

The Law Enforcement Agility Course event simulates the adrenaline-pumping dynamics of a foot pursuit. Competitors will initiate radio communication, navigate physical obstacles like wall climbs and low crawls, and complete fitness challenges such as step-ups and push-ups. The course culminates in a suspect identification task and a simulated weapon discharge, all while racing against the clock.

## Entry Requirements

- Competitors in this event compete individually, not as a team.
- Chapters can only register 3 teams to compete.
- This is not a COED event and this event will have separate registrations and limits for Male and a Female.

## Materials

Only the below materials are permitted in the competition.

- **Duty Gear** 1- training pistol, 1- set of handcuffs, duty belt with holsters to secure all equipment, and any additional optional training equipment (I.E. training taser, training o/c, non-working training radios).
- **Photo Identification** Reference [the rulebook](https://tpsa.info/rulebook) (<https://tpsa.info/rulebook>) for details

## Supplemental Documents

- [Course 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.
- **Skill Assessment (5 min Time Limit)**
  1. The competitor will line up behind the start line.
    - The event assistant will read the suspect information script to the competitor.
    - Upon the call of start, the moderator will start the stopwatch and the competitor shall begin the course.
  2. Competitors shall initiate radio communication to dispatch that they are in a pursuit and request back up. The competitor shall also request to secure the channel.
  3. Competitors will run and jump over a 3 foot gap.
  4. Competitors will run and climb a 4 foot wall. Competitor will not move on until they have completed the wall climb.
  5. Competitors will make a 90° turn, run, and enter the low crawl obstacle.
  6. Competitors will run to step-up event.
    - The competitor must step up onto the step box 12 consecutive times prior to moving to the next station.
    - Both feet must touch on top of the box and on the ground before beginning the next step.
    - Competitors may step off the box in a forward motion after the 12th step after both feet step on top of the box. Stepping one foot on the box and continuing forward without touching both feet will be considered a misstep. The 12th step will not count.
  7. Competitor will run, make a 90° turn, and run to the Serpentine.
    - The competitor will enter the stage and move through the the course.
    - The competitor must complete 2 right turns and 2 left turns.
    - The competitor exits the stage through the coned exit.
  8. Competitor will immediately enter into the push up stage
    - The competitor must complete 19 push-ups.

- The judge will count aloud each correct push-up completed
  - The correct push-up "start position" is shoulders, hips and ankles in line with each other and arms are locked out. Push-ups done on the knees WILL NOT count toward the required 19 push-ups.
  - The competitor lowers themselves down touching the push up counter with shoulders, hips and ankles in line with each other, the body and upper arms going equal to or lower than the elbows.
  - The competitor lifts themselves up to the start position with shoulders, hips and ankles in line with each other and locking out the arms.
  - The judge states the number of push-ups completed correctly. This number may not be the same as the digital push-up counter number due to incorrectly completed push-ups.
  - Competitors may not proceed to the next stage until 19 correct push-ups are completed.
  - Competitors may flex their hips up or down, may go to their knees, may lift hands off the ground to rest, but they must go back to the push-up start position before attempting the next push-up.
9. Competitors run to the mannequin and drag for 9 feet.
- The entire mannequin must cross the end line for the stage to be completed. Competitor may not move on until mannequin has crossed the end line.
10. Competitor will run to the suspect identification.
- The competitor will open the binder containing multiple suspect photos.
  - The competitor must verbally and visually identify the correct suspect picture to the judge.
  - The judge will verify whether the suspect identified and presented is the same suspect described at the beginning.
11. Competitors run to the finish line and pick up the air soft pistol and must aim at a prescribed target and squeeze the trigger. Time stops when the weapon fires or makes a discharge sound.
- The judge must ensure the weapon is charged/ cocked prior to the entire event beginning.
- **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.

Penalty			Seconds Added
<b>Fail to notify dispatch of foot pursuit</b> Failed to clearly notify Dispatch (judge) of foot pursuit	No Penalty	+ 10 secs	0
<b>Secure the channel</b> Failed to notify Dispatch (judge) to secure the channel.	No Penalty	+ 10 secs	0
<b>Additional units</b> Failed to ask for additional units from dispatch (judge)	No Penalty	+ 10 secs	0
<b>3 foot jump</b> Steps on or in the 3-foot gap	No Penalty	+ 5 secs	0
<b>Low crawl</b> Touches any part of the low crawl structure.	No Penalty	+ 5 secs	0
<b>Serpentine</b> Knocks over or moves any cone.	No Penalty	+ 5 secs	0
<b>Suspect</b> Fails to correctly identify the suspect.	No Penalty	+ 30 secs	0
			Raw Time: 0
			Penalty Seconds: 0
			Final Time: 0