

The Search and Rescue event simulates a two-stage fire rescue scenario. Competitors will don fire bunker gear and navigate through a zero-visibility area to rescue a simulated victim.

## Entry Requirements

- Competitors in this event compete individually, not as a team.
- Chapters can only register 3 teams to compete.

## Materials

Only the below materials are permitted in the competition.

- **Photo Identification** Reference [the rulebook \(https://tpsa.info/rulebook\)](https://tpsa.info/rulebook) for details

## 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.
- **Bunker Gear (5 min Time Limit)**
  - Prior to challenge 1, 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.
  - Competitor will stand at attention in front of Bunker Gear. Competitors may not take off their tennis shoes or boots before the timer begins. Bunker gear must be completely unfastened. (i.e.: no fastened buttons, Velcro, etc.)
  - Moderator calls start and begins the timer.
  - Competitor dons the Bunker Gear.
  - Time is stopped when the competitor claps his/her hands together.
  - No other adjustments may be made after clapping.
- **Black out (5 min Time Limit)**
  - Once bunker gear has been donned, the competitor will then be given the blacked outface shield/ goggles. The Judge will ensure that visibility has been restricted to zero.
  - The judge will escort the competitor to the door, placing the competitors hand on the entry door.
  - Moderator calls start and begins the timer. The competitor must simulate verbally notifying dispatch that they are checking the door for heat and that they have entered the structure. No real/ working radios will be used. Competitors will not be penalized for not having a training or inoperable radio. This item is not required.
- **Search and Rescue (15 min Time Limit)**
  - The maze entry and exit door/area will be the same.
  - Competitors must use a crawling technique, standing up in the maze will result in a significant time penalty.
  - There is a sixteen (16) minute time limit for this event. Fifteen (15) minutes for Search and Rescue and one (1) minute for reciting items/equipment.
  - The maze will consist of an 80 foot path with a minimum of two 90 degree turns. The maze will have at least one confined horizontal passible space to simulate a reduced corridor. Walls may be simulated with some type of solid barrier as needed (taped off areas are not sufficient to simulate a wall). The baby shall be pre-placed somewhere within the maze and shall be the same location for all competitors.
  - There will be a minimum of five (5) and a maximum of eight (8) tools/equipment for the competitor to locate during the search. All items must be placed before the location of the baby.
  - Locations of all items to be found in the maze shall be marked with tape on the floor to ensure items are in the same place for all competitors.

- Competitor will be stopped at the end of the fifteen (15) minute time limit by the event moderator if the competitor has not exited the maze with the baby.
- **Recitation (1 min Time Limit)**
  - After completing the maze the competitor will have one (1) minute to recite the tools/equipment he/she encountered during the search.
  - The moderator will provide the judge with the total event time and the judge will score the competitor, adding any penalties noted.
- **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.

## **Rules**

- **Time Limit** If competitor has not successfully completed the search and rescue within the fifteen (15) minute time frame, the competitor will receive a "Did Not Finish" (DNF) and be disqualified (DQ).

## **Judge Qualifications**

- Judges must be fire fighters with knowledge of the proper wearing of bunker gear and proper search techniques.

Penalty			Seconds Added
<b>Closures</b> Improperly connected closure device (zipper or buckles) = 10 sec	No Penalty	+ 10 secs	0
<b>Flaps</b> Helmet flaps not down	No Penalty	+ 5 secs	0
<b>Chin strap</b> Chin strap not adjusted or in proper place.	No Penalty	+ 10 secs	0
<b>Gloves</b> Gloves improperly worn	No Penalty	+ 10 secs	0
<b>Suspenders not worn</b> Suspenders not worn	No Penalty	+ 10 secs	0
<b>Suspenders exposed</b> Suspenders exposed	No Penalty	+ 5 secs	0
<b>Hood tucked in</b> Hood not tucked into coat.	No Penalty	+ 5 secs	0
<b>Hood placement on head</b> Hood not worn properly. Hood off centered covering one or both eyes, opening rests above hair line, etc. This does not include not being tucked into the collar.	No Penalty	+ 5 secs	0
<b>Collar closure</b> Collar not closed or securely fastened	No Penalty	+ 5 secs	0
<b>Collar</b> Collar not in "up" position	No Penalty	+ 5 secs	0
<b>Point of entry- dispatch</b> Point of Entry - Did not use radio to advise other firefighters they were entering the building	No Penalty	+ 10 secs	0
<b>Point of entry- checking door</b> Point of Entry - Did not feel the door for heat conditions	No Penalty	+ 10 secs	0
<b>Point of entry- verbalizing checking</b> Point of Entry - Did not verbalize checking the front door for heat conditions	No Penalty	+ 10 secs	0
<b>Search pattern path</b> Search and Rescue - Deviated from search pattern. Does not follow same path out of the maze that they used to enter. I.E. stays on left wall going in but follows the right wall coming out. Competitor must return through the known searched area.	No Penalty	+ 10 secs	0
<b>Search technique</b> Search and Rescue - Reckless and unsafe techniques used to navigate the maze	No Penalty	+ 10 secs	0

Penalty	Seconds Added
<b>Radio victim located</b> Search and Rescue - Did not use radio to advise other firefighters the baby was located. <div style="float: right;"> <span>No Penalty</span>   <span>+ 10 secs</span> </div>	0
<b>Victim extraction</b> Search and Rescue - Unsafely carried the baby from the location to the exit <div style="float: right;"> <span>No Penalty</span>   <span>+ 15 secs</span> </div>	0
<b>Equipment recitation 1</b> Recited Equipment/Items located does not recite the name for item 1. <div style="float: right;"> <span>No Penalty</span>   <span>+ 5 secs</span> </div>	0
<b>Stood up during search</b> If the competitor stands up in the maze before exiting the entry door the student will receive a 3 minute penalty <div style="float: right;"> <span>No Penalty</span>   <span>+ 180 secs</span> </div>	0
<b>Removes equipment</b> If the competitor removes any piece of protective equipment during the search they will receive a 3 minute penalty. <div style="float: right;"> <span>No Penalty</span>   <span>+ 180 secs</span> </div>	0
<b>Equipment recitation 2</b> Recited Equipment/Items located does not recite the name for item 2. <div style="float: right;"> <span>No Penalty</span>   <span>+ 5 secs</span> </div>	0
<b>Equipment recitation 3</b> Recited Equipment/Items located does not recite the name for item 3. <div style="float: right;"> <span>No Penalty</span>   <span>+ 5 secs</span> </div>	0
<b>Equipment recitation 4</b> Recited Equipment/Items located does not recite the name for item 4. <div style="float: right;"> <span>No Penalty</span>   <span>+ 5 secs</span> </div>	0
<b>Equipment recitation 5</b> Recited Equipment/Items located does not recite the name for item 5. <div style="float: right;"> <span>No Penalty</span>   <span>+ 5 secs</span> </div>	0
<b>Equipment recitation 6 (if used)</b> Recited Equipment/Items located does not recite the name for item 6. (if 6 items are used only) <div style="float: right;"> <span>No Penalty</span>   <span>+ 5 secs</span> </div>	0
<b>Equipment recitation 7</b> Recited Equipment/Items located does not recite the name for item 7. (if 7 items are used only) <div style="float: right;"> <span>No Penalty</span>   <span>+ 5 secs</span> </div>	0
<b>Equipment recitation 8</b> Recited Equipment/Items located does not recite the name for item 8. (if 8 items are used only) <div style="float: right;"> <span>No Penalty</span>   <span>+ 5 secs</span> </div>	0
Raw Time: 0 Penalty Seconds: 0 Final Time: 0	