

The Fire Skill Challenge is a demanding assessment of a Competitor's physical capabilities and firefighting skills. Participants will complete four sequential challenges—dragging a fire hose over a set distance, transporting heavy fire equipment, simulating forcible entry with a sledgehammer, and performing a victim rescue by dragging a mannequin. Once the course begins, the event does not stop. Competitors must advance through each challenge in one continuous effort without pausing, resting, or breaking rhythm until the final task is complete. The course is designed to test strength, endurance, and technique under sustained physical exertion, reflecting the nonstop demands of real-world firefighting.

Entry Requirements

- Competitors in this event compete individually, not as a team.
- Chapters can only register 10 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.

Competitor Provided Materials

- **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)
 - Wildland Fire Gear is Prohibited for TPSA Fire Events. Competitors will not be permitted to compete using Wildland Fire Gear.
- **Photo Identification:** Reference the rulebook (<https://tpsa.info/rulebook>) for details.

Supplemental Documents

- [Fire Skill Challenge 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.
- **Overview of Contest (10 min Time Limit):** Competitors are required to complete four fundamental firefighting skills as defined by the International Association of Firefighters (IAFF) and the Candidate Physical Ability Test (CPAT). These skills shall be performed as part of a single, continuous agility course. Once the event begins, the competitor must proceed without pause until all skills have been successfully completed. This format is designed to replicate the sustained physical demands placed on firefighters during emergency operations.
- **Skill 1**
 - Moderator calls start and begins the timer for the event. 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 proceed at a pace they are comfortable with, maintaining control at all times, but running is not permitted.
 - 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.
 - Once part 1 is complete the competitor will move on to part 2 in a continuous action
- **Skill 2**
 - The Competitor will advance to challenge two (2).
 - 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.

-Once the judge signals that part 2 is complete and the competitor will move on to Challenge 3

- **Skill 3:** The Competitor will advance to challenge three (3).
 - This challenge uses a bus-sized tire and a 10-pound sledgehammer 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 use this method to strike the tire twenty (20) times.
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 - **Swing Guidelines:** Competitors must stand in a stable, sideways stance relative to the tire. The hammer head must strike the center of the tire in a level, controlled manner. Power should come primarily from the legs and hips, with the arms guiding the motion. Balance and control must be maintained throughout the event—unsafe or uncontrolled swings may result in penalties or disqualification.
 - Start: The Competitor will stand approximately 1 to 2 feet from the tire. The Moderator will call “Start,” and the Competitor will pick up the sledgehammer and begin striking the tire. The Judge will count each strike, and the Competitor will stop when the Judge calls out the number “20.”
 - The Judge will call out “20” to indicate the Competitor has completed the challenge, and the Competitor will then advance to challenge four (4)
- **Skill 4**
 - The Competitor will advance to challenge four (4).
 - 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 head 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 (5 min Time Limit)**
 - After the event concludes, Judges will gather to review each Competitor's performance. Using a standardized rubric, Judges will identify any actions that warrant point deductions. This evaluation is conducted without the presence of the Competitors and aims to ensure a fair and consistent scoring process. Any required steps not completed prior to the call of time will not be scored. This event is not a race and is based on skill. Time shall not be used to place competitors.

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.

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Challenge One						
8' Hose Drag Competitor pulls no more than 8' of hose (marked line) to drape over shoulder or chest, then drags it 100' to the stop line. At the stop line, they must drop to at least one knee and pull 25' of hose (marked line) across the line. --- Penalties • Carrying more than 8' of hose on initial pull • Allowing nozzle to touch the ground • Leaving marked box before hose is properly draped • Not staying on at least one knee during the 25' pull • Running. Competitors may move at a faster pace but are prohibited from running (Fire Safety Issue). --- Skills Evaluated: Power, endurance, technique, equipment handling	(0) (2) Incomplete, unsafe, or multiple penalties (hose carried incorrectly, nozzle dropped, failed to use knee).	(4) (6) Completed but with 2+ penalties (e.g., out of box, failed knee requirement, nozzle grounded).	(8) (10) Completed with 1 penalty, effort and technique was acceptable.	(12) (14) (16) Completed with minor technical issues (slow pace, hesitation, sloppy hose placement).	(18) (19) (20) Clean completion, excellent control, correct form, and smooth execution.	
Challenge Two						
Equipment Carry Two pieces of fire equipment will be placed at the designated start line. Competitor will pick up both items and carry them, however they can do so safely, for 100' to the designated stop line. --- Penalties • Competitors must not run during Challenge 2: Equipment Carry. • Dropped equipment on the ground. • Stopped more than the 2 allowable times during the challenge. --- Skills Evaluated: Strength, safe lifting/carrying, endurance, rule compliance ("no tests, no running").	(0) (2) (4) Could not complete / unsafe attempt (dropped multiple times, ran with equipment).	(6) (8) Completed but with multiple penalties (more than 2 stops, dropped tools).	(10) (12) Completed with 1 penalty (dropped once OR 1 extra stop).	(14) (16) Completed with good technique, slightly unsteady or slow.	(18) (19) (20) Completed flawlessly, strong steady carry, no violations, smooth movement.	
Challenge Three						

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Forcible Entry (Sledgehammer) Using a bus-sized tire and 10 lb sledgehammer, competitor delivers 20 diagonal strikes. Each swing must start on one side of the body and cross diagonally to strike the tire. Competitor stands 1–2' from the tire and begins only when in proper position. • Swing Guidelines: Competitors must stand in a stable, sideways stance relative to the tire. The hammer head must strike the center of the tire (marked on the tire) in a level, controlled manner. Power should come primarily from the legs and hips, with the arms guiding the motion. Balance and control must be maintained throughout the event—unsafe or uncontrolled swings may result in penalties or disqualification. --- Penalties • Dropping the sledgehammer • Falling during the challenge • Using incorrect form during swings. --- Skills Evaluated: Power, endurance, technique (20 diagonal strikes), equipment handling	024 Unable to finish / unsafe swing (wild swings, missed tire, dropped hammer).	6810 Completed with multiple issues (wrong swing form, inconsistent strikes, fell during event).	1214 Completed with 1 penalty (hammer drop OR improper swing at times).	161820 Completed all 20 strikes with decent form, minor errors in consistency or stance	22232425 Completed perfectly: consistent diagonal strikes, strong power, no errors.	
Challenge Four						
Victim Rescue Using a 150 lb mannequin with harness, competitor simulates a rescue by dragging it 30' around a cone (180° turn) and back for a total of 60'. Must use an upper body rescue drag and ensure the entire mannequin crosses the finish line. --- Penalties • Knocking over the cone at the turn • Stopping during the rescue • Using improper drag technique --- Skills Evaluated: Strength, technique, victim safety, endurance, rule compliance (cone clearance, no stopping)	024 Could not complete / unsafe technique (dragging improperly, mannequin dropped)	6810 Completed but with major issues (stopped multiple times, cone knocked, poor control).	1214 Completed with 1 penalty (1 stop OR improper drag technique).	161820 Completed cleanly with minor issues (slow pace, minor body positioning issues).	22232425 Completed perfectly: smooth drag, no stops, strong and safe control.	
Professionalism						

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Professional Dress Presents a neat, professional appearance in attire consistent with any recognized industry standard for the career and event tasks. Team members reasonably match in color and style.	0 Attire does not reasonably reflect a recognized industry standard for the career and tasks, or team members do not reasonably match.		3 Attire reflects a recognized industry standard, but noticeable issues with neatness or how clothing is worn detract from professional appearance.		5 Appearance is neat and professional. Attire reflects a recognized industry standard, is worn properly, and reasonably matches among team members.	
Professional Behavior Maintains a professional demeanor, stays attentive and engaged, and communicates appropriately for the role and situation throughout the event.	0 Professional demeanor and role-appropriate engagement are not demonstrated.	1 2 Shows limited professional demeanor. Communication or engagement remains too casual or disconnected from the role.	3 Generally presents professionally, but communication, attentiveness, or engagement is inconsistent.	4 Maintains a professional demeanor, stays engaged, and communicates appropriately for the role.	5 Sustains a professional demeanor and attentive engagement throughout. Communicates with tact and adapts appropriately to the people and situation.	
Total Score: _____ / 100 pts						