

The Fire Agility Course event is a rigorous test of Competitors physical capabilities and firefighting skills. Participants will face four distinct challenges: dragging a fire hose over a set distance, transporting heavy fire equipment, simulating forcible entry with a sledgehammer, and executing a victim rescue by dragging a mannequin. Each challenge is timed and designed to push the Competitors limits in strength, endurance, and technique.

## Entry Requirements

- This is not a COED event. It will have separate registrations and limits for Male and a Female.
- Competitors in this event compete individually, not as a team.
- Chapters can only register 5 individuals to compete per gender .

## Materials

Competitors are required to bring the following materials/supplies, as they will not be provided by TPSA. No other supplies/materials will be permitted.

- **Bunker gear** 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, with or without visor, firefighting boots, protective pads (elbow and/or knee pads optional)
- **Photo Identification** Reference [the rulebook](https://tpsa.info/rulebook) (<https://tpsa.info/rulebook>) for details

## Supplemental Documents

- [Fire agility map](#)

## Procedures and Timeline

- **Check In (10 min Time Limit)** Competitors must check in to their event at their designated **check-in time**. Competitors that arrive **ten (10) minutes** after their designated check-in time will be marked as no-shows and not be allowed to compete out of respect for the time commitment made by our Judges and Volunteers.
- **Pre-Event Briefing (5 min Time Limit)** After check-in, Competitors will be guided to the designated event area. Once there, the Moderator will provide a comprehensive briefing, detailing the event's instructions, rules, and procedures. This briefing ensures that each Competitor is well-informed and prepared for the subsequent stages of the competition.
- **Part 1 (5 min Time Limit)**
  - Moderator calls start and begins the timer for challenge one (1). Time will stop when the challenge is completed. This challenge uses 150' of uncharged, 1.5" 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 then the Competitor will pull no more than 8' of hose to drape over their shoulder or across their chest (a painted line will indicate the 8' mark). The Competitor will then drag the hose 100' and stop at the designated stop line. The Competitor will then drop to at least one knee and pull 25' (a painted line will indicate the 25' mark) of hose over the stop line.
  - The Moderator will stop the timer when the Judge has indicated the Competitor has completed the challenge. The Moderator will record the time. Competitor will proceed to the next challenge when advised by the Judge
- **Part 2 (5 min Time Limit)**
  - The Competitor will advance to challenge two (2) and begin when the moderator calls start and begins timer. Time will stop when the challenge is completed.
  - This challenge uses 2 pieces 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.
  - Start- Two pieces of fire equipment 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' to the designated stop line. The Competitor may not run during this event and may only stop twice (2) to rest while traveling the challenge distance. Competitor is allowed to place equipment on the ground during the stops. Any additional stops or allowance of equipment to touch the ground will result in a penalty.
  - The Moderator will stop the timer when the Judge has indicated the Competitor has completed the challenge. The Moderator will record the time. Competitor will proceed to the next challenge when advised by the Judge
- **Part 3 (5 min Time Limit)**
  - 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.

- This challenge uses a bus sized tire and a 10 pound sledge hammer to simulate a forcible entry scenario 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' 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.
- **Part 4 (5 min Time Limit)**
  - 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.
  - 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' around a designated point marked with a cone (180 degree turn) and back to the starting point for a total distance of a 60' drag. Competitor must properly drag the mannequin with an upper body rescue technique. The entire mannequin must clear the finish line.
  - Start- Two cones will be set up 5' 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', around a cone and back 30' 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.
- **Evaluation and Timing (5 min Time Limit)** After the timed event concludes, Judges will gather to review each Competitor's performance. Using a standardized rubric, Judges will identify any actions that warrant penalty seconds. These penalty seconds will be added to the Competitor's raw time to calculate the final score. This evaluation is conducted without the presence of the Competitors and aims to ensure a fair and consistent scoring process.

## Professional Dress Guidelines

To secure professionalism points, Competitors should dress in attire that accurately reflects what professionals in the respective public safety careers would wear while performing the tasks associated with the event. Competitors are also expected to consult and follow the Professional Dress Guidelines in the Rulebook to qualify for points. Additionally, participation is contingent upon meeting all prescribed Safety Protocols. The Judge will inspect the Competitors for safety control prior to the start of the event.

## Safety Protocols

- **Jewelry** Rings must feature a continuous, even, and unadorned exterior surface. Necklaces must not be visible from the outside of the uniform. Bracelets may not be worn. If competitors have piercings beyond a single stud in each ear, they must cover these additional piercings with band-aids or wear clear studs to maintain a professional appearance.
- **Hair** All hair must be secured out of the eyes for the duration of the event. Competitors with hair extending past the top of the shoulder shall wear their hair secured neatly in a bun or ponytail ensuring that no hair extends below the collar of the uniform. It is not an exception to the rule that a Competitor's chosen hair style is too thick to be secured above the collar.
- **Pants** Competitors must wear pants that cover the entire leg, with no portion of the leg visible. Pants shall be secured at the waist with a hem length not to extend past the sole of the shoe.
- **Shoes** Competitors must wear low-heeled, closed-toed footwear for this event.
- **Fingernail Length** Competitors' fingernails shall not extend past the tip of the finger and shall be free of any/all adornments. Color is not a factor.
- **Shirt Sleeves** IF Long sleeve shirts are worn, they shall fit closely at the wrist and not extend past the wrist.

## Judge Qualifications

- Judges must be fire fighters familiar with proper wearing of bunker gear. Judges must be familiar with proper hose drag techniques as well as safe victim drag techniques.

Penalty	Seconds Added	
<b>Challenge 1 - Hose drag 8' of hose</b> Carries in excess of 8' of hose line on initial pull.	No Penalty	+ 5 secs
<b>Challenge 1 - Hose drag</b> Allowed hose nozzle to touch the ground.	No Penalty	+ 10 secs
<b>Challenge 1- Hose drag draped hose</b> Failed to stay in the marked box until hose was draped over shoulder or across the chest	No Penalty	+ 10 secs
<b>Challenge 1- Hose drag one knee</b> Failed to stay on at least one knee during the 25' pull.	No Penalty	+ 10 secs
<b>Challenge 2- Running</b> Competitors must not run during Challenge 2: Equipment Carry.	No Penalty	+ 10 secs
<b>Challenge 2- Equipment carry dropped equipment</b> Dropped equipment on the ground.	No Penalty	+ 10 secs
<b>Challenge 2- Equipment carry stop</b> Stopped more than the 2 allowable times during the challenge.	No Penalty	+ 10 secs
<b>Challenge 3 sledge hammer</b> Competitors must not drop the sledge hammer during Challenge 3- Forcible Entry. 10 seconds are added if the sledge hammer is dropped.	No Penalty	+ 10 secs
<b>Challenge 3- Forcible entry falls</b> Fell during the challenge.	No Penalty	+ 5 secs
<b>Challenge 3- Forcible entry swing</b> Failure to use diagonal swing.	No Penalty	+ 5 secs
<b>Challenge 4- Victim rescue cone</b> Knocked over the cone at the 180 degree turn	No Penalty	+ 5 secs
<b>Challenge 4- Victim rescue stopping</b> Stopped during the rescue.	No Penalty	+ 5 secs
<b>Challenge 4- Victim rescue technique</b> Improper drag rescue technique	No Penalty	+ 10 secs
<b>Missing Gear</b> Must have have all required gear during the event. Any missing item equals 30 seconds added to the competitors over all time.	No Penalty	+ 30 secs
<b>Dropped Gear</b> Must not remove any of the required gear during the event. A 10 second penalty will be assessed for any piece of equipment is removed or falls off during the event. Time continues until the competitor replaces and secures the item.	No Penalty	+ 10 secs

Penalty Seconds: **0** secs

Recorded Time:  mins  secs  ms

Penalty

Seconds  
Added

Final Time (with Penalty):