

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.

Competitor Provided Materials

- **Photo Identification:** Reference the 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)
 - Wildland Fire Gear is Prohibited for TPSA Fire Events. Competitors will not be permitted to compete using Wildland Fire Gear.

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 donning bunker gear, 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 must be wearing tennis shoes or boots. 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 and stands up.
 - After standing, Competitor claps his/her hands together to stop time.
 - For scoring purposes, no other adjustments may be made after clapping. However, adjustments may be made, for no points, before continuing to part 2, if necessary.
- **Part 2 Black out (5 min Time Limit)**
 - Competitor will move to part 2 still wearing the bunker gear.
 - The competitor will then be given the blacked out face 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.
 - Part 3 of Search and Rescue will begin when Competitor opens the door.
- **Part 3 Search and Rescue (10 min Time Limit)**
 - Moderator will begin ten (10) minute timer immediately after Competitor enters maze area.
 - The maze entry and exit door/area will be the same.
 - Competitors must keep all parts of their body below a height of three feet (36 inches) at all times. A minimum of three points of contact must be maintained, with hands in flat contact with the surface during movement.
 - 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 6 tools 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. The Competitor will call out the tool names as they are found in the maze. All tools must be called out before the baby is found. Any tools found after the baby will not be scored.
- 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 ten (10) 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. Competitor will be scored based on tasks completed before time expires.
- **Evaluation and Scoring (5 min Time Limit):** After the completion of the event, the judges will convene to assess each competitor's/team's performance based on a standardized rubric. This stage is conducted without the presence of the competitors. Judges will evaluate the criteria outlined in the rubric to ensure a fair and objective scoring process. Once all assessments are finalized, scores will be recorded for each competitor/team.

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.

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Bunker Gear						
Donning Bunker Gear	0 Did not attempt to don bunker gear.	3 4 5 Gear was donned incorrectly; major components were missing (e.g. liner, collar, suspenders) or unfastened; unsafe. Wildland Fire Gear Prohibited.	6 7 8 Most gear was properly donned; minor adjustments needed for safety.	9 10 11 Gear fully donned; all closures secure; minor cosmetic flaws.	12 Gear donned quickly and correctly; all components secured professionally and safely.	
Efficiency	0 Did not attempt to don bunker gear.	4 Took longer than 3 minutes to don gear.	6 Donned gear in 2:01–3:00 minutes.	8 Donned gear in 1:01–2:00 minutes.	10 Donned gear in under 1:00 minute	
Entry Procedure						
Checking door for heat (Verbal & Physical)	0 Did not check or verbalize checking the door for heat.	3 4 5 Touched the door but did not verbalize the action, or verbalized but failed to physically check.	6 7 8 Checked door for heat with partial technique or unclear verbalization.	9 10 11 Clearly verbalized and physically checked the door for heat using a reasonable method.	12 Professionally executed door check with clear, confident verbalization and correct technique (e.g., back of hand, proper sequence).	

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Verbal notification Competitors must speak aloud to judges during four key points of the search: when entering, locating the victim, beginning return, and exiting the structure.	0 No verbal communication provided at any key point.	3 4 5 Only one point verbalized, or verbalizations were unclear or incomplete.	6 7 8 Two of four required verbal updates were made clearly.	9 Three of four required verbal updates were made, clearly and at appropriate times.	12 Clearly and confidently verbalized all four required updates: entry, victim located, beginning return, and exit. Demonstrated excellent communication throughout.	
Maze Navigation						
Movement Technique	0 Did not enter the maze.	3 4 5 Exceeded 3 ft height frequently and/or stood up; unsafe movement; improper contact technique.	6 7 8 Stayed mostly low but inconsistent contact or form.	9 10 11 Maintained low profile under 3 feet for entire event, and three points of contact; minor posture slips.	12 Consistently under 3 ft, excellent body control, hands flat, three-point contact maintained for duration of event.	
Efficiency (Time Management)	0 Did not attempt the maze or disengaged before any time management could be assessed.	3 4 5 Time was used poorly — competitor appeared disoriented, stalled for long periods, or rushed without purpose; lacked awareness of task pacing.	6 7 8 Time was somewhat managed but included periods of inefficiency, backtracking, or hesitation.	9 10 11 Demonstrated a clear awareness of time and maintained steady, task-focused progress throughout the maze.	12 Maintained excellent pacing, task focus, and deliberate decision-making throughout. Showed strong situational control without sacrificing quality.	
Victim Location and Extraction						

Criteria	Unattempted	Unsatisfactory	Satisfactory	Proficient	Exemplary	Points
Victim Location and Extraction 	0 Did not locate or remove the victim.	3 4 5 Located victim but used unsafe or improper extraction.	5 6 7 Located and removed victim with some awkwardness or realism issues.	8 9 10 Located and extracted victim safely with appropriate technique.	11 Smooth, safe, and realistic victim extraction consistent with fire service standards.	
Equipment Identification						
Verbal Identification of Located Equipment All verbal identifications must occur before the baby is located to receive points.	0 Did not verbally identify any tools or equipment before locating the victim.	1 Verbally identified 1 correct item prior to finding the victim; responses were unclear or incorrect.	3 4 Verbally identified 2–3 correct items before locating the baby, but with hesitation or unclear terminology.	7 8 Verbally identified 4–5 correct items clearly and accurately before the baby was found.	9 Verbally identified all 6 items confidently, using proper terminology and clear voice prior to locating the baby.	
Professionalism						
Professionalism This criterion evaluates the appropriateness of attire and the level of professional behavior displayed, considering industry standards relevant to the event.	0 No professionalism demonstrated. Attire and behavior are entirely inappropriate or unacceptable.	1 2 Attire is inappropriate for the event and does not meet industry standards. Professional behavior is inconsistent.	3 4 5 Attire is mostly appropriate but may not fully meet industry standards. Professional behavior is generally acceptable.	6 7 8 Attire meets industry standards and is appropriate for the event. Professional behavior is consistent.	9 10 Attire meets industry standards and is appropriate for the event. Professional behavior is outstanding and goes above and beyond expectations. Attire quality is not a factor between Proficient and Exemplary.	
Total Score: _____ / 100 pts						