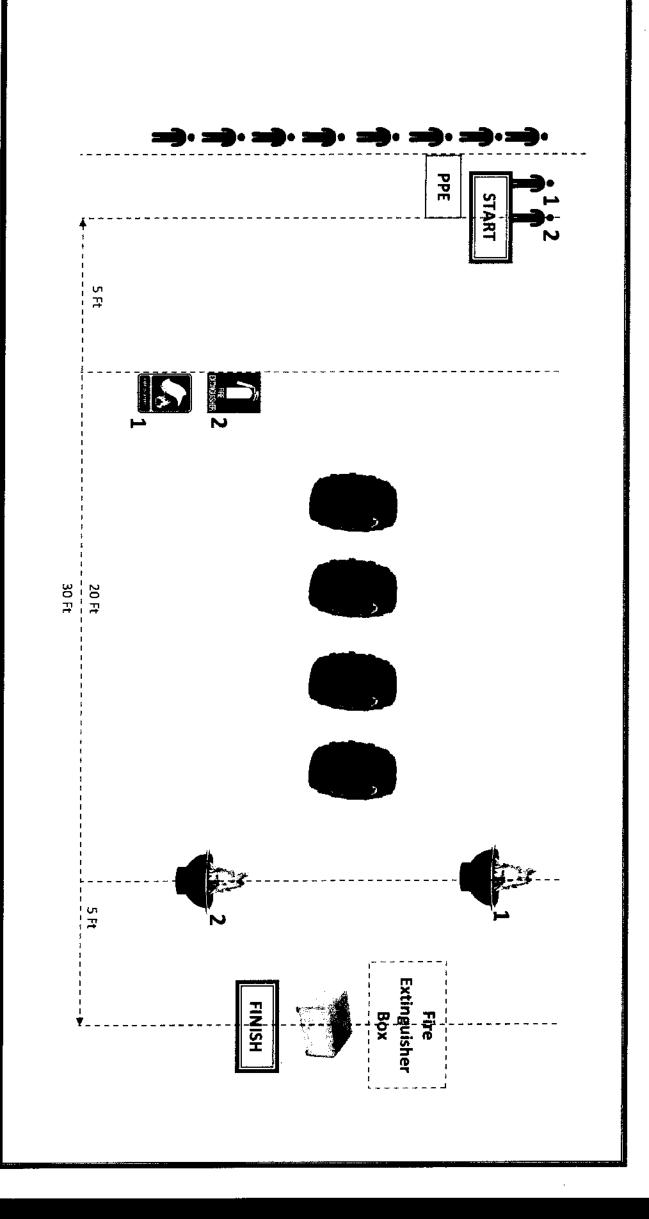




5th AKLAN RESCUELYMPICS
Aklan Sports Complex
Calangcang, Makato, Aklan
September 12 – 13, 2018

INTER HIGH SCHOOL
CATEGORY
BUCKET BRIGADE
Fire Suppression Relay

SUPT NAZRUDYN CABLAYAN, BFP Chair, Fire Suppression Relay

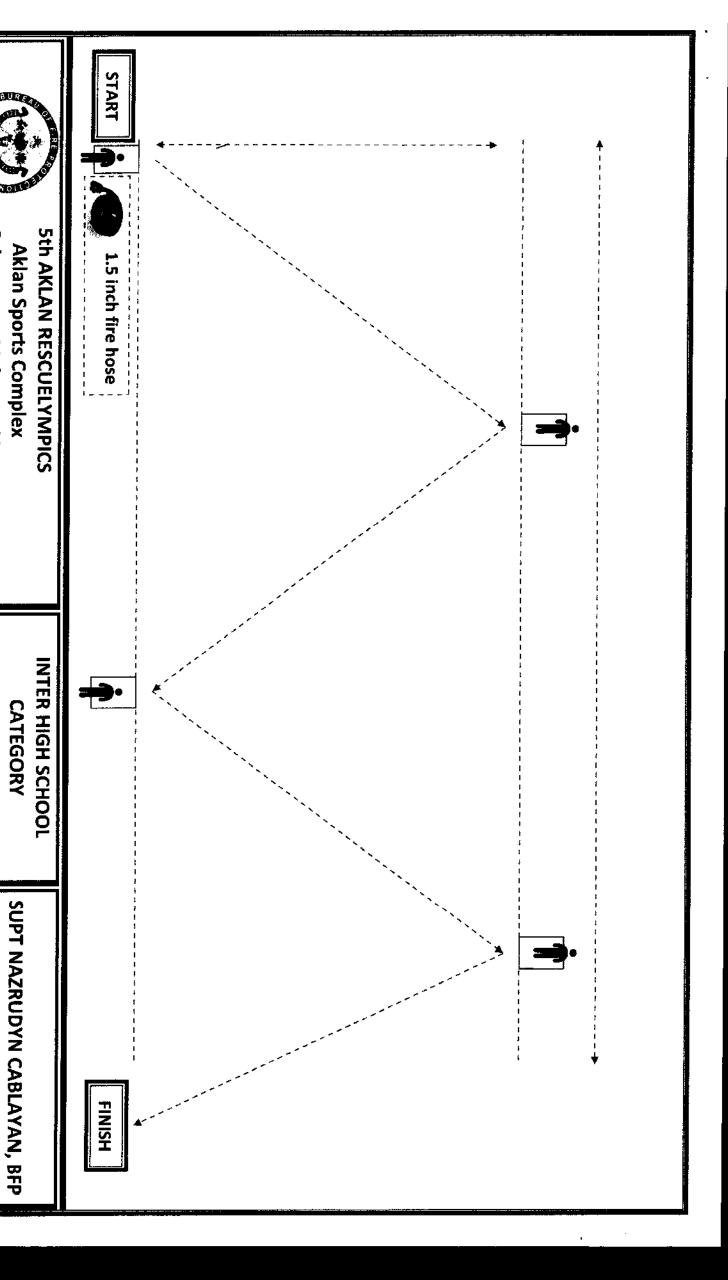




5th AKLAN RESCUELYMPICS
Aklan Sports Complex
Calangcang, Makato, Aklan
September 12 – 13, 2018

INTER HIGH SCHOOL
CATEGORY
FIRE BLANKET & FIRE
EXTINGUISHER RELAY

SUPT NAZRUDYN CABLAYAN, BFP Chair, Fire Suppression Relay



Calangcang, Makato, Aklan September 12 – 13, 2018

Fire Suppression Relay

FIRE HOSE

Chair, Fire Suppression Relay



1.5 m

FINISH





5th AKLAN RESCUELYMPICS Calangcang, Makato, Aklan September 12 – 13, 2018 **Aklan Sports Complex**

> **INTER HIGH SCHOOL OBSTACLE COURSE** CATEGORY

Fire Suppression Relay

SUPT NAZRUDYN CABLAYAN, BFP Chair, Fire Suppression Relay