

COMPETITOR INFORMATION

Purpose This event will encourage students to develop physical coordination and endurance by participation in a firefighter agility course which simulates physical tactics that a firefighter might encounter during a real-world emergency and employment testing scenarios.

Description This event will consist of competitors completing a rigorous agility course designed to test strength and endurance. Competitors will complete four (4) challenges in this event.

Dress Code Competitors shall wear full bunker gear during the event (see competitor supplies). Competitors shall wear tactical/cargo/BDU style pants or shorts. Competitors shall wear solid black tennis shoes or boots. Competitors will not wear SCBA.

Maximum Teams 6 (3 males and 3 females)

Competitors Per Team 1

- Event Rules**
- Competitors in this event must be active members of the Texas Public Service Association and in good standing with the Texas Public Service Association.
 - Competitors must be familiar with and adhere to the Texas Public Service Association Bylaws and Code of Conduct.
 - Plagiarism, copyright violation and falsification of information are prohibited. Any attempt to gain an unfair advantage will not be tolerated. Violation of the code of conduct or bylaws will result in disqualification and revocation of Texas Public Service Association membership.
 - The scenario is a secret topic. Professional ethics demand that competitors DO NOT discuss or reveal the secret topic until after the event has concluded. Violation of the ethics rules will result in disqualification and revocation of Texas Public Service Association membership.
 - This is an individual event. Schools are allowed a maximum of 3 females and 3 males. Male and females compete separately.
 - This is a timed event, penalty seconds will be added per the scoring guidelines.
 - The competitors will arrive to the event area wearing the required gear. The judge will inspect the competitors for safety control prior to start of the event.
 - Competitors may wear protective elbow and/or knee pads during the event if they so choose.
 - Competitors will complete each challenge and time will be recorded prior to moving on to the next challenge.
 - There are four (4) challenges in this event.

- Competitors must follow the requirements of each event as described in the challenge instructions.
- To ensure consistency across all regions, each region must adhere to the design of the course as indicated in this document.

- Event Procedures**
1. Competitor will report to their respective event when called for or at a set reporting time.
 2. Competitor must check in with event management upon arrival and present photo identification for verification.
 3. Competitor will be directed (by room moderator) into the event room.
 4. Instructions will be given (by room moderator) to the Competitor.
 5. Upon competitor’s arrival at the staging area, the event moderator will a brief overview of the information pertinent to each challenge. The challenge shall be the same for each competitor. No exceptions.
 6. Moderator calls start and begins the timer for challenge one (1). Time will stop when the challenge is completed.
 7. The competitor will advance to challenge two (2) and begin when the moderator calls start and begins the timer. Time will stop when the challenge is completed.
 8. The competitor will advance to challenge three (3) and begin when the moderator calls start and begins the timer. Time will stop when the challenge is completed.
 9. The competitor will advance to challenge four (4) and begin when the moderator calls start and begins the timer. Time will stop when the challenge is completed.
 10. The moderator will provide the judge with the total event time and the judge will score the competitor, adding any penalties noted.
 11. The event shall be set up as outlined in the diagram on Appendix A.

- Competitor Supplies**
- Photo Identification (See [Policies](#) for more information)
 - Fire bunker coat with liner and collar (may be clips or velcro for closing)
 - Fire bunker pants, liner and suspenders
 - Firefighting gloves
 - Firefighting helmet with protective ear flap, chin strap and visor
 - Firefighting boots
 - Firefighting protective hood

EVENT MANAGEMENT INFORMATION

- Event Personnel**
 - **Event Manager:** Manages the competitors, makes sure the event is running on time, i.e. runs the event outside the “room”.
 - **Room Moderator:** Provides quality assurance for the event by ensuring that the guidelines are followed, all event documents are complete, and is the timekeeper if applicable. The room moderator operates inside the event room during the competition.
 - **1-2x Judges:** Responsible for observing the competitor during the event and recording of any penalty seconds assessed. Final time calculations will be conducted by the judge.

- Event Facilities**
 - A paved or grassy area large enough to accommodate a total straight distance of 120 feet.

- Event Equipment**
 - 150 feet of 1.5 inch fire hose with an attached hose line nozzle (Hose line will need to be painted at 8’ and 25’ sections from the coupling on the nozzle side prior to the event)
 - 13 traffic cones
 - 1 red flag
 - Drag mannequin (an approximately 150 pound “dummy” with harness for pulling)
 - Tape measure
 - 10 lb Sledge hammer
 - One (1) piece of fire equipment weighing 20 - 30 lbs. (ie: large fire extinguisher, chainsaw without chain, water can, etc.)
 - One (1) five gallon bucket with a carry handle filled with kitty litter (extras should be available in the event a handle breaks during the competition)
 - Bus sized tire

- Event Materials**
 - Rubric/Score Sheets
 - Writing Utensil
 - Timer

Challenge Instructions

Challenge 1- Hose Drag

- This challenge uses 150 feet of uncharged 1.5-inch fire hose with a hose line nozzle attached to the male end of the hose line. The hose will be snaked in an accordion load on the ground within a 10’x10’ area marked with cones. The competitor may run during this challenge.
 - Start- The competitor will stand at the designated starting line within the 10’x10’ area. The Moderator will call start and the competitor will pull

the hose and drape over their shoulder or across the chest using no more than 8 foot (a paint line will indicate the 8' mark). The competitor will then drag the hose 100 feet and stop at the designated stop line. The competitor will then drop to at least one knee and pull 25 foot (a paint line will indicate the 25' mark) of hose over the stop line. The moderator will stop the timer when the Judge has raised the red flag to indicate the competitor has completed the challenge. The moderator will record the time. Competitor will proceed to the next challenge when advised by the judge.

Challenge 2- Equipement Carry

- This challenge uses a piece of fire equipment weighing between 20 - 30 pounds to simulate the transport of heavy tools from a fire engine to a scene. Items that may be used include but are not limited to: a large fire extinguisher, chainsaw without chain, water can, extraction tool, etc. Caution should be used when choosing a tool to ensure the safety of the competitor. This challenge will also use a 5 gallon bucket with a handle filled with kitty litter.
 - Start- A piece of fire equipment and the 5 gallon bucket will be placed at the designated start line. The moderator will call start and the competitor will pick up both items and carry them, however they can do so safely, for 100 feet to the designated stop line. The competitor may not run during this event and may only stop twice to rest while traveling the challenge distance. Competitor is allowed to place equipment on the ground during the stops. Any other stops or allowance of equipment to touch the ground will result in a penalty. The moderator will stop the timer when the Judge has raised the red flag to indicate the competitor has completed the challenge. The moderator will record the time. Competitor will proceed to the next challenge when advised by the judge.

Challenge 3- Forcible Entry

- This challenge uses a bus sized tire and a 10 pound sledge hammer to simulate a forcible entry scenario on the fire ground such as penetrating a locked door. The competitor will use a diagonal swing to strike the tire. The competitor will swing the hammer starting on one side of the body and coming across the body diagonally until striking the tire. The competitor will use this method to strike the tire twenty (20) times.
 - Start- The competitor will stand approximately 1 to 2 feet from the tire. The moderator will call start and the competitor will pick up the sledge hammer and begin striking the tire. The judge will count the strikes and

the competitor will stop when the judge calls out the number "20". The moderator will stop the timer when the Judge calls out "20" to indicate the competitor has completed the challenge. The moderator will record the time. Competitor will proceed to the next challenge when advised by the judge.

Challenge 4- Victim Rescue

- This challenge uses a mannequin (approximately 150 pound "dummy" with harness for pulling) to simulate rescuing a victim from an emergency scenario. The competitor will drag the mannequin for 30 feet, around a designated point marked with a cone (180 degree turn) and back to the starting point for a total distance of a 60 foot drag. Competitor must properly drag the mannequin with the rescue technique. The entire mannequin must clear the finish line.
 - Start- Two cones will be set up five (5) feet apart to designate a start/finish line. The mannequin will be laying on the ground prior to the start line with the head nearest the start line. The competitor will position him/herself in a standing position at the feet of the mannequin. The moderator will call start and the competitor will drag the mannequin a distance of 30 feet, around a cone and back 30 feet to the point of origin. The competitor must drag the mannequin completely across the finish line and between the two cones. The moderator will stop the timer when the mannequin has successfully crossed the finish line. The moderator will record the time.

Conclusion- The moderator will provide the judge with the total time recorded for all four events. The judge will add any penalties and calculate the final score.

SCORING INFORMATION

| CRITERIA | Penalty Seconds added |
|--|------------------------------|
| Challenge 1- Hose Drag | |
| Exceeded 8' of hose line on initial pull | +5 |
| Allowed hose nozzle to touch the ground | +5 |
| Failed to stay in the marked box until hose was draped over shoulder or across the chest | +10 |
| Failed to stay on at least one knee during the 25' pull | +10 |
| Challenge 2- Equipement Carry | |
| Dropped equipment on the ground (penalty times each instance) | +5 |
| Stopped additional times during the challenge (penalty times each instance) | +5 |
| Ran during the challenge | DQ |
| Challenge 3- Forcible Entry | |
| Fell during the challenge (penalty times each instance) | +5 |
| Failure to use diagonal swing (penalty times each instance) | +5 |
| Dropped sledge hammer | DQ |
| Challenge 4- Victim Rescue | |
| Knocked over cone the 180 degree turn | +5 |
| Stopped during the rescue (penalty times each instance) | +5 |
| Improper drag rescue technique | +10 |
| Additional Disqualifications | |
| Failure to have any of the required gear during the event | DQ |
| Removed any of the required gear during the event | DQ |

All points are assumed to be scaled low to high, with high being the best unless specified by Yes/No or other scoring procedure.

APPENDIX A
Course Map

