

UPDATED ON SEPTEMBER 4TH, 2022

This event will consist of four (4) competitors working as a team to complete a rigorous agility course designed to test teamwork, strength and endurance. Competitors will complete four (4) challenges in this event. 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.

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. The bunker gear shall be appropriately fitted to the competitor (not overly big on the competitor). Competitors will not wear SCBA.

Teams Information

Team Size

4

Competitors per Team

Team Limit

1

Teams per Chapter

Materials

Competitors are required to provide the following materials for the duration of the competitive event. Additionally, no additional materials may be used that are not in the material list.

✓ Photo Identification **QT. 1**

Reference <https://tpsa.info/policies> for more information

✓ Fire bunker coat with liner and collar **QT. 1**

(may be clips or velcro for closing)

✓ Fire bunker pants, liner and suspenders **QT. 1**

✓ Firefighting gloves **QT. 1**

✓ Firefighting helmet with protective ear flap, chin strap and visor **QT. 1**

✓ Firefighting boots **QT. 1**

✓ Firefighting protective hood **QT. 1**

Policies

- Competitors in this event must be active members of the Texas Public Safety Association and in good standing with the Texas Public Safety 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 Safety 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 a team event. Schools are allowed one (1) team of four (4) competitors. Teams may be composed of any combination of gender (all male, all female, co-ed).
- This is a timed event, penalty seconds will be added per the scoring guidelines.
- 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.
- The event shall be set up as outlined in the diagram on Appendix A.

Procedures

1. Team will report to their respective event when called for or at a set reporting time.
2. Team must check in with event management upon arrival and present photo identification for verification.
3. Team will be directed (by room moderator) into the event room.
4. Instructions will be given (by room moderator) to the Team.
5. Upon the teams arrival at the staging area, the event moderator will give them a brief overview of the information pertinent to each challenge. The challenge shall be the same for each team. No exceptions.
6. Moderator calls start and begins the timer for challenge one (1). Time will stop when the challenge is completed.
 - a. In this challenge all competitors on the team will don full Bunker Gear correctly and as quickly as possible. Time completed will be recorded when the last teammate has completed the challenge and clapped their hands.
 - b. Start- Prior to the race competitors will be allowed to set up the required gear in any fashion as long as proper donning can be completed safely. The judge will inspect the gear after setup. Once the gear has been set and inspected, the competitor may not touch the gear until the time starts. This is a timed event, penalty seconds will be added per the scoring guidelines. Competitors will stand at attention in front of Bunker Gear. Bunker gear must be completely unfastened. (ie: no fastened buttons, velcro, etc.). Competitors may not take off their tennis shoes or boots before the timer begins. Moderator calls start and begins the timer. Competitors don the Bunker Gear. Time is stopped when all competitors have clapped their hands together. No other adjustments may be made after clapping. The moderator will stop the timer when the Judge has raised the red flag to indicate the competitors have completed the challenge. The moderator will record the time. Competitors will proceed to the next challenge when advised by the judge.
7. The team 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.
 - a. This challenge uses 100 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 team will choose one (1) member to complete this challenge. All other teammates will stage at the finish line.

- b. Start- The competitor will stand at the designated starting line within the 10'x10' area. The Moderator will call start and the competitor will drop to the ground, grab the hose, and low crawl dragging the hose 100 feet and stop at the designated 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. The hose will need to be left at the finish line. Competitors will proceed to the next challenge when advised by the judge.
8. The team 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.
- a. 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. Competitors will snake in an accordion load on the ground. The competitors will distribute the entire hose on their shoulders and walk backwards to the designated stop line.
- b. Start- The competitors will stand at the designated starting line with the hose on the ground. The Moderator will call start and the competitors will snake in an accordion load on the ground. The competitors will distribute the entire hose on their shoulders and walk backwards to the designated stop line, the last teammate must be completely 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.
9. The team 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.
- a. This challenge uses a mannequin (approximately 150 pound "dummy") to simulate rescuing a victim from an emergency scenario. The challenge will also use a bus tire to simulate the weight of carrying a victim on a stretcher. Two competitors will carry the mannequin for 60 feet, around a designated point marked with a cone (180 degree turn) and back to the starting point for a total distance of 120 feet. As soon as the two teammates cross the finish line the other two teammates will carry the bus tire around the same path. Both teams must finish within the 5' cones at the start/finish line.
- b. Start- Two cones will be set up five (5) feet apart to designate a start/finish line. Competitors will form two-two man teams. The mannequin will be laying on the ground prior to the start line with the head nearest the start line. Team one will position themselves in a standing position at the feet of the mannequin. The moderator will call start and team one will pick up the mannequin and carry the dummy 60 feet, around a cone and back 60 feet to the point of origin. Team one must carry the mannequin completely across the finish line. Team two will carry the bus tire around the same path. Team two may be holding the tire prior to team one crossing the finish line, however they may not leave before team one has completely crossed the finish 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.
0. The moderator will provide the judge with the total event time and the judge will score the competitor, adding any penalties noted.

People

- Judge QT.2
- Event Manager QT.1
- Room Moderator QT.1

Supplies

✓ 1.5 inch fire hose with an attached hose line nozzle QT.1

150 feet

✓ Traffic Cones QT.13

✓ Red Flag QT.1

✓ Drag Mannequin QT.1

an approximately 150 pound “dummy”

✓ Tape measure QT.1

✓ Bus sized tire QT.1

✓ Rubric/Score Sheets QT.1

✓ Writing Utensil QT.1

✓ Timer QT.1

Space/Location/Rooms

- Large Area **OUTDOOR**

A paved or grassy area large enough to accommodate a total straight distance of 170 feet.

Event Name
Agility Course Team

Scoring	Placement
Time Based	Lowest Score Wins

Required Criteria
Disqualification Competitors/Teams must meet the following minimum criteria. Failure to meet criteria will result in disqualification.
Must have all required equipment during Challenge 1- Bunker Gear Race
Must low crawl the entire distance during Challenge 2- Low Crawl hose drag

Criteria	Secs
Time Penalties Competitors/Teams that fulfill the requirements of a penalty will have the penalty seconds added on to their time. Some penalties are added per infraction and some are single use.	
Challenge 1- Bunker Gear Race - Improperly connected closure device (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Helmet flaps not down (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Chin strap not adjusted or in proper place (per person)	— x 2 secs

Challenge 1- Bunker Gear Race - Gloves improperly worn (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Suspenders not worn (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Suspenders exposed (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Hood not tucked in (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Hood not worn properly (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Collar not closed (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Collar not in up position (per person)	— x 2 secs
Challenge 1- Bunker Gear Race - Exposed skin or clothing (per person)	— x 2 secs
Challenge 2- Low Crawl hose drag - Stopped during the challenge	— x 5 secs
Challenge 2- Low Crawl hose drag - Dropped the hose during the challenge	— x 5 secs
Challenge 2- Low Crawl hose drag - Allowed the nozzle to touch the ground during the challenge	— x 5 secs
Challenge 3- Team Hose Carry - Failed to snake the hose (team error)	30 secs
Challenge 3- Team Hose Carry - Failed to walk backwards (team error)	30 secs
Challenge 3- Team Hose Carry - Fell during the challenge (per person)	— x 2 secs
Challenge 3- Team Hose Carry - Failed to carry the hose on shoulders (per person)	— x 2 secs
Challenge 3- Team Hose Carry - Stopped during the challenge (per person)	— x 2 secs
Challenge 3- Team Hose Carry - Dropped the hose during the challenge (per person)	— x 2 secs
Challenge 4- Victim Rescue Team 1 - Knocked over cone at the 180 degree turn	5 secs
Challenge 4- Victim Rescue Team 1 - Knocked over cone(s) at the start/finish line	5 secs

Challenge 4- Victim Rescue Team 1 - Stopped during the rescue	8 secs
Challenge 4- Victim Rescue Team 1 - Dropped the mannequin or fell	10 secs
Challenge 4- Victim Rescue Team 2 - Started early	30 secs
Challenge 4- Victim Rescue Team 2 - Dropped the tire or fell	10 secs
Challenge 4- Victim Rescue Team 2 - Knocked over cone at the 180 degree turn (team two)	5 secs
Challenge 4- Victim Rescue Team 2 - Knocked over cone(s) at the start/finish line	5 secs