THE CARTOON BOOK OF

FIREFIGHTER COMBAT CHALLENGE



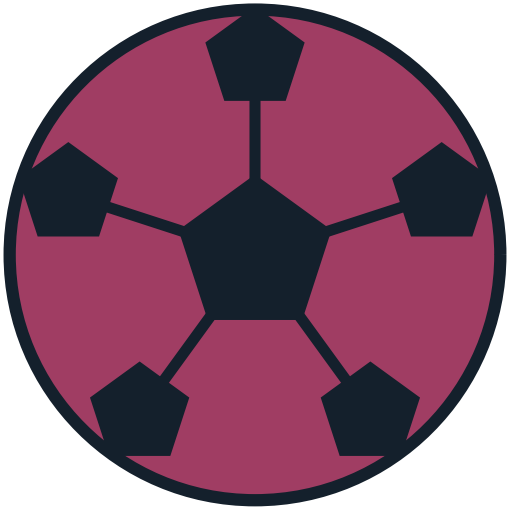
SPORT ON EARTH

Sport on Earth Books · The Athletics & endurance Family

Original illustrations · No characters were copied in the making of this book

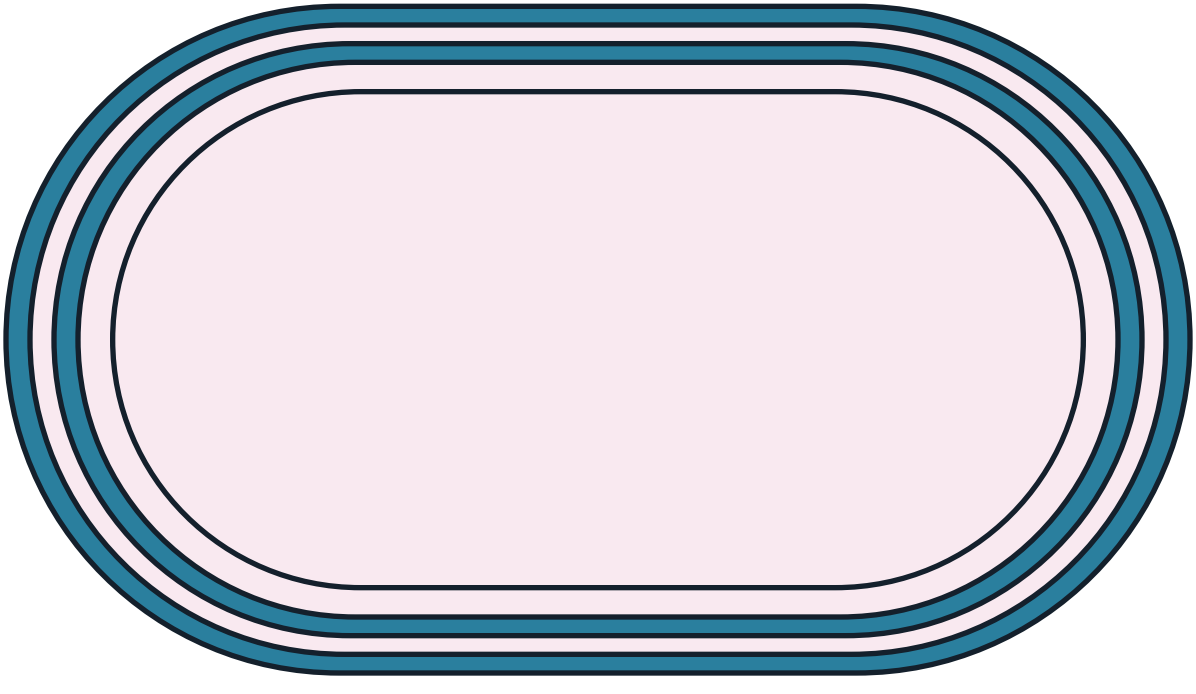
Meet Firefighter Combat Challenge!

Timed firefighting skills course.



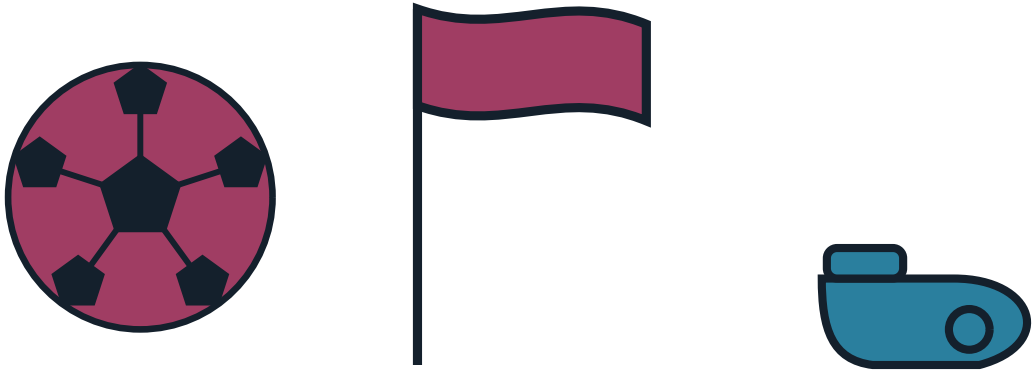
Where It Is Played

A purpose-built course centred on a five-storey tower, with the hoist, forcible-entry machine, hose-advance lane and victim-drag lane laid out in sequence.



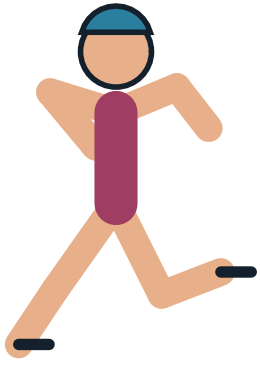
The Gear

NFPA-compliant turnout/bunker gear (helmet, coat, pants with liners, boots, gloves) and the event-provided Scott SCBA; course props include hose packs, the Keiser machine and a rescue dummy.



How It Starts

Be an active or retired firefighter, train the five tasks in gear at your department, and enter a Regional Classic, where first-time athletes are placed by their qualifying run.



How to Play

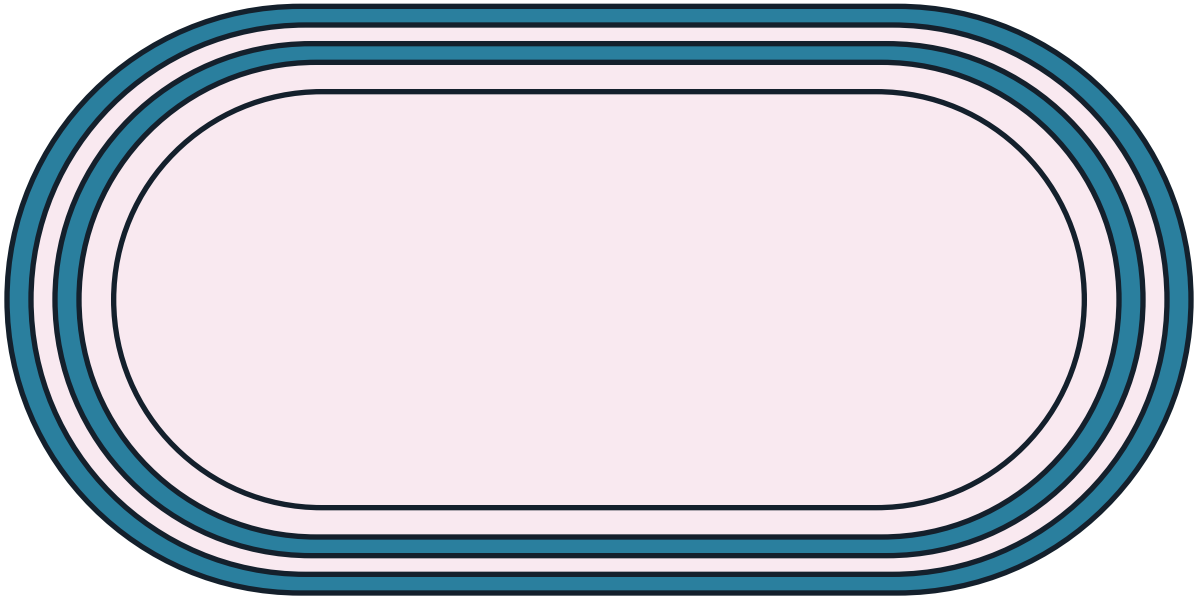
- Format: competitors race head-to-head on a course of five evolutions simulating essential fireground tasks, timed from the start of the first event to the end of the fifth.
- The five tasks are: stair climb with a high-rise pack, hose hoist, forcible entry, hose advance, and victim rescue of a life-sized 175 lb victim.
- Forcible entry uses the Keiser Force Machine: the competitor drives a 160 lb beam five feet with a sledgehammer.
- Individual competitors must complete the full course in turnout gear while wearing a 3M Scott SCBA and be 'on-air'; SCBA units are provided by the Challenge and may not be substituted.

More of the Game

- The fastest time wins; categories include Individual, Tandem (two athletes splitting the course), Relay (team members each completing legs with baton passes) and FD Showdown (a department's three fastest individual times summed).
- Maximum course times apply — Individual 6:00 (first timers 7:00), Tandem 4:00, Relay 4:00 per round — and exceeding the maximum is a disqualification.
- Penalties are added as time for infractions, e.g. a turnout gear violation carries a 15-second penalty under Section 19.2.1.
- Only eligible firefighters (employed or retired members of fire-rescue/EMS organisations) may compete in the Challenge categories.

The Shape of a Match

Sprint through five linked fireground tasks in full gear against an opponent and the clock — elite runs take about two minutes.

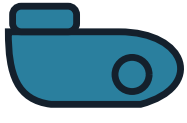


More of the Athletics & endurance Family

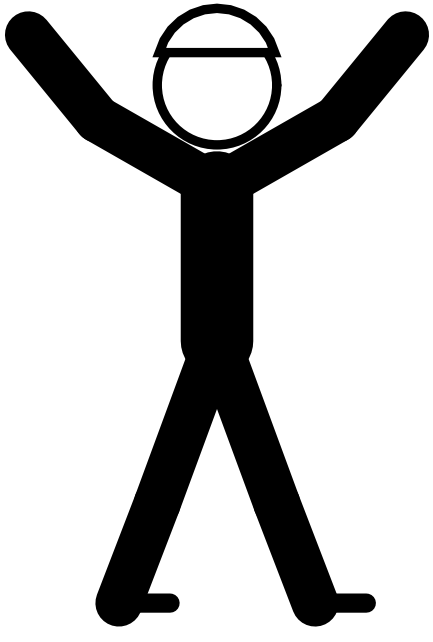
- Athletics (Track & Field) — Running, jumping, and throwing events measured by time, height, or distance, plus combined even.
- Cycling — Road, track, mountain bike, and BMX racing; road stage races reward overall time across days.
- Swimming — Four strokes (freestyle, backstroke, breaststroke, butterfly) raced over distances from 50 m to.
- Marathon and Road Running — 42.195 km road races, with the World Marathon Majors.
- Triathlon — Swim, bike and run in one race.
- Ultrarunning and Trail Racing — Races longer than a marathon on trails; UTMB is the best known.

A Note on the Rules

The Firefighter Combat Challenge runs under its own organisation's authored code (the 'toughest two minutes in sports': hose hoist, forcible entry, hose advance, victim drag in full kit against the clock), essentially unchanged since the format's creation in the 1990s. No law-change history exists to carry.

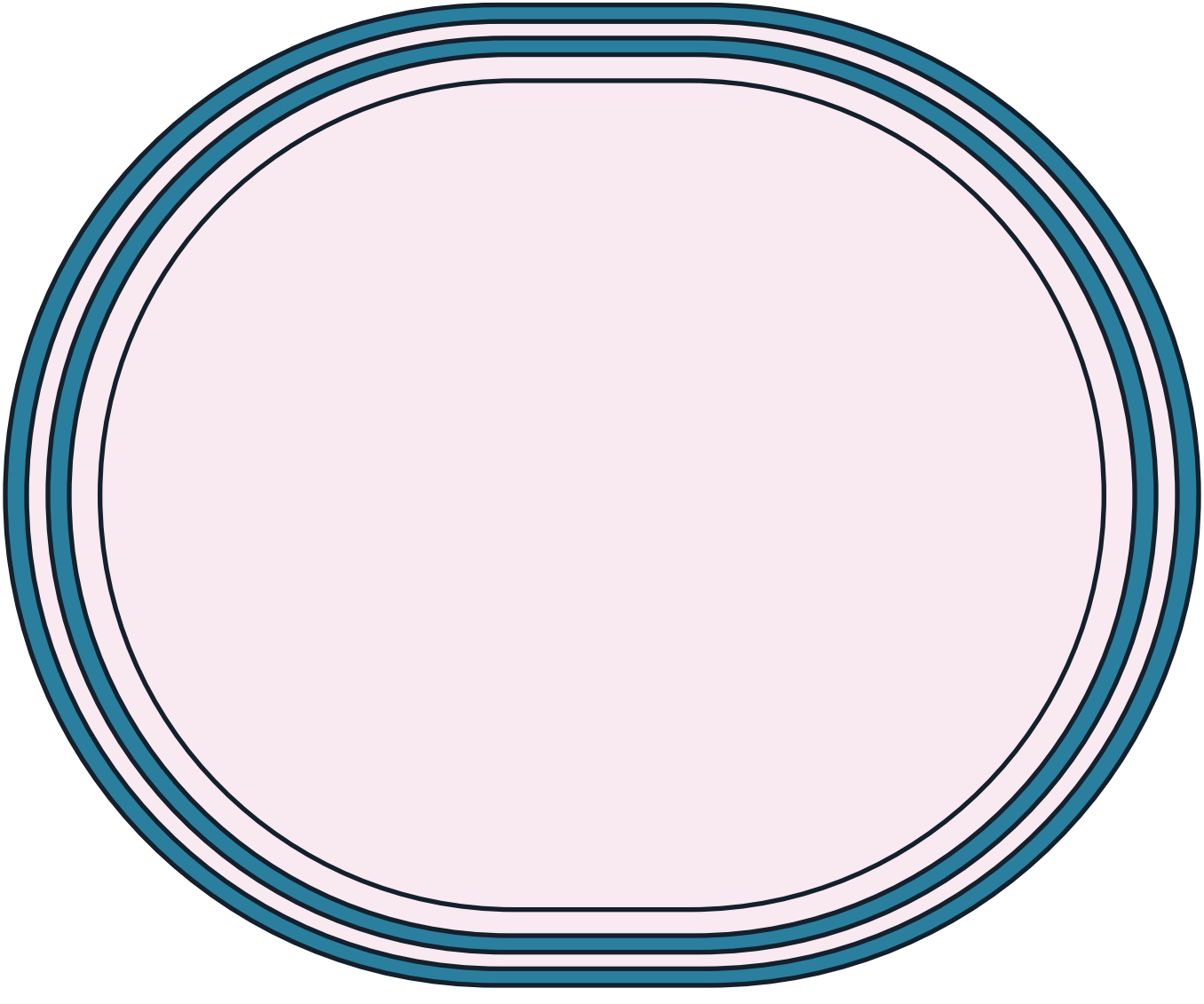


Colour the Action

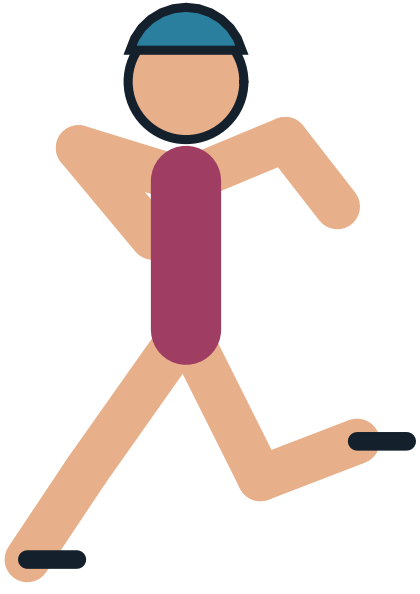


Psst — this page is a colouring page!

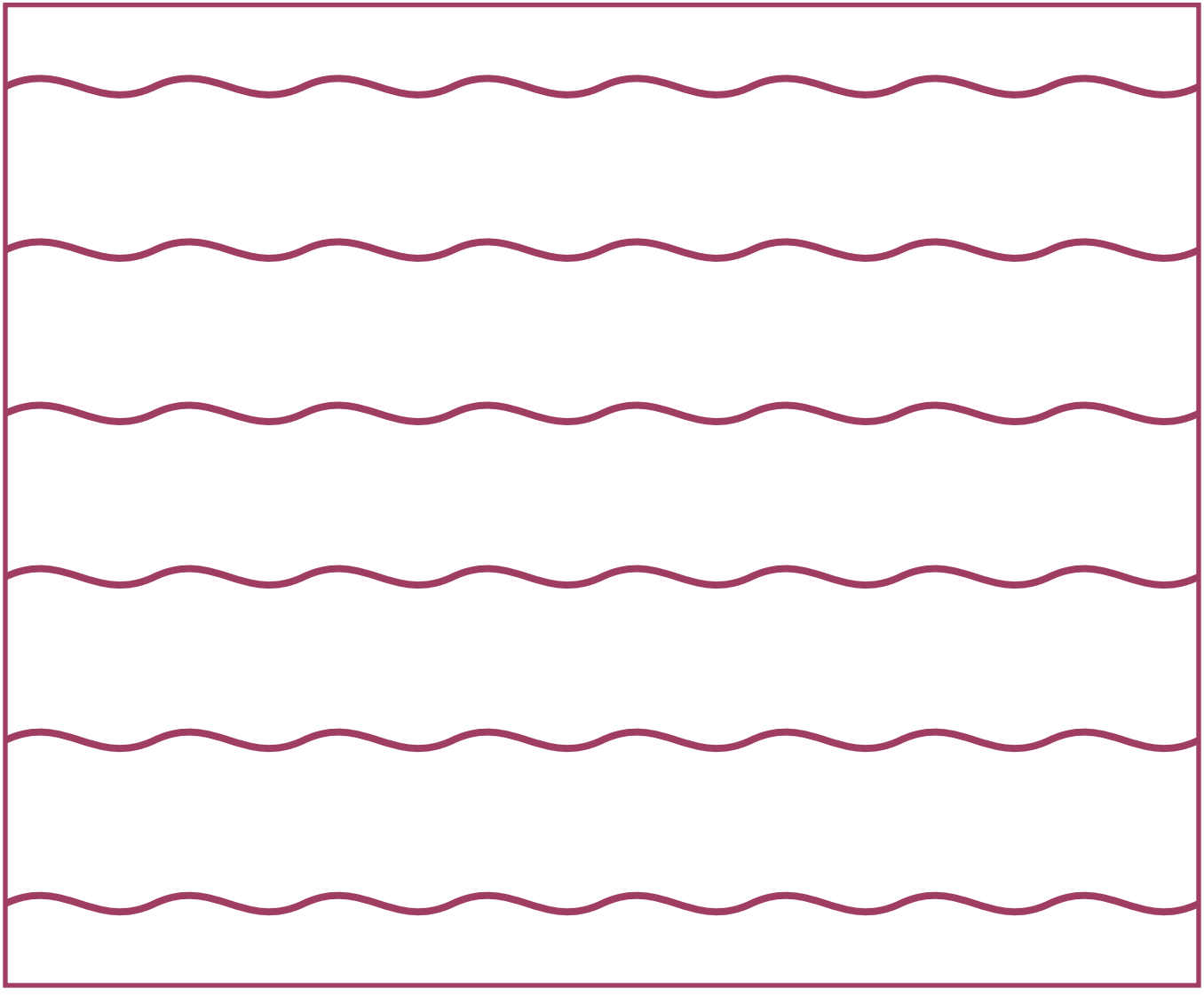
The Sport Today



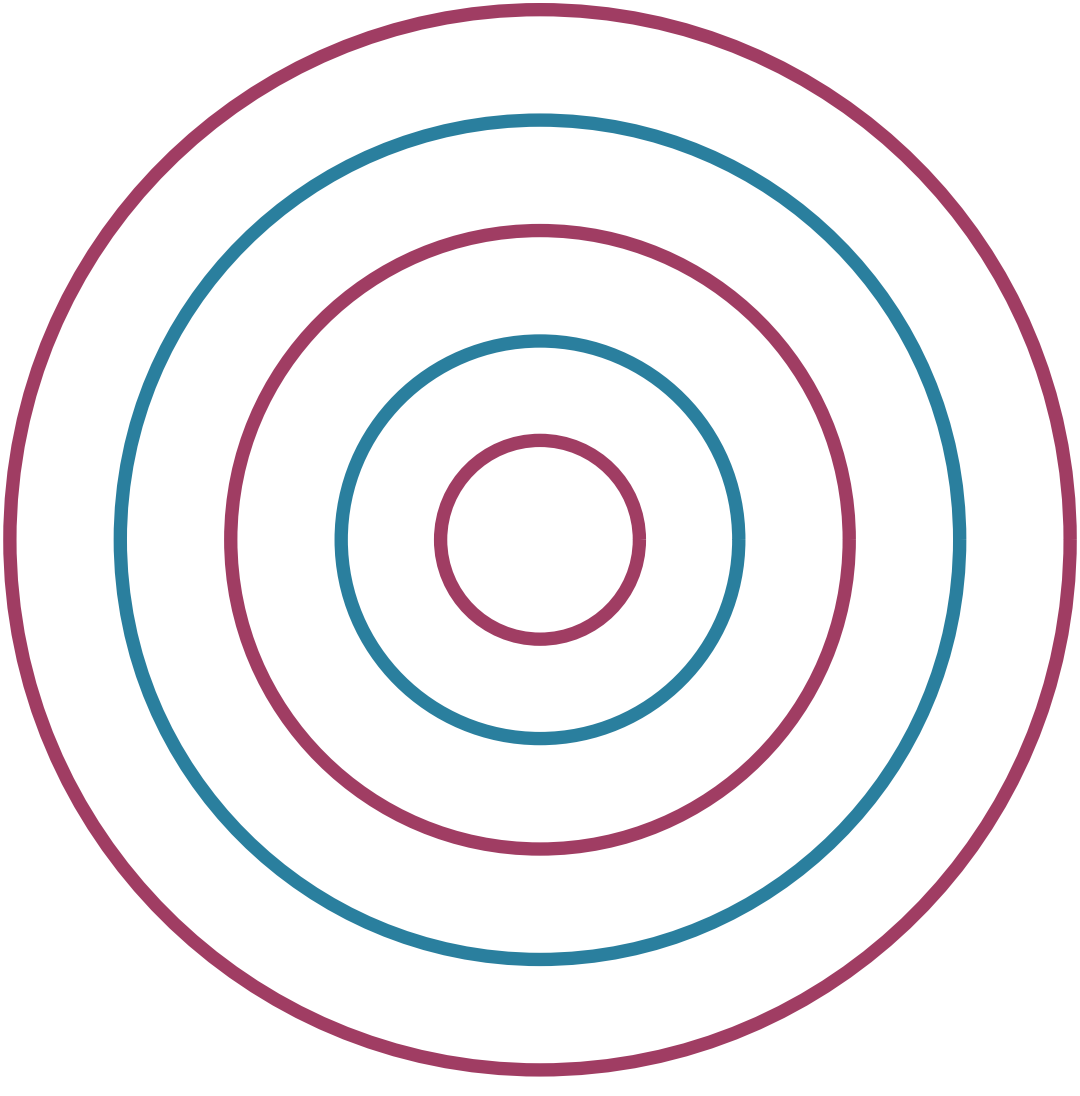
At School and College



Play It Near You



Through the Year

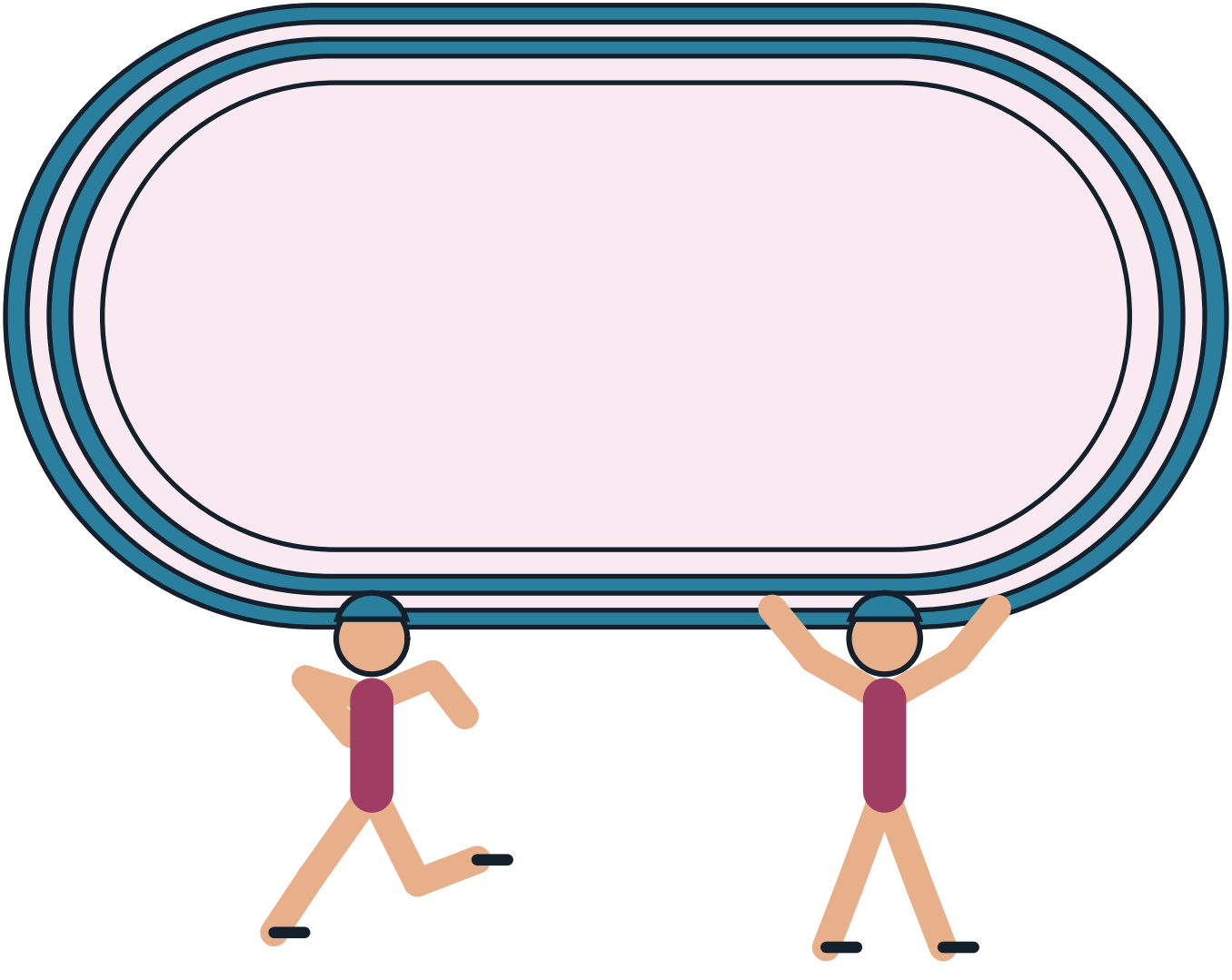


The Athletics & endurance Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Athletics (Track & Field) — Running, jumping, and throwing events measured by time, height, or distance, plus combined even.
- Cycling — Road, track, mountain bike, and BMX racing; road stage races reward overall time across days.
- Swimming — Four strokes (freestyle, backstroke, breaststroke, butterfly) raced over distances from 50 m to.
- Marathon and Road Running — 42.195 km road races, with the World Marathon Majors.
- Triathlon — Swim, bike and run in one race.

Game Day!

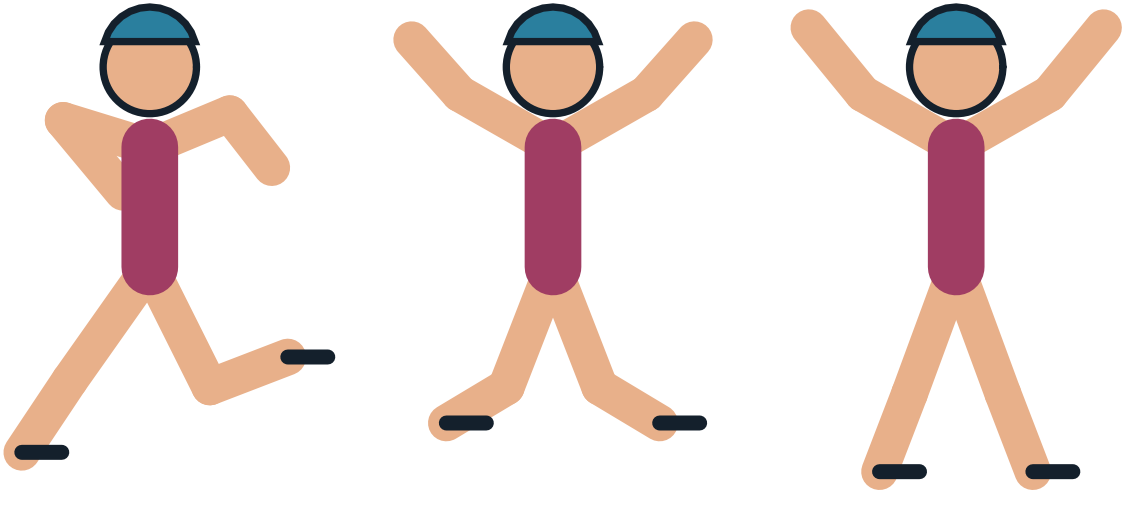


The Sport on Earth Mark

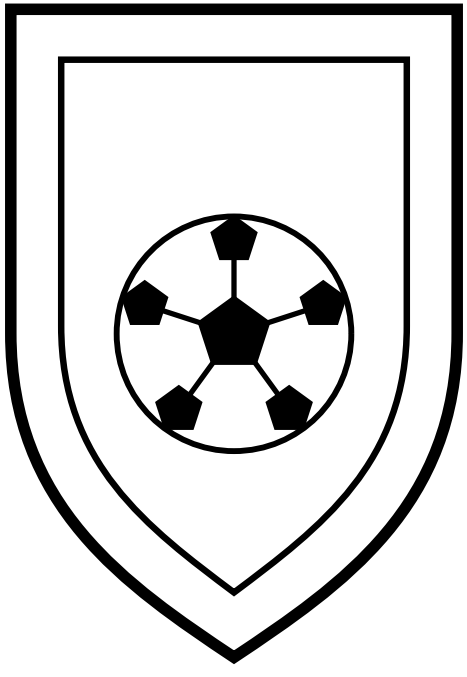
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game

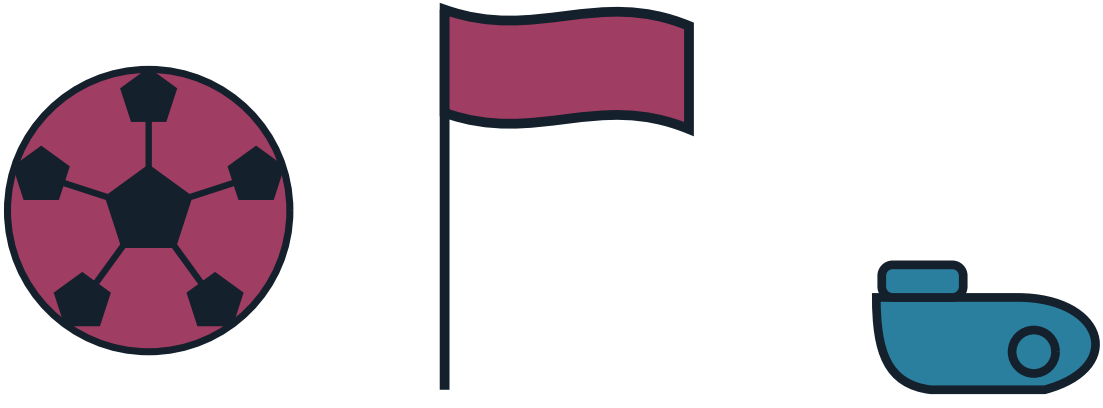


Design a Badge

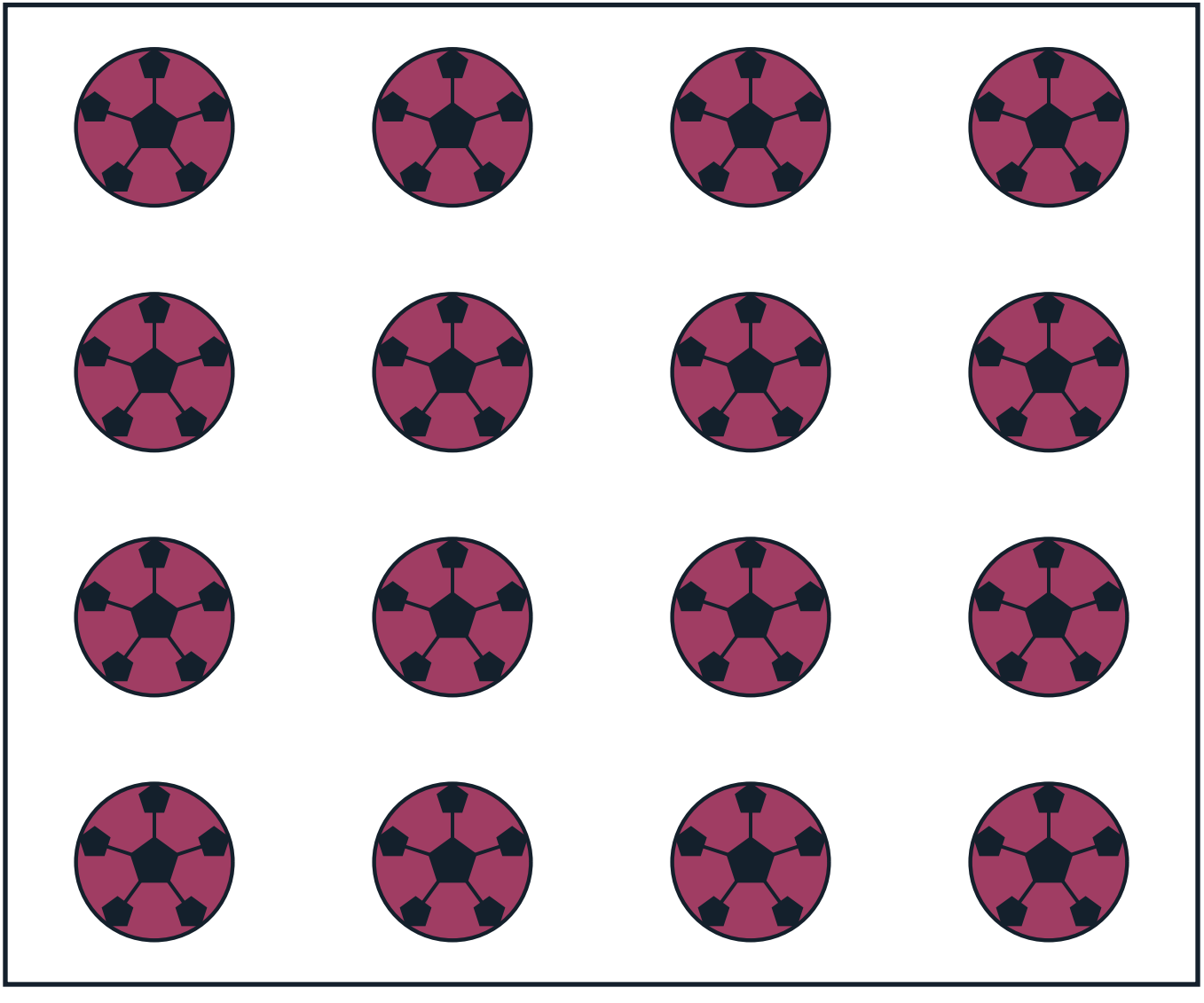


Draw and colour a badge for your own team.

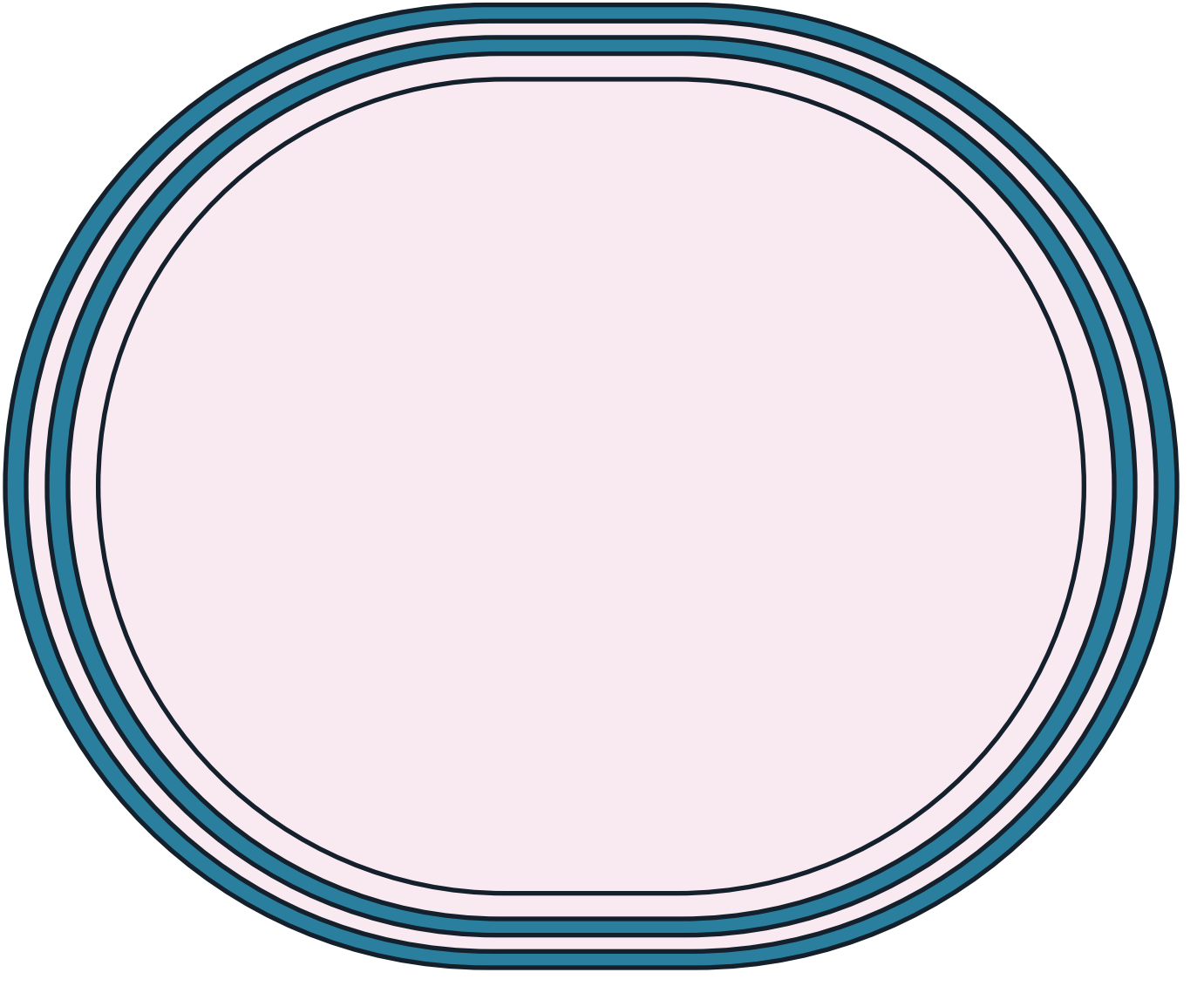
The Gear Parade



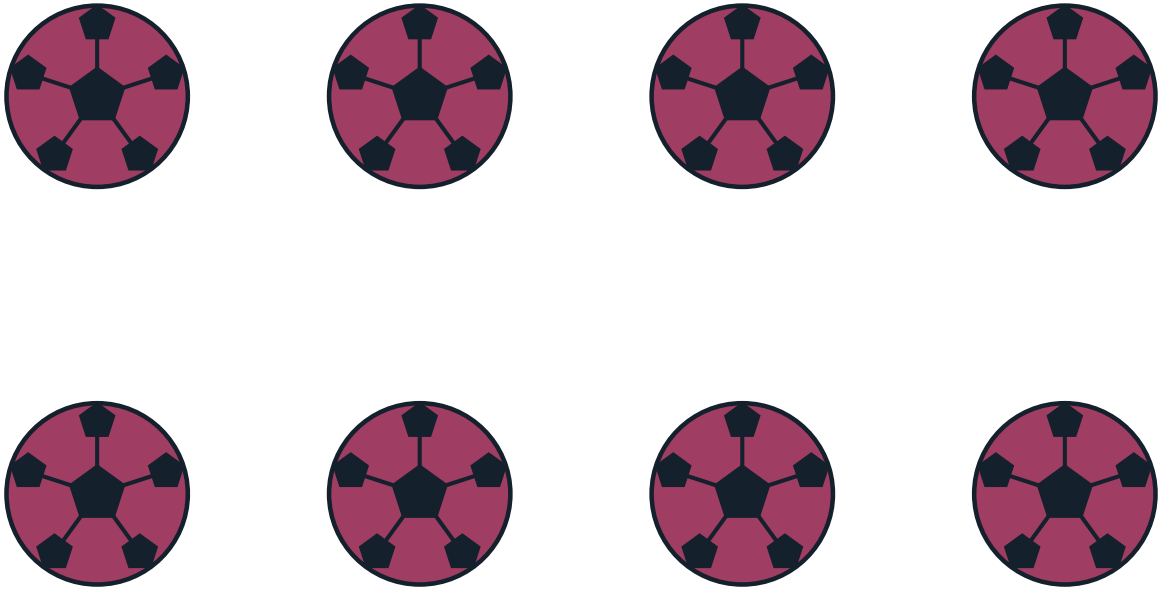
Pattern Play



The Arena From Above



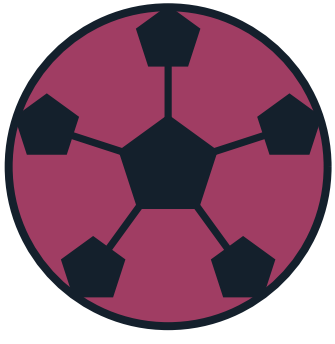
Count the Balls!



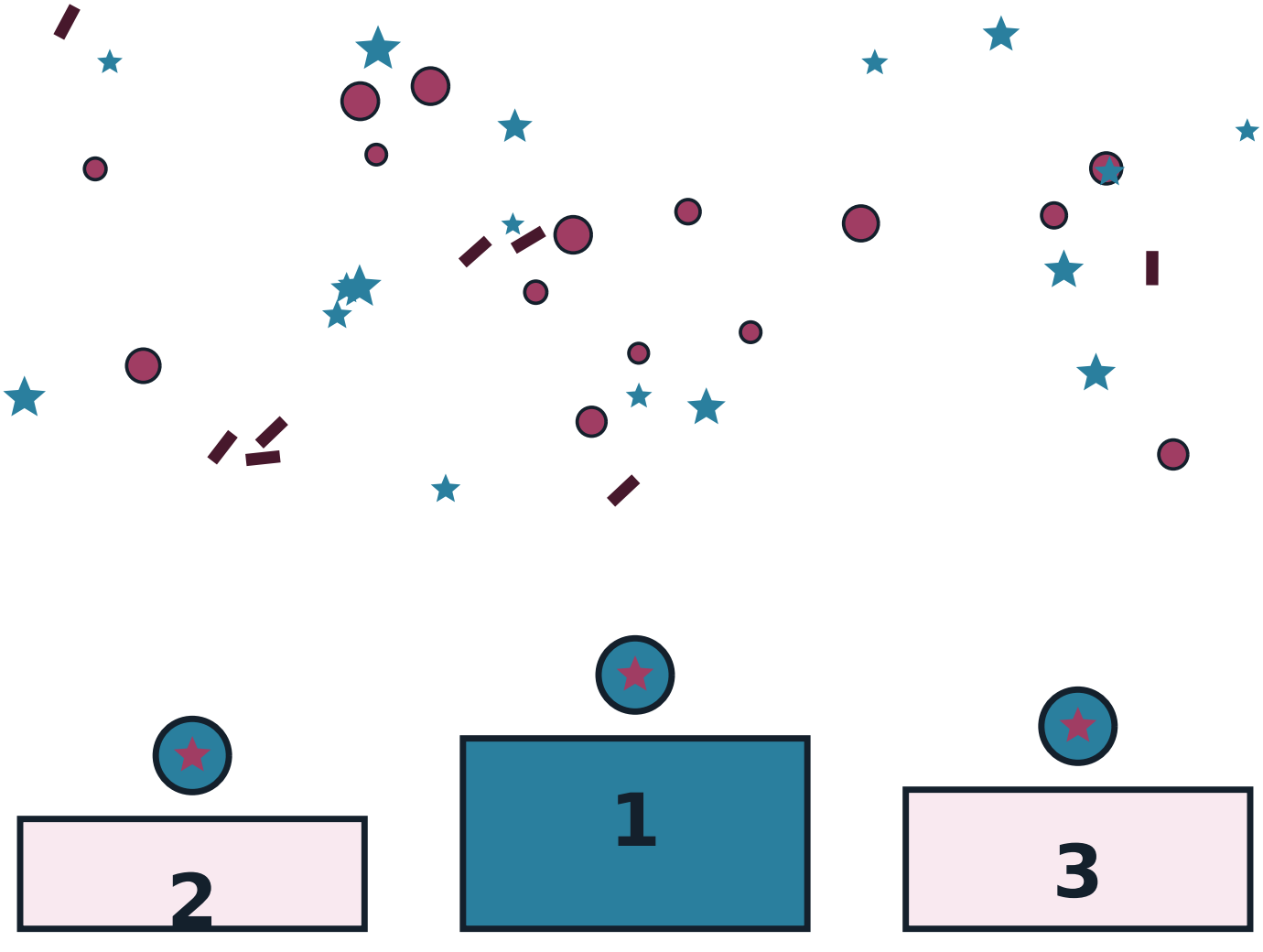
How many can you count? Write the number here: _____

My Favourite Part of Firefighter Combat Challenge

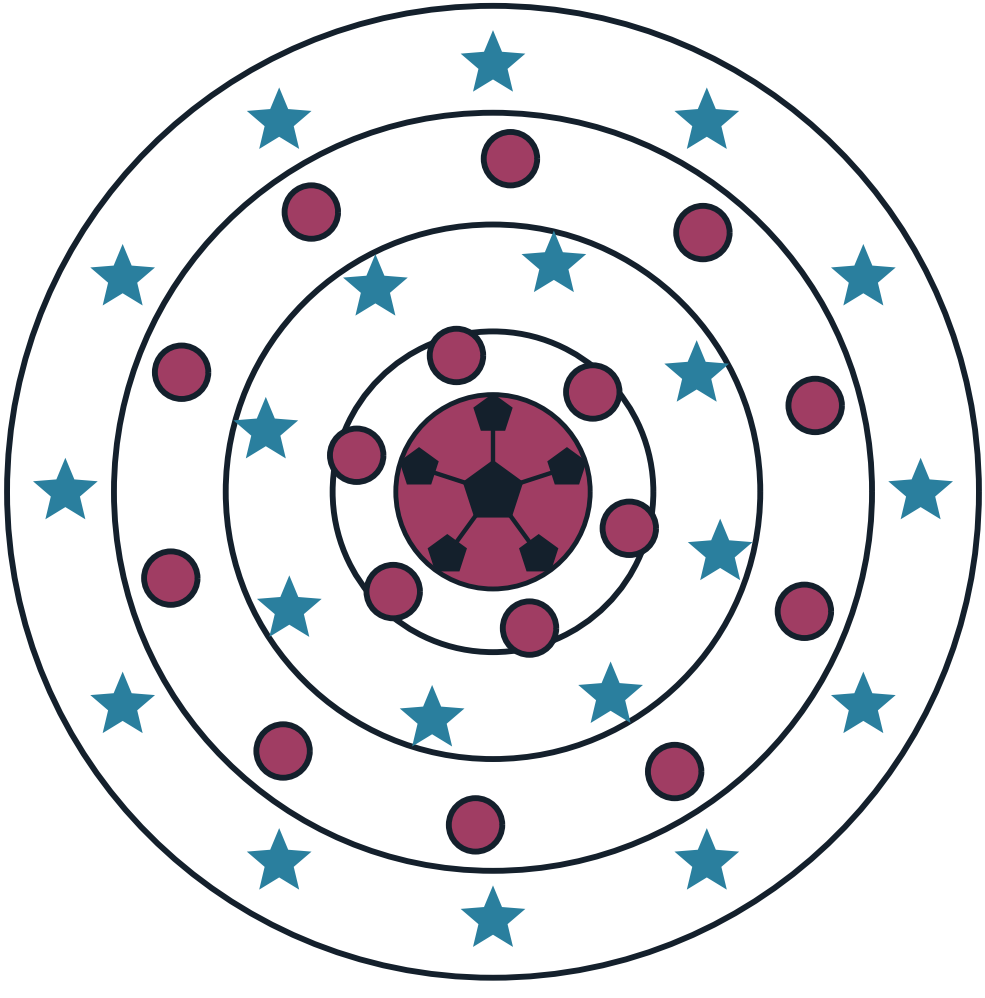
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: Firefighter Challenge League. Laws edition the site's rules file follows: Firefighter Challenge League Rules & Regulations (current rules guide, 2026). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Athletics (Track & Field)
- The Cartoon Book of Cycling
- The Cartoon Book of Swimming
- The Cartoon Book of Marathon and Road Running
- The Cartoon Book of Triathlon
- The Cartoon Book of Ultrarunning and Trail Racing
- The Athletics (Track & Field) Colouring Book
- The Cycling Colouring Book

My Notes

Firefighter Combat Challenge

The Cartoon Book of Firefighter Combat Challenge — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

