



CONSTRUCTING WATER CHUTES AND CATCHALLS



CANDIDATE NAME (Please Print)	DATE
CHARTER	CHARTER #

FIREFIGHTER I	PRACTICAL SKILL EVALUATION		
Primary Task	Constructing Water Chutes and Catchalls	JPR(s)	5.3.14
Reference Source	NFPA 1001 Standard, 2013 Edition	Skill No.	32-2
Candidate Instruction	The candidate, given the necessary equipment and an assistant, shall demonstrate the construction of a water chute and a catchall to control water.		State Maximum Allotted 10 minutes

PERFORMANCE STEPS	TEST 1		RETEST 2		RETEST 3	
WATER CHUTES	P	F	P	F	P	F
Positions salvage cover flat and opens with finished side down.	<input type="checkbox"/>					
Rolls edges equally from both sides until the width needed is determined (if pike poles are being used, the pike / hook ends are on same end of the cover).	<input type="checkbox"/>					
Flips cover over keeping folds in place, ensuring rolls do not come apart.	<input type="checkbox"/>					
Places chute in area where needed to direct water effectively.	<input type="checkbox"/>					

Firefighter must have at least 70% pass mark for each skill and perform all critical points (3/4 required). The charter training program may demonstrate and / or simulate this skill.	Score: ___ / 4
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NUMBER OF ATTEMPTS	TEST 1	RETEST 2	RETEST 3
SCORE	/ 4	/ 4	/ 4
TIME			
EVALUATOR COMMENTS			

PERFORMANCE STEPS	TEST 1		RETEST 2		RETEST 3	
	P	F	P	F	P	F
CATCHALLS						
Positions salvage cover flat and opens with finished side up at location needed.	<input type="checkbox"/>					
Rolls the sides of cover to the desired size of catchall (at least 3').	<input type="checkbox"/>					
Lays the ends of the side rolls over at a 90 degree angle to form the corners of the basin.	<input type="checkbox"/>					
Rolls each end inward and tucks them in tightly so they do not unroll.	<input type="checkbox"/>					
Flips catchall over to prevent corners from unrolling.	<input type="checkbox"/>					

Firefighter must have at least 70% pass mark for each skill and perform all critical points (3/4 required). The charter training program may demonstrate and / or simulate this skill.	Score: ___ / 5
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NUMBER OF ATTEMPTS	TEST 1	RETEST 2	RETEST 3
SCORE	/ 5	/ 5	/ 5
TIME			
EVALUATOR COMMENTS			

PRINT NAME FIRST EVALUATOR	CERT #	SKILL TEST DATE / /
SIGNATURE FIRST EVALUATOR X		Overall Skill Sheet Score <input type="checkbox"/> Pass <input type="checkbox"/> Fail
PRINT NAME SECOND EVALUATOR	CERT #	SKILL TEST DATE / /
SIGNATURE SECOND EVALUATOR X		Overall Skill Sheet Score <input type="checkbox"/> Pass <input type="checkbox"/> Fail
PRINT NAME THIRD EVALUATOR	CERT #	SKILL TEST DATE / /
SIGNATURE THIRD EVALUATOR X		Overall Skill Sheet Score <input type="checkbox"/> Pass <input type="checkbox"/> Fail