

TOWNSHIP FIRE DEPARTMENT, INC.
AGILITY TEST

NAME _____

DATE _____ STATION # _____

- _____ 1. DISTANCE RUN.
- _____ 2. HOSE DRAG.
- _____ 3. RESCUE.
- _____ 4. LADDER CLIMB.
- _____ 5. FORCIBLE ENTRY.
- _____ 6. EQUIPMENT CARRY.
- _____ 7. EQUIPMENT START.
- _____ 8. INDIAN PACK CAN DISTANCE WALK.

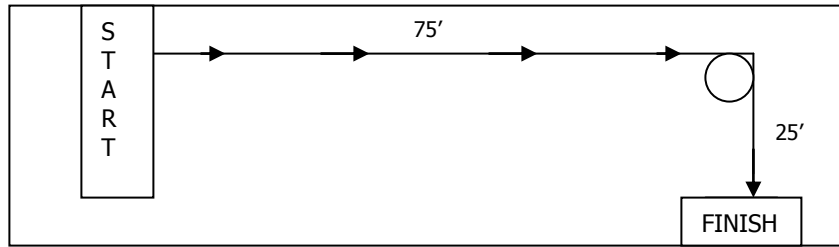
THE AGILITY TEST MUST BE SATISFACTORILY COMPLETED EVERY 2 YEARS.

SIX OUT OF THE EIGHT STATIONS MUST BE COMPLETED.

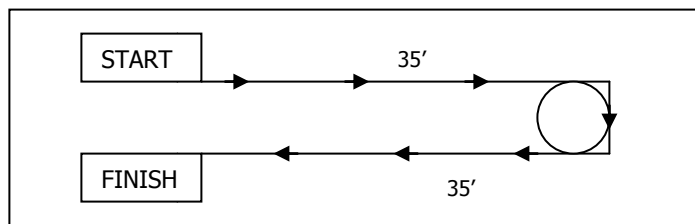
BATTALION CHIEF SIGNATURE: _____

DESCRIPTION of the AGILITY TEST STATIONS

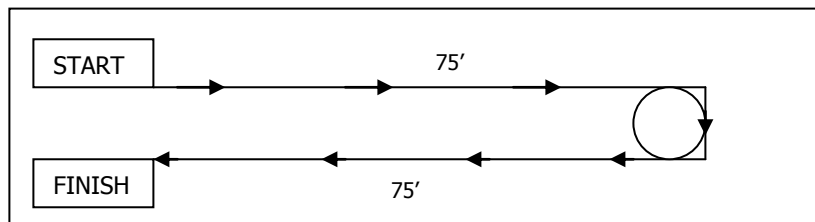
1. **DISTANCE RUN** – Run/jog approximately ½ MILE, 15 minute time limit. No turnout gear or SCBA required.
2. **HOSE DRAG** – While in *full turnout gear, drag an uncharged hose line and attached nozzle 75', take a 90° turn and drag an additional 25', stop and pull 50' of hose past the predetermined finish line. Materials needed for this station include *full turnout gear, 200' of 1½" hose line, a nozzle, and a barrel/drum to be utilized as the corner.



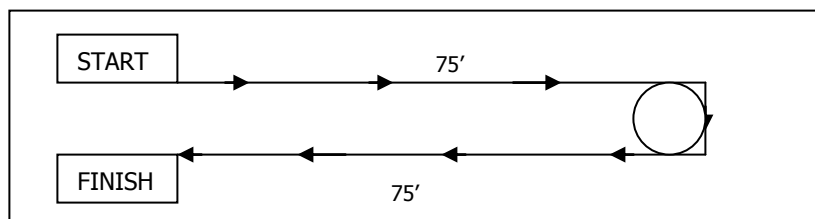
3. **RESCUE** – While in *full turnout gear drag from a predetermined starting point drag the rescue dummy 35' and back to the starting point in any manner. Materials needed for this station include * full turnout gear, rescue dummy, and a barrel/drum to be utilized as the corner.



4. **LADDER CLIMB** – While in *full turnout gear, raise a 24' or 35' fire service extension ladder to a roof of a building, climb up the ladder and lift one 50' section of doughnut rolled 1½' to the roof using a rope. Materials needed for this station include *full turnout gear, extension ladder, 50' length of 1½" hose, and a rope.
5. **FORCIBLE ENTRY** – While in *full turnout gear, take 8 swings with a fire axe or sledgehammer on a approved fixed object. Materials needed for this station include *full turnout gear, a 8 lb. fire axe or 10# sledgehammer, an approved fixed object.
6. **EQUIPMENT CARRY** – While in *full turnout gear from a predetermined starting point lifts and carries both a 20# fire extinguisher and a chain saw 75' and back to the starting point. Materials needed for this station include *full turnout gear, a 20# fire extinguisher and a chain saw.



7. **EQUIPMENT START** – While in *full turnout gear, pull the recoil rope 12 times on a K-12 saw (in an attempt to start it) that has the start button in the off position. Materials needed for this station include *full turnout gear, and a K-12 saw.
8. **INDIAN PACK CAN DISTANCE WALK** – While in turnout gear, walk 75' and back to the starting point with a full Indian Pack can. Materials needed for this station include turnout gear, a full Indian Pack can, and a barrel/drum to be utilized as the corner.



***FULLTURNSOUT GEAR** for the agility testing includes having helmet, gloves, boots, bunker pants, and coat with SCBA backpack including cylinder properly donned. SCBA facepiece and on air is not required.