

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 5 individuals to compete .

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.

- **Photo Identification** Reference [the rulebook](https://tpsa.info/rulebook) (<https://tpsa.info/rulebook>) for details
- **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)
- **Training or non functional portable radio** optional

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 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.
- **Part 2 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.
 - Time will end and Part 3 of Search and Rescue will begin when Competitor opens the door.
- **Part 3 Search and Rescue (15 min Time Limit)**
 - Moderator will begin fifteen (15) minute timer immediately after Competitor enters maze area.
 - 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 up to 180 seconds.
 - The maze will consist of an 80' path with a minimum of two 90 degree turns. The maze will have at least one confined horizontal passable 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 tools/equipment (min. 5 to max. 8) placed for the Competitor to locate during the search. All items are to be placed in locations the Competitor will pass prior to reaching 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.
- In the event that the fifteen (15) minute timer expires without the Competitor completing the required tasks and exiting the maze, the Moderator will call "time" and escort the Competitor out of the competition area.
- **Part 4 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.

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.
- **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.
- **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.
- **Pant Length** Pants shall not extend past the sole of the shoe.
- **Long Pants** Long pants must be worn secured at the waist and shall not extend past the sole of the shoe. No portion of the leg shall be visible.
- **Shoes** Competitors must wear low-heeled, closed-toed footwear for this event.

Judge Qualifications

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

Penalty	Seconds Added	
Closures Improperly connected closure device (zipper or buckles) = 10 sec	No Penalty	+ 10 secs
Flaps Helmet flaps not down	No Penalty	+ 5 secs
Chin strap Chin strap not adjusted or in proper place.	No Penalty	+ 10 secs
Gloves Gloves improperly worn	No Penalty	+ 10 secs
Suspenders not worn Suspenders not worn	No Penalty	+ 10 secs
Suspenders exposed Suspenders exposed	No Penalty	+ 5 secs
Hood tucked in Hood not tucked into coat.	No Penalty	+ 5 secs
Hood placement on head 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
Collar closure Collar not closed or securely fastened	No Penalty	+ 5 secs
Collar Collar not in "up" position	No Penalty	+ 5 secs
Point of entry- dispatch Point of Entry - Did not use radio to advise other firefighters they were entering the building	No Penalty	+ 10 secs
Point of entry- checking door Point of Entry - Did not feel the door for heat conditions	No Penalty	+ 10 secs
Point of entry- verbalizing checking Point of Entry - Did not verbalize checking the front door for heat conditions	No Penalty	+ 10 secs
Search pattern path 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
Search technique Search and Rescue - Reckless and unsafe techniques used to navigate the maze	No Penalty	+ 10 secs
Radio victim located Search and Rescue - Did not use radio to advise other firefighters the baby was located.	No Penalty	+ 10 secs
Victim extraction Search and Rescue - Unsafely carried the baby from the location to the exit	No Penalty	+ 15 secs

Penalty		Seconds Added
Equipment recitation 1 Recited Equipment/Items located does not recite the name for item 1.	<div>No Penalty</div> <div>+ 5 secs</div>	
Stood up during search If the competitor stands up in the maze before exiting the entry door the student will receive a 3 minute penalty	<div>No Penalty</div> <div>+ 180 secs</div>	
Removes equipment If the competitor removes any piece of protective equipment during the search they will receive a 3 minute penalty.	<div>No Penalty</div> <div>+ 180 secs</div>	
Equipment recitation 2 Recited Equipment/Items located does not recite the name for item 2.	<div>No Penalty</div> <div>+ 5 secs</div>	
Equipment recitation 3 Recited Equipment/Items located does not recite the name for item 3.	<div>No Penalty</div> <div>+ 5 secs</div>	
Equipment recitation 4 Recited Equipment/Items located does not recite the name for item 4.	<div>No Penalty</div> <div>+ 5 secs</div>	
Equipment recitation 5 Recited Equipment/Items located does not recite the name for item 5.	<div>No Penalty</div> <div>+ 5 secs</div>	
Equipment recitation 6 (if used) Recited Equipment/Items located does not recite the name for item 6. (if 6 items are used only)	<div>No Penalty</div> <div>+ 5 secs</div>	
Equipment recitation 7 Recited Equipment/Items located does not recite the name for item 7. (if 7 items are used only)	<div>No Penalty</div> <div>+ 5 secs</div>	
Equipment recitation 8 Recited Equipment/Items located does not recite the name for item 8. (if 8 items are used only)	<div>No Penalty</div> <div>+ 5 secs</div>	
Penalty Seconds: 0 secs		
Recorded Time: 0 mins 0 secs 0 ms		
Final Time (with Penalty):		