

The Leonardtown Volunteer Fire Department (LVFD) is proud to announce that we will be hosting the 79th Annual Southern Maryland Volunteer Firemen's Association (SMVFA) Convention. The convention will be held on April 26-27, 2025, at the Leonardtown Volunteer Fire Department. We are hosting this event as our Lifetime Member & Past Chief Thomas A. Mattingly Jr., will be installed as the President of the SMVFA. Enclosed you will find the details for this year's events.

The Memorial Service will be held at St. Mary's Ryken High School. The meeting and dinner will follow the Memorial Service at the LVFD. On the day of the parade, apparatus registration will be at the St. Mary's Ryken High School main parking lot. The Reviewing Stand will be in front of the Leonardtown Vol. Fire Department, 22733 Lawerence Ave. This is where spectators can begin gathering and lining the sides of the streets in Leonardtown along the parade route. After units pass the Reviewing Stand, they are to continue down Lawerence Ave and turn right onto Route 5 and proceed to the St. Mary's County Fairgrounds where festivities following the parade will be held.

Each department must send completed RSVP forms, parade and contest registrations to Convention2025@smvfa.net no later than April 14, 2025. Ads for the convention book must be received by March 4, 2025, to allow time for design and printing.

If you have any questions, please do not hesitate to contact me via email at Convention2025@smvfa.net or at 301-904-4688. We look forward to a very successful, funfilled convention and hope to see you all there!

Respectfully,

Kevin Mattingly

2025 Convention Chairman 301-904-4688 Convention2025@smvfa.net



As part of the event, we will be publishing a Convention Book to outline all the activities of the weekend and the history of the SMVFA. We are seeking advertisers who would like to promote their business or organization in this program. The money raised from the sale of the ads will be used to offset the convention costs. All SMVFA members are encouraged to support the businesses that advertise in the book. The book will be available in print and electronic format.

The Convention Book is a great tool to reach many people in the Southern Maryland Region. The annual convention brings representatives from all the fire and rescue departments/squads in Southern Maryland and many other neighboring departments. The book will be distributed to all attendees. The Convention Book is a great forum to advertise your business, share an important event or message from your department/squad, and post coupons to generate business.

Advertising in the book is very affordable. Businesses and organizations can purchase ads, ranging in size from a full page ($8\frac{1}{2}$ " x 11") to 1/8 page (business card size). The space can be used to advertise a business, share an important event sponsored by your organization, or share a message to or from individuals of a department/squad.

Please consider purchasing an ad in this year's Convention Book. Cost for individual ads are as follows:

FULL COLOR AD

Full Page	\$200.00	Full Page	\$250.00
½ Page	\$150.00	½ Page	\$200.00
⅓ Page	\$100.00	⅓ Page	\$125.00
⅓ Page	\$75.00	⅓ Page	\$100.00

BLACK & WHITE AD



Please complete the enclosed form and email to Convention2025@smvfa.net to place your ad in the Convention Book. This registration form also can be downloaded from our website. Include a high-resolution file of your ad or business card. Checks made payable to "LVFD," are to be sent to the address below. All monies received will be used to offset the cost of this year's convention. The deadline for submissions is March 17, 2025. Once your ad and payment are received, a confirmation will be sent. If you have any questions, contact Kevin Mattingly at 301-904-4688 or via email at Convention2025@smvfa.net. Your support is greatly appreciated!

BUSINESS/ORGANIZATION			
Contact Person:	Mailing Addres	ss:	
Phone Number:	Email Address:		
Size of ad being purchased (plea	se clearly indicate black & w	hite or color)	
Black & White ☐ Full page (\$200)	Color □ Full page (\$250)	Approximate Size 8-1/2" x 11"	
□ ½ page (\$150)	□ ½ page (\$200)	4-1/4" x 5-1/2"	
□ ¼ page (\$100)	□ ¼ page (\$125)	2-1/8" x 5-1/2"	
□ 1/8 page (\$75)	□ ⅓ page (\$100)	Business card	
AD INFORMATION (Email to Co	nvention2025@smvfa.net)		
Ad layout - files must beformat Business card (highPlease contact me about	gh-resolution file of business	•	
Make checks payable to: I VFD			

MAILING ADDRESS:

Leonardtown Volunteer Fire Department Attn: SMVFA Convention (Kevin Mattingly) P.O. Box 50

Leonardtown MD 20650



Schedule of Events Saturday April 26, 2025

EVENT	TIME	LOCATION
Joint Memorial Service	1:00 pm	Ryken High School
Memorial Refreshments	3:00 pm	Ryken High School
Social Event (Appetizers)	4:00 pm	LVFD
Dinner	5:00 pm	LVFD
Meeting	Following Dinner	LVFD

Sunday April 27, 2025

EVENT	TIME	LOCATION
Parade Registration	10:00 – 11:30 am	Ryken High School
Parade	12:00 pm	Ryken High School
Contests/Activities	Following Parade	St Mary's County Fairgrounds
Awards	Following Contests	St Mary's County Fairgrounds



RSVP Form

Please return this form no later than April 14, 2025, to Convention 2025@smvfa.net.

Or mail to:

Leonardtown Volunteer Fire Department Attn: SMVFA Convention (Kevin Mattingly) P.O. Box 50 Leonardtown MD 20650

Depar	rtment/Squad Name:
\	Will be attending the Memorial Service, Saturday, April 26,2025.
	Number of guests attending:
\	Will be attending the Dinner and Meeting, Saturday, April 26,2025.
	Number of guests attending:
\	Will be participating in the parade, Sunday, April 27,2025.
\	We regret that we will not be able to attend any of the 2025 Convention functions.
NOTE	: If this form is not returned, seating cannot be guaranteed.

Please contact Kevin Mattingly for information and questions regarding any of these three events. Phone/Text: 301-904-4688 and/or email: convention2025@smvfa.net



Parade Information (map included)

Sunday April 27, 2025 12:00 p.m.

Registration Location

Ryken High School 22600 Camp Calvert Road Leonardtown, MD 20650

Registration Times

10:00 a.m. – 11:30 a.m. (Parade starts at 12:00 p.m., rain or shine)

Please send only one representative from your department/squad for registration check in. All apparatus must be present and ready to be staged prior to check in.

Parade Route

Apparatus will be staged/lined up at Ryken High School main parking lot.

The parade route will be Fenwick Street through Town Right on Lawerence Ave. The Reviewing Stand will be in front of the Leonardtown fire house end of parade will be just past the firehouse. All units will proceed down Lawerence Ave to Route 5 to St Mary's Fair grounds.

All maps, registration cards, and information related to the parade will be available at the registration check-in table. Registration check-in will be held at Ryken High School main parking lot. All departments/squads must check in at the registration table even if you registered online.



79th Annual Southern Maryland Volunteer Firemen's Association (SMVFA) Convention

Awards

A list of trophies being awarded is included in this packet. The list will also be available at the registration table.

Parade Rules

Registration check-in will be from 10:00 – 11:30 a.m. on Sunday, April 27, 2025, at Ryken High School main parking lot. All departments/squads must check in at the registration table even if you registered online.

All apparatus must be present for the participating department/squad to register/check in for the parade. Your position in line of the parade will be based on the order of registration except for the SMVFA Officer's departments/squads, which will lead the parade.

The parade will begin promptly at 12:00 p.m., rain or shine.

Leonardtown Volunteer Fire Department staff will be located along the staging route to assist with lining up units and to control the pace of units entering the parade line.

There will be Leonardtown Volunteer Fire Department staff located before the Reviewing Stand to assist with the pace of units as they pass in front of the stand. **There will be no stopping in front of the Reviewing Stand**.

The sounding of sirens and/or air horns will result in automatic disqualification.

At the discretion of the judges, there may be compartment spot checks at any time to check the organization of the vehicle.

The judges' decisions are final.



Parade Registration

Paraue Negisti	ation
Department Name:	
Company Number:	
County:	
State:	
Total number of miles traveled:	
Total number of members participating in parade: Check all that apply: Aerial Device ATV/UTV Auxiliary	Ambulance Auxiliary Rapid Responder
Brush Unit	Rescue Boat
Little Fire Ambassador (2-8 years) Fire Ambassador (9-11 years) Cadets (12-15 years old)	Other
Command/Utility Vehicle	Antique Vehicle – Non-Fire Dept
Engine (1250 GPM/less / 1500 GPM/more	Commercial Unit – Non-Fire Dept
Fire Boat, 250 GPM	Honor Guard
Fire Prevention Entry Fire Truck (25+ years, In Service)	Marching Unit
Fire Truck (25+ years, Out of Service)	
Honor Guard	
Junior Fire Chief	
Mascot	
Pumper Tanker	
Rescue Engine	
Special Unit	
Squad	
Tanker	
Other	



Type of Vehicle/Unit (Engine, Tanker, Ambulance etc.)	Unit Number	Year	Make/Model	GPM

Name (Cadet/Fire Ambassador)	Age	Title



Awards

Best Appearing Company Overall (3 pieces or more)

Best Appearing Company in the Association (3 pieces or more)

2nd Best Appearing Company in the Association (3 pieces or more)

Best Appearing Company out of the Association (2 pieces or more)

2nd Best Appearing Company out of the Association (2 pieces or - more)

Best Appearing Marching Unit

2nd Best Appearing Marching Unit

Best Appearing Rescue Boat

2nd Best Appearing Rescue Boat

Best Appearing Engine (1500 GPM or more)

2nd Best Appearing Engine (1500 GPM or more)

Best Appearing Engine (1250 GPM or less)

2nd Best Appearing Engine (1250 GPM or less)

Best Appearing Aerial Device

2nd Best Appearing Aerial Device

Best Appearing Squad

2nd Best Appearing Squad

Best Appearing Tanker

2nd Best Appearing Tanker

Best Appearing Pumper/Tanker

2nd Best Appearing Pumper/Tanker

Best Appearing Rescue Engine

2nd Best Appearing Rescue Engine

Best Appearing Brush Unit

2nd Best Appearing Brush Unit

Best Appearing ATV/UTV

2nd Best Appearing ATV/UTV

Best Appearing Command Unit/Utility

2nd Best Appearing Command Unit/Utility

Best Appearing Special Unit

2nd Best Appearing Special Unit

Best Appearing Ambulance

2nd Best Appearing Ambulance

3rd Best Appearing Ambulance

Best Appearing Rapid Responder Unit

2nd Best Appearing Rapid Responder Unit



Awards (continued)

Best Appearing Fire Boat (250 GPM)

2nd Best Appearing Fire Boat (250 GPM)

Best Appearing Fire Truck, over 25 years old & In-Service

Best Appearing Fire Truck, over 25 years old & Out of Service

Best Appearing Antique Vehicle - Non-Fire Department

2nd Best Appearing Antique Vehicle - Non-Fire Department

Best Appearing Fire Prevention Entry

2nd Best Appearing Fire Prevention Entry

Best Appearing Fire Ambassador

2nd Best Appearing Fire Ambassador

Best Appearing Little Fire Ambassador

2nd Best Appearing Little Fire Ambassador

Best Appearing Auxiliary

Best Appearing Junior Fire Chief

2nd Best Appearing Junior Fire Chief

Best Appearing Mascot

Best Appearing Commercial Unit

2nd Best Appearing Commercial Unit

Company Coming the Longest Distance Company with the Most Uniformed Personnel Judges Award (Multiple)



Fire And EMS Contests

Battle of the Buckets
Bucket Brigade
Tug of War
EMS Contest
Fastest Dressed Obstacle Course
Extrication Challenge

Registration

Each department must send completed contest registration forms to Convention2025@smvfa.net no later than April 14, 2025. All departments/squads will need to check in at the check-in table at the St Mary's County Fairgrounds even if you registered online. Only one representative (captain) from each department/squad is needed to check in the team. The team captain will verify acknowledgement of the rules and regulations for contests indicating they have read and agree to the rules and regulations.

General Contest Rules

Unsportsmanlike conduct, including foul or abusive language, will not be tolerated. Failure to abide by this rule will result in disqualification.

ANY fighting during a contest will result in the disqualification of both teams.

Failure to comply with contest rules will be grounds for automatic disqualification. No contest judge will come from a participating department/squad.

Each team must have a designated team captain, who is responsible for having their team ready at the start of each contest. Team captains are also responsible for signing the rules and regulations and explaining the rules and regulations to team members.

Due to time constraints, departments/squads may be limited in the number of teams they can register for individual contests. If this affects a contest, it will be identified in the individual contest rules.



Contest Registration Form

Each department must send completed contest registration forms to Convention2025@smvfa.net no later than April 14, 2025. All departments/squads will need to check in at the check-in table at the ST Mary's Fairgrounds even if you registered online.

epartment/Squad Name:
epartment/Squad #:
ease circle each contest you wish to enter and fill in information for that contest.
attle of the Buckets
eam Captain:
am Member:
am Member:
eam Member:
am Member:
am Member:
am Member:
eam Member:



EMS Contest	
Team Captain:	
Team Member:	
Team Member:	
Fastest Dress Obstacle Course	
Team Captain:	
Team Member:	
(Only if Second Team is Registering)	
Team Captain:	
Team Member:	
Tug of War	
Team Captain:	
Team Member:	
Extrication Challenge	
Team Captain:	
Team Member:	



Battle of the Buckets

Each team is required to have three (3) players on the team (only one team per company/squad is permitted). One member of the team will be the team captain. The team captain is responsible for having their team ready for the start of the contest. Team captains will need to check in at the check-in table even if you registered online. Team captains must ensure all players understand and abide by the rules.

- Two poles spaced approximately 50' apart with a cable stretched between them, 15' above
 the ground, with a five-gallon capacity bucket attached to slide freely between the poles.
 The center of the cable is marked both on the cable and on the ground. This mark will serve
 as the starting point for each round.
- Each team will be supplied with an attack line consisting of 100' of 1¾" hose charged at 100 PSI, with identical nozzles with smooth bore tip.
- To start the contest, the bucket is placed in the center of the cable. Two opposing teams then pick a position behind each pole. Hose lines will be charged, nozzles will be opened, and the streams touched at bucket height. At the judge's signal, each team will attempt to push the bucket along the cable to their opponent's side. Touching the bucket to the pole will end the contest.
- Full protective equipment including helmet, coat, gloves, boots, and eye protection must be worn. Failure of any team member to wear protective equipment will result in the disqualification of the team.
- Deliberate wetting of judges, spectators, or other contestants will result in immediate disqualification.
- There will be a clear winner based upon the above criteria. This is not a timed event.
- No intoxicated persons will be allowed to participate. Intoxicated participants will be disqualified.

As team captain, I have read, understand, and will abide by the rules listed above. I have made all my team members aware of the rules.

Team Captain Signature:	
Printed Name:	
Team Department/Squad Name:	
Date:	



Bucket Brigade

Each team will consist of a maximum of six (6) members. One member of the team will be the team captain. The team captain is responsible for having their team ready for the start of the contest. Team captains will need to check in at the check-in table even if you registered online. Team captains must ensure all players understand and abide by the rules.

- o A target building will be provided with the following: A slanted roof to drain water into the gutter; the downspout will carry water into a drum; guttering to carry water to a downspout; drum will have a ball that floats inside. A source of water and buckets for hauling water will be provided. The water source will be approximately 25' from the throw line in the front of the building. The throw line will be approximately 6' from the front of the building. Teams will haul water from the source up to the throw line. It will then be thrown on the roof of the building. Player MUST NOT cross the throw line. When a player does cross the throw line, they will immediately incur a 10 second delay penalty. Only water that is LEGALLY thrown and passes through the gutter and downspout will be permitted to stay in the drum. POURING WATER INTO THE GUTTER IS NOT PERMITTED.
- The contest judge will give an audible signal to start the contest. The contest will begin as soon as the signal is sounded. The contest will end when the floating ball is washed by the water out of the drum.
- This event is timed. A stopwatch will be used to time the event. The stopwatch will be shown to the team captain at the beginning and end of the event. The fastest team that LEGALLY fills the drum with water and displaces the ball from the drum will be declared the winner.
- Boots and gloves must be worn by all contestants. Failure of any team member to wear required equipment will result in the disqualification of the team.
- No intoxicated persons will be allowed to participate. Intoxicated participants will be disqualified.

my team members aware of the rules.	,	,	
Team Captain Signature:			
Printed Name:			

As team captain, I have read, understand, and will abide by the rules listed above. I have made all

Date: _____

Team Department/Squad Name: _____



Tug of War

Teams shall consist of a maximum of six (6) players from any one participating company. The team captain will be responsible for having their team ready for the start of the contest. One member of the team will be the team captain. Team captains will need to check in at the checking table even if you registered online. Team captains must ensure all players understand and abide by the rules.

- A rope will be divided at the center with a marker; two additional markers of another color will be attached at points 10' in either direction from the center marker. The starting point will be marked on the ground and the contest will start with the center over the mark.
- o The anchor person may make one complete wrap around the waist but CANNOT tie off.
- The team who pulls the opposing teams' marker past the center start line first will be declared the winner.
- The contest judge will give an audible signal to start the contest and will give the same signal when the contest is ended.
- Running gear is optional; footwear will be street shoes, sneakers, or boots. No cleats or bare feet allowed.
 No intoxicated persons will be allowed to participate. Intoxicated participants will be disqualified.

As team captain, I have read, understand, and will abide by the rules listed above. I have made all my team members aware of the rules.

Team Captain Signature:	i
Printed Name:	i
Team Department/Squad Name:	
Date:	



EMS Contest

Each team will consist of a maximum of three (3) members. The team must contain two (2) members with a minimum certification of Maryland EMT-B. One (1) member will be the team captain. The team captain will be responsible for having their team ready for the start of the contest. Team captains will need to check in at the check-in table even if you registered online. Team captains must ensure all players understand and abide by the rules.

- Teams will use Basic Life Support (BLS) procedures, as described in the Brady Text and Maryland protocols during the scenarios. O Scenarios will start at the sound of the judge's whistle. The team will start in their ambulance. The scenario will end when the patient is placed in the ambulance and the back doors are shut. Time will be used as one of the factors in the judging of this contest.
- Standard company uniforms or coveralls must be worn by all team members. Failure to do so will result in disqualification of the team.
 Standard safety practices will be always used.
- No team waiting to start their assigned scenario will be allowed to view any team that precedes them during the completion of their scenario. Once a team has successfully completed their scenario, they will be permitted to view the remaining contestants.
- The scenario will be the same for each team. Every effort will be made to ensure the scenario is identical as possible for all teams.
- Teams will be judged on accurate patient assessment, proper treatment, and overall time taken to complete the scenario. ○ the decision of the judges will be final. There will be no appeal of the judge's decision. Penalties may be assessed by the judges. Penalties that may be incurred will be explained to participants prior to the start of the scenario.
- No contest judge will come from a participating department/squad.
- No intoxicated persons will be allowed to participate. Intoxicated participants will be disqualified.

As team captain, I have read, understand, and will abide by the rules listed above. I have made all my team members aware of the rules.

Team Captain Signature:	
Printed Name:	



Team Department/Squad:	
Date:	



Fastest Dressed Obstacle Course

Each team will consist of two (2) members. There will be a maximum of two (2) teams per Department/Squad. One (1) member will be the team captain. The team captain is responsible for having their team ready for the start of the contest. Team captains will need to check in at the check-in table even if you registered online. Team captains must ensure all players understand and abide by the rules.

Each team member must supply a full set of turnout gear (bunker pants, turnout coat, boots, helmet, gloves, SCBA face piece, and NOMEX hood.)

The following equipment will be supplied by the host company:

A bunk bed, cot, or chair, mannequin, SCBA, tarps, salvage covers (or similar as required), 8-12 tires, tables (or similar obstacles), which require the contestant to crawl on the ground. A series of areas will be established to accommodate each activity. The areas will run in a straight course.

- **AREA 1**: Contestant will start from the bed or chair. At the sound of the bell, the contestant will don bunker pants (completely) and proceed to AREA 2.
- **AREA 2**: Contestant will don (completely) turnout coat, gloves, SCBA face piece, NOMEX hood, and helmet; contestant will then proceed to AREA 3.
- **AREA 3**: Contestant will walk through a series of tires, to AREA 4.
- **AREA 4**: Contestant will advance a charged 13/4" line under a tarp up to the designated spot.
- **AREA 5**: Contestant must open the nozzle and knock down the target. Nozzle must be shut down completely before proceeding to AREA 6. THIS IS A SAFETY RULE AND MUST BE OBSERVED. Failure to comply will result in either a time penalty or disqualification of the team.
- **AREA 6**: Contestant must drag a mannequin and go through the designated window.

The gated wye valve is a safety position and will be manned by the host company, or designee, any time the supply line is charged. Prior to the start of each evolution, the attack line will be checked to ensure there is no air in the line. The attack line will be charged as the contestant nears the tires in AREA 3. The attack line will be shut down when the contestant has successfully closed the nozzle. The attack line will be shut down if the nozzle is dropped prior to successful closure.



Fastest Dressed Obstacle Course (continued)

Penalties may be assessed by the judges. The way the penalties may be incurred will be explained to participants prior to the start of the scenario.

No contest judge will come from a participating department/squad.

No intoxicated persons will be allowed to participate. Intoxicated participants will be disqualified.

As team captain, I have read, understand, and will abide by the rules listed above. I have made all my team members aware of the rules.

Team Captain Signature:		
Printed Name:	 _	
Team Department/Squad Name:	 _	
Date:		



Auto Extrication Contest Registration

Each department must send completed contest registration forms to Convention2025@smvfa.net no later than April 14, 2025. All departments/squads will need to check in at the check-in table at the St Mary's Fairgrounds even if you registered online. The game is **limited to the first 8 companies that register.** Only one representative (captain) from a department/squad is needed to register the team. The team captain will have to sign the rules and regulations for contestants indicating they have read and agreed to the rules and regulations.

Contest Rules

Contest open to all.

- Use of hydraulic tool systems (Hurst, Amkus, Lukas, etc.) will be limited and determined the day of the event.
- All squads/rescue engines must be able to run at least four (4) tools to enter.
- The max number of tools that will be allowed to run at one time will be four (4).
- All other tools will be on standby until one is freed up during the contest.
- Teams will consist of five (5) firefighters or rescue personnel which will include the apparatus driver (driver and four (4) members).
- Full protective gear will be required by all participants that will operate within the hot zone. The apparatus driver may elect not to wear protective gear if he/she remains outside of the hot zone. (Turnout coat and pants, helmet, gloves, and safety glasses)
- The officer in charge must report to the chief judge before the contest starts. The judge will
 inspect all participants for full protective clothing. If a participant is missing gear from rule
 number 4, your team may not start and a 30 second penalty will be added to your time. When
 full protective gear is on, the chief judge will clear your team to begin SAFETY FIRST.
- The apparatus will be positioned prior to the start with the engine off in road ready state. (Must engage PTOs and generators.)
- The starting line will be in the pre-staged apparatus. All crew members must be staged inside apparatus and will exit upon starting signal.



Auto Extrication Contest (continued)

- The chief judge will give the starting signal and the contest begins.
- · Teams will safely perform the following:
 - o Officer in charge will perform a circle check and notify a judge that the check is complete.
 - Stabilize vehicle with wheel chocks, step chocks, etc.
 - Remove valve stems or valve stem pins or deflate the tires using a tool. All glass must be broken out. Only the windshield may stay as part of the roof removal.
 - Mechanically force driver and passenger doors.
 Remove driver and passenger doors.
 - Remove entire roof. A, B or A, B, C post must be cut and completely separated from vehicle. No folding and/ or flapping of the roof.
 - o Perform a dash raise or lift. Both driver and passenger side must be pushed.
 - All debris must be in one area, determined by the team officer in charge (roof, doors, etc.).
- The officer in charge must notify the chief judge when complete. Time will stop.
- Penalties of 30 seconds each will be added to the time if any of the nine (9) operations are not performed. Rule nine (9) carries a maximum penalty of 4 minutes and 30 seconds.
- Any unsafe acts determined by the Chief Judge will also carry a 30 second penalty for each violation.
- You must envision there are two (2) victims, both a driver and a passenger, seated in the front of the vehicle. You must cover the two victims with a sheet and not violate their space. No EMS is required.



Auto Extrication Contest (continued)

As team captain, I have read, and reviewed the rules listed above with all contestants, and will abide by all rules for the contest.

Team Captain Signature:	
Printed Name:	
Team Department Name:	
Number of Tools:	
Date:	



Convention T-Shirts for Sale (\$20 each)

Convention Chairman: Kevin Mattingly 301-904-4688

Sizes Available: S / M / L / XL / 2XL / 3XL / 4XL

Department/Squad Name:

Name	Size	Quantity	Total \$