



Barrel (Keg) Push

Objective:

This event allows a team of four cadets to demonstrate nozzle control and teamwork by pushing a keg 100' around a barrel to the finish line.

Requirements:

- Equipment: 150' of 1 3/4" hose, a 1 1/2" fog nozzle and a full-size beer keg (approximately 24" tall and 17" wide).
- Teams can use their keg that meets specifications, but it must be presented prior to start of event for inspection and made available to all teams that compete.
- No modifications can be made to keg (holes, etc.).
- No cadet/explorer can participate in this event twice.
- Water will be supplied at around 65-70 P.S.I. at the pump panel or hydrant.
- All team members must wear structural helmet, gloves, and boots.

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Rules:

Four team members will start 25' behind the start/finish line. Nozzle person should check the nozzle for the desired pattern prior to the start of the event. The keg can be placed in any position as long as it is behind the start/finish line. When the “GO” command is given by the judge, the team will proceed toward the nozzle and hose. The nozzle person shall push the keg with a water stream from the start/finish line. The nozzle person can adjust the nozzle pattern at any time while pushing the keg. At no time during the event shall the keg be touched with anything but water with the exception of the turnaround barrel and start/finish markers. The nozzle person and the first backup are required to pass through the start/finish markers at the beginning of the event. Only the keg is required to pass through the finish markers to complete the event. Time stops when the keg passes completely past the markers at the finish line.

Penalties:

- Keg is touched with anything but water, except barrel used for turn around and start/finish markers (10 second for each infraction).
- If a barrel is knocked over, a judge is allowed to set it back up, up to two times (10 second penalty for each tip-up).
- Any unsafe action with the nozzle or by any team member (10 second penalty for each infraction).

Disqualifications:

- If keg goes outside boundaries of event field.
- If keg goes past finish line but not between two finish markers.



