



2026 DFW FIRE GAMES TEAM PACKET

Team Competition Guidelines

- Each team must be made up of four Participants as events are designed for four-member teams. Alternates are acceptable.
- Teams will determine their own team composition, although a team may not be composed of Participants from more than one organization.
- All competitors must be **at least 14 years old and not yet 21 years old** on the date of competition and must not be a certificated Structure Firefighter with the Texas Commission on Fire Protection (TCFP) or equivalent jurisdiction.
- Teams will be given the opportunity to compete in each of the events.
- Each event can only be attempted one time.
- At the sole discretion of the Event Coordinator, each team may have the opportunity to re-attempt 1 event of their choice with the best overall score being used for their final score. This is dependent on time remaining in the event once all teams have had the opportunity to complete each event at least one time, and the desired events all teams wish to re-attempt. If a re-attempt opportunity is granted, **all teams must be offered the same opportunity under the same conditions.**
- The competition will run from 8:00 am – 12:30 pm.
- All events are role-playing scenarios that will last no longer than 30 minutes.
- Generally, each event will include a briefing, the scenario, and a report phase and will conclude with a critique of the event.
- Competition registration will be processed on a first-come, first-serve basis. Space is limited for teams.
- Participants competing in team events should wear their uniforms and protective gear as detailed in the event descriptions.
- Any team with a dispute shall voice that concern immediately to the evaluator. The evaluator will then notify the event coordinator who will work with other advisors to come to a reasonable and fair conclusion.
- Remember to have fun!

Scoring and Awards

- Each event will be judged on an objective scale. See pages 3-17 for guidelines.
- Score results will remain confidential until after the conference-closing program, at which time the score sheets will be available to the post at a designated location.
- After the competition is scored, each team will earn points for each event they compete in.
- Total # of competitors in each event = total points for the winner
- 1 point less for each following place
- For example, if 10 teams compete in an event 1st place = 10 points, 2nd place = 9 points, 3rd place = 8 points, 4th place = 7 points, etc.
- The team with the overall highest score will be awarded overall first place followed by the next two highest scoring teams earning second and third overall.

Team Events

- There will be five team events, each judged by an evaluator with considerable expertise in the respective event subject. The events will be as follows:
 1. EMS Event, 2. Bunker Gear/SCBA Relay, 3. Room Search, 4. Make & Break, 5. Firefighter Combat Challenge Relay

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EVENT DESCRIPTIONS

1. EMS Event

This realistic scenario will start with a scene size up and hazard assessment then move to patient triage and treatment, and finish with movement of the patients away from the incident.

2. Bunker Gear/SCBA Relay

Participants will demonstrate prompt, efficient donning of full PPE, including SCBA, and movement through the course.

3. Room Search

Participants will demonstrate the rescue of a trapped victim from a simulated structure fire by performing a systematic search under no-visibility conditions, locating and removing the victim from the hazard area.

4. Make & Break

Participants will make and break the couplings of 150' of attack line (1 ¾") from the hydrant to the nozzle as safely and quickly as possible. This event will be run as a team and judged as a team.

5. Firefighter Combat Challenge Relay

Participants will take part in a four-person relay race involving taking a hose bundle up the stairs, hoisting, forcible entry techniques, and a charged line drag. This event is timed and scored on proper skills and teamwork.

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1. EMS Event

Team Name: _____

Team Members: 1. _____

2. _____

3. _____

4. _____

Required equipment: one vehicle, one live patient, one rescue dummy, BSI (gloves, glasses), backboard, c-collars, BLS medical bag, tourniquets, rolled gauze, folded gauze, triangular bandages, splint material, BVM, pens, stopwatch, clipboard, score sheets

Team provided equipment: Full set of bunker gear without SCBA, mask, and flash hood for each team member. If the team has a BLS bag they prefer to use it will be checked by the evaluator before use in the event.

Objective: This realistic scenario will start with a scene size up and hazard assessment then move to patient triage, treatment and finish with movement of the patients away from the incident.

Evolution: The team will designate a team leader. A dispatch and scenario will be given to the team. On the word "GO" from the evaluator time will start and the team will begin. The team leader will need to communicate actions to his/her team and verbalize a scene size up, hazards assessment, and mitigation to the evaluator. The team leader will also need to verbalize the need for additional resources and what PPE is appropriate for this incident and that all team members have appropriate PPE. The team will triage all patients and provide medical treatment within the team's capabilities. The team will move the patients to a designated staging location for transport. Once the patients are staged a team member or team members will give a short report on each patient to the transport unit (Evaluator), after the report, the time will stop and evolution will end.

Remember: Safety, Communication, and Teamwork are the key elements of this competition.

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EMS EVENT SCORE SHEET

Team Name: _____

Evaluator: _____

Skill Step	Type	Pass (X)	Penalty	Penalty Time
1	Team arrives on scene, verbalizes full scene size-up and performs a hazard assessment.		+1:00 minute	
2	Team verbalizes PPE needs and need for additional resources. BSI in place.		+:05 seconds	
3	Team mitigates any hazards present.		+:10 seconds	
4	Patient one is triaged and categorized correctly		+:30 seconds	
5	Patient two is triaged and categorized correctly		+:30 seconds	
6	Team practices good communication and demonstrates good teamwork throughout the event.		+:30 seconds	
7	Patient one treated correctly.		+1:00 minute	
8	Patient two treated correctly.		+1:00 minute	
9	Verbalize transport priority for each patient.		+:10 seconds	
10	Transport patients to ambulance staging in a safe manner.		+2:00 minutes	
11	Did not create any additional harm to patients.		+5:00 minutes	
12	Provided report to transport unit (Evaluator) on each patient.		+1:00 minute	
13	Conducted operation in a safe manner for responders.		+2:00 minutes	
14	Rank the quality of CPR(1-5) 1 being poor and 5 being excellent		5 – 0:00 seconds 4 – 0:30 seconds 3 – 1:00 minute 2 – 1:30 minutes 1 – 2:00 minutes	
15	Any action identified as unsafe by the judge		+2:00 minutes	

Total (timed to one hundredth of a second):

Time: _____ **Penalties:** _____ **Total Time:** ____:____.____

Total Team Time		
_____	_____	_____
Mins	Secs	100 th -Secs

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EMS EVENT EVALUATOR NOTES

Dispatch notes (read out loud to team): Your team is a 4-person Basic Life Support engine company. You have been dispatched to a Motor Vehicle Accident 3 minutes from your station. The reporting party states a car has run off the road and hit an electric pole. You are responding with an ALS ambulance that is 30 minutes away.

Upon arrival: One 4 door vehicle is found resting on all 4 wheels off to the side of a 4-lane roadway. The electric pole has moderate intrusion into the engine compartment. The electric wires are still intact on the pole. Pole appears to not have been affected. A moderate amount of motor fluids appears to be pooled and, in some places, moving from underneath the vehicle. Two patients are noted in the passenger compartment of the vehicle. Airbags did not deploy.

Patient 1, driver: 18 - year-old female, restrained by seatbelt. Patient is conscious and alert but screaming for help. Patient has an obviously deformed lower left leg. Patient also has a deep laceration just above the right knee that is profusely bleeding bright red blood. Patient is trying to hold pressure.

Patient. 2, passenger: 30 - year-old male (rescue dummy), restrained by seat belt. Found slumped over dashboard. No pulse, not breathing. No other significant injuries noted.

(End of scenario readout)

(Team leader should be voicing a scene size up, hazard assessment and mitigation to the Evaluator).

Treatment for Patient 1: Team should be able to triage this patient as red. A tourniquet should be used on the right leg immediately. Patient screams in pain when tourniquet is applied, bleeding stops if applied correctly. If tourniquet is not applied correctly patient continues to bleed until loss of consciousness occurs. If not noticed and fixed, the patient has no pulse. Patient is moved out of the vehicle and to transport staging. Further treatment includes full assessment for any other injuries. None will be found. The left leg should be splinted. Return to right leg for reassessment of tourniquet and bandage the wound. It will be preferred to do a primary and secondary trauma survey of this patient - (DCAPBTLS). Also assessing Pulse, Motor and Sensation when splinting the right leg.

Treatment for Patient 2: Team should be able to triage this pt. and categorize as black/blue. Patient will be pulled from vehicle and placed on back board for movement. CPR will be started with BVM ventilations. AHA approved methods will be used. Be checking for depth (2 inches), rate (100-120), ratio (30 compressions to 2 breaths), and adequate ventilation (chest rise and fall, 1 breath over 1 second). Change rescuers giving compressions at 5 cycles or when needed

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to continue high quality CPR. Patient will be moved to transport staging. Once patient is in transport staging the evaluator will observe and rate 2 complete cycles of CPR. The evaluator will rate the quality of CPR on a scale of 1-5 with 1 being poor and 5 being excellent that rates the CPR performed on Patient 2 throughout the evolution. CPR will continue until team member reports to transport unit (Evaluator).

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2. BUNKER GEAR AND SCBA RELAY

Team Name: _____

Team Members: 1. _____

2. _____

3. _____

4. _____

Required Equipment: Score sheets, clipboard, pen, stopwatch, tarp, (3) orange cones (placed in a straight line, perpendicular to the start line) 8 feet apart. 4 additional cones to mark starting locations.

Required Participant Personal Equipment: Structural firefighting helmet, hood, coat, pants, boots, and gloves. Self-Contained Breathing Apparatus with appropriately sized mask.

Objective: To demonstrate prompt, efficient donning of full PPE, including SCBA.

Evolution: Each participant will place their firefighting gear in a state of readiness to their liking at the staging line. The participants will then stand at a cone placed 8 feet back from the staging line. The participants will be in station wear including boots or shoes. When the evaluator says "Go" the first participant will fast walk to their gear, remove their shoes and begin to don the PPE ensemble. Once the ensemble is fully donned and the participant is breathing air, the participant will move through the cones in a serpentine pattern with a fast walk and back through the cones in a serpentine pattern through the staging line and back to their team to tag the next participant. Participants shall not run. Running is defined as both feet leaving the ground simultaneously. Once tagged the next participant will follow the same process as the first participant until all four team members have completed their individual legs.

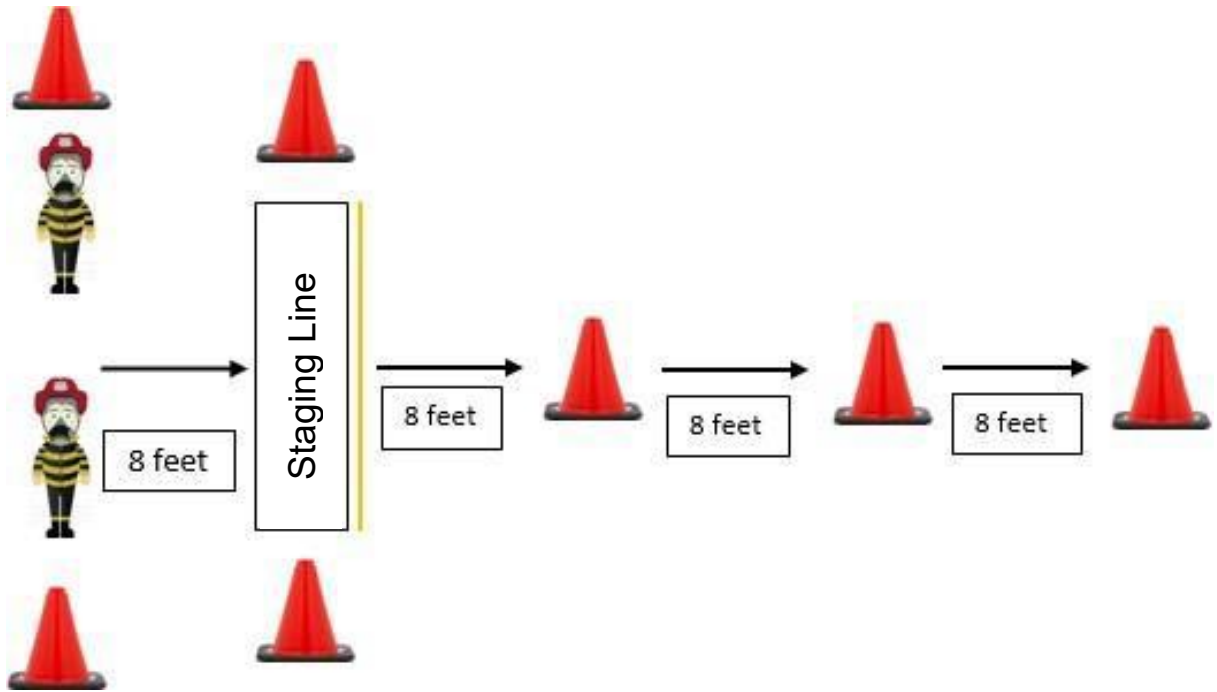
One or more SCBA's may be used as long as the team has practiced how the SCBA will be moved after each participants use, and each participant starts with an SCBA that has its PASS Device inactive. SCBA's will be provided; however, Teams may bring their own SCBA's if desired. SCBA's must have an integrated PASS device that can't be deactivated until the Cylinder is turned off and the air is bled from the line.

Rules: Time will begin when the evaluator says "Go" for the first participant. Time will end when the last participant meets back with the team. This event will be scored individually for attention to detail and thoroughness and as a team for time.

Remember: Safety, Communication, and Teamwork are the key elements of this competition.

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Example of Set-up for Bunker Gear Relay.



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BUNKER GEAR RELAY SCORE SHEET

Team Name: _____

Evaluator: _____

Penalties:

1. Starting with SCBA not fully off and PASS device deactivated
2. Failure to announce cylinder gauge pressure
3. Failure to announce PASS device is active
4. Cylinder valve not fully opened
5. SCBA not properly positioned on back
6. Waist strap not connected
7. Failure to tighten facepiece straps
8. Did not check for seal of mask
9. Chin strap not tightened
10. Any exposure of bare skin
11. Any Coat or pant fasteners not fastened (snaps, buckles, Velcro, or zipper) (5 sec. per part)
12. Did not don one or more parts of the PPE ensemble (5 sec. per part)
13. Proceeding past staging line before all equipment is donned

Each penalty listed above will add an additional 5 seconds to the individual's time. Participants who fail to bring full PPE to event or can't compete their leg for any reason will receive an automatic individual time of 10 minutes.

Participant Name	Participant Time	1	2	3	4	5	6	7	8	9	10	11	12	13	Total Penalty Time	Total Individual Time

Total (timed to one hundredth of a second):

Time: _____ Penalties: _____ Total Time: __:____.____

Mins Secs 100th -Sec

Total Team Time

____:____.____

Mins Secs 100th -Secs

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3. ROOM SEARCH

Team Name: _____

Team Members: 1. _____

2. _____

3. _____

4. _____

Required Equipment: Score sheets, clipboard, pen, stopwatch, battle lantern, *search room, *search room props, *Rescue Randy, *training smoke and/or blackout masks (Items marked with an * will be provided by the Muster host)

Required Participant Personal Equipment: Firefighting Structural Helmet, Bunking Coat, Bunking Pants, Bunking Pants Suspenders, Bunking Boots, Structural Firefighting Gloves, SCBA with air cylinder above 4000 psi, SCBA Facepiece, Flash Hood. Evaluators may verify cylinder pressure prior to the start of the evolution. Teams starting with less than 4000 psi may be required to change cylinders.

Objective: To demonstrate rescue of a trapped victim from a simulated structure fire by performing a systematic search under no-visibility conditions, locating, and removing the victim from the hazard area.

Evolution: Team will gather near the entrance to the search room and identify the team leader to evaluator. Evaluator will inform team that their company has been assigned by the IC to perform a search of the room for a known victim. Team will don their masks and be on air. Evaluator will ask the team leader if team is "Ready". When team is ready, evaluator will say "Go". Team will check heat condition by feeling the door prior to opening it and entering the search room. Team leader will advise team members how search is to be conducted. Team leader will verbally announce when the victim has been found. Team members will utilize whatever drags/carries necessary to remove victim to the exterior of the search room.

Rules: Time will begin when the door to the search room is opened. Time will end when the victim has been removed and the last team member has exited the search room. Team will immediately exit the search room upon activation of a low air warning alarm. The maximum time allowed for this event will be 20 minutes. This event will be scored as a team only.

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ROOM SEARCH SCORE SHEET

Team Name: _____

Evaluator: _____

Skill Step	Type	Pass (X)	Penalty	Penalty Time
1	Missing any piece of PPE (per occurrence - further referred to as P.O.)		+:60 seconds	
2	Unnoticed loss of team member by team leader (P.O.)		+:30 seconds	
3	Activation of low air warning alarm (P.O.)		+:30 seconds	
4	Failure to check heat condition prior to opening search room door		+:05 seconds	
5	Failure of team leader to advise team how search will be conducted		+:15 seconds	
6	Participant standing up completely during evolution (P.O.) <i>*crouching is allowed</i>		+:15 seconds	
7	Failure of team leader to announce when victim is located		+:30 seconds	
8	Removal of any piece of PPE during evolution (P.O.)		+2:00 minutes	
9	Any action identified as unsafe by the judge (P.O.)		+2:00 minutes	
10	Failure to remove victim from room will automatically score a team time of 25 minutes.		+25:00 minutes	

Total (timed to one hundredth of a second):

Time: _____ Penalties: _____

Total Time: _____:_____._____
Mins Secs 100th-Secs

Total Team Time		
_____:	_____.	_____
Mins	Secs	100 th -Secs

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4. MAKE and BREAK

Team Name: _____

Team Members: 1. _____

2. _____

3. _____

4. _____

Required Drill Equipment: (3) 50' Sections of 1 ¾" Hose, Hydrant, 2 Traffic Cones, (1) 1 ¾" Nozzle, Stopwatch, Clipboard, Score sheets

Required Participant Personal Equipment: Structural firefighting helmet, pants, boots and gloves

Objective: To make and break the couplings of 150' of attack line (1 ¾") from the hydrant to the nozzle as safely and quickly as possible and to utilize proper fire streams and nozzle control to complete an objective.

Evolution: The evolution will be performed while wearing the required PPE. Three sections of 1 ¾" hose will be accordion loaded and uncoupled by the hydrant with a nozzle. A gated-wye valve will already be on the hydrant with the water on. Time will start when the evaluator says "GO". All 4 members of the team will simultaneously perform their part of the evolution as practiced to complete the objective. All sections of hose will be pulled out and coupled and the nozzle attached as safely, efficiently and effectively as possible before water is supplied to the line. Participants must inspect hose couplings and call out "gasket" before making connections. The first section of hose will be connected to the gated wye and the other two sections will be connected to each other in proper fashion and hand tightened. When all the connections are made, nozzle is connected, and all three hose team members are at the nozzle, the team will call for water from the supply member. The team will now utilize proper hose movement techniques and nozzle control to knock over the cone in front of them. Once the cone is on its side, the team will call for the water to be shut down. The pressure must be bled from the hose and the team will proceed back through the course and break all the couplings they made. The nozzle must be brought to the hydrant and the hose coupling ends must be folded over on the hose.

Time will stop when all team members return to the starting point. A cone will be placed 145 feet from the hydrant. The nozzle must not be past that cone before water is flowing. Once water is flowing the team can advance the charged line forward the rest of the length of hose if necessary to facilitate completing the objective. The objective is to knock a cone over that is 25 feet past the 145 feet cone.

Rules: The team will start the competition at the team's discretion either beside or behind the hydrant, but no member can be in front of the hydrant. Time will start when the evaluator gives the command "GO". Time will end when the last member on the field reaches the starting point. Penalty time will be added for safety violations (no running allowed) or other listed penalties. Running is defined as both feet leaving the ground simultaneously.

Remember: Safety, Communication, and Teamwork are the key elements of this competition.

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Example of set-up for Make and Break.



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MAKE AND BREAK SCORE SHEET

Team Name: _____

Evaluator: _____

Skill Step	Type	Pass (X)	Penalty	Penalty Time
1	Missing any piece of PPE		+:10 seconds	
2	Failure to maintain effective control of the hose when charged (it gets loose)		+:30 seconds	
3	Supplying hose with water before three hose team members are safely holding the hose at the nozzle end		+:10 seconds	
4	Failure to fold couplings to rest over hose		+:05 seconds	
5	Failure to check and call "gasket" before attaching hose or nozzle		+:05 seconds	
6	Couplings not hand tight (coupling leaks <u>significantly</u> or busts when charged)		+:10 seconds	
7	Poor teamwork or communication		+:05 seconds	
8	Supplying water to hose with nozzle past the 145-foot cone		+1:00 minute	
9	Running during evolution		+:20 seconds	
10	Any other action not otherwise specified that is identified as unsafe by the evaluator		+:10 seconds	
11	Failure to knock down final cone		+10:00 minutes	

Total (timed to one hundredth of a second):

Time: _____ Penalties: _____

Total Time: _____:_____._____
 Mins Secs 100th-Secs

Total Team Time		
_____	_____	_____
Mins	Secs	100 th -Secs

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5. FIREFIGHTER COMBAT CHALLENGE RELAY

Team Name: _____

Team Members: 1. _____

2. _____

3. _____

4. _____

Required Equipment: Score sheets, clipboard, pen, stopwatch, spray paint, (9) orange cones, 50' section of 2 ½" hose, 200' of 1 ¾" hose, (2) 1 ¾" nozzles, gated wye, hydrant wrench, 50' utility rope, body loop, relay baton, Keiser Sled, helmet and gloves (each evaluator)

Required Participant Personal Equipment: Firefighting Structural Helmet, Bunking Coat, Bunking Pants, Suspenders, Bunking Boots, and Structural Firefighting Gloves

Objective: To complete a 'firefighter combat challenge' type event, in relay format, with each member of a four-person company being responsible for a separate leg of the relay.

Evolution: Evaluator will explain course layout in detail to team. Team will have 1 minute to assign members to each leg of relay and get in position.

Leg 1 - Hose bundle up stairs: Participant 1 will stand behind start line, in possession of relay baton. Evaluator will verify that all participants are ready then will say "Go". Participant 1 will pick up and shoulder load the 1 ¾" hose bundle at their feet. Participant 1 will proceed to the third floor (touching each step), drop the hose bundle and pass the baton to Participant 2.

Leg 2 - Hoisting: Participant 1 will grasp the body loop already in place around Participant 2's waist. Participant 2 will then hoist the 1 ¾" roll of hose until it is through the window (or over the balcony) of the third floor, and set it down. Participant 2 will proceed out of the tower to the 'Forcible Entry' leg of the relay touching every step on the way down and pass baton to Participant 3.

Leg 3 - Forcible Entry: Participant 3 will be positioned on the diamond plate surface of the Keiser FORCE Machine. Participant will use the 9-lb dead-blow sledgehammer to drive the sled past the first set of numbers. Pushing, raking, or hooking the beam is not allowed; only the mallet's head can strike the beam. The handle must not come in contact with the beam at any time. A five second penalty will be assessed for each handle strike after the first. Once the sled has passed the first set of numbers, Participant 3 will make their way to the 'charged 1 ¾"' leg and pass the baton to Participant 4.

Leg 4 - Charged hose line drag: Participant 4 will pick up the nozzle of the charged hose line at their feet and advance the line to the 'operating area'. Participant 4 will stand between the 'operating area' cones, open the nozzle and direct the stream at the 'fire' cone until it is repositioned outside of its marked square.

Rules: Time will begin when the evaluator says "Go". Participants must be in possession of the baton before beginning their leg of the relay. Time will end when the 'fire' cone has been moved completely outside of its marked square. This event will be scored as a team only.

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Equipment Specifications:

- 50' Section of 2 ½" hose – No longer than 25', double rolled from coupling end
- 200' 1 ¾" hose - 100' w/ nozzle attached, bundled tightly with three straps -and-
- 100' w/ nozzle attached, charged from hydrant using gated wye
- Gated wye – 2 ½" to 1 ½"
- Body loop – Minimum 5' looped webbing, double stitched, to be used for safety
- Relay Baton – 1' long, 1 ½" diameter, wooden dowel, wrapped end to end with red tape

Setting up the Course:

Hose Bundle Leg: The tower entrance being used will be designated as 'side A'. A cone will be placed approximately ten feet in front of the entrance to indicate the start line. 1 ¾" hose bundle will be placed with its midpoint directly to the left of the cone (when facing side A). 2" waterproof medical tape will be used to mark a large box inside the third floor room or on the third floor landing to indicate where the hose bundle is to be set down.



Equipment Hoist Leg:

The hose will be rolled and attached to 50' utility rope. It will be positioned on the ground outside of the tower, centered to the third floor window or balcony. The other end of the rope will be secured inside the third floor of the tower. The body loop will be placed on the ground inside the tower, near the third floor window or balcony. When participant reports to this leg of the relay, an advisor will assist with donning.



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Setting up the Course (Continued):

Forcible Entry Leg:

Fig. A

The Keiser Sled will be positioned with sled at the edge of the tray. Participant 3 will be positioned with feet straddling the sled on the diamond plated surface. The dead-blow sledgehammer will be leaned against the sled vertically.

Fig. B

This is where the sled should be to complete this leg.

Fig. A



Fig. B



Charged 1 3/4" Leg:

The gated wye will be attached to a hydrant near the tower. The 1 3/4" hose line will be attached to the gated wye and fully extended, straight out from the hydrant, and charged. Two cones will be placed, 3' apart, approximately 2' behind the extended position of the nozzle. The hose line will be brought back parallel to itself with the nozzle placed next to the hydrant. A cone will be placed approximately 20' in front of the 2 'operating area' cones. A box will be painted, with spray paint, around the base of the cone. * For this leg of the relay, an advisor MUST be stationed at the gated wye, prepared to shut it off should the participant lose control of the line during the evolution.



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FIREFIGHTER COMBAT CHALLENGE RELAY SCORE SHEET

Team Name: _____

Evaluator: _____

Skill Step	Type	Pass (X)	Penalty	Penalty Time
1	Missing any PPE (per occurrence - further referred to as P.O.)		+:60 seconds	
2	Running during evolution/skipping steps in tower (P.O.)		+:15 seconds	
3	Striking handle of sledgehammer against sled (P.O. after first strike)		+:05 seconds	
4	Pushing, raking, or hooking the Beam (P.O.)		+1:00 minute	
5	Starting/finishing a leg without relay baton (P.O.)		+:15 seconds	
6	Any action identified as unsafe by the judge (P.O.)		+2:00 minutes	

Total (timed to one hundredth of a second):

Time: _____ Penalties: _____

Total Time: _____:_____._____
 Mins Secs 100th-Secs

Total Team Time		
_____	_____	_____
Mins	Secs	100 th -Secs