

# Union City Fire Department

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111 N. 5<sup>th</sup> Street Box 9 Union City, Tennessee 38281 901-885-4851 Fax 885-3912



Dear Firefighter Applicant:

The employment process for the Union City Fire Department is composed of three (3) steps. A physical agility test; a written test; and an interview.

Applicants must pass the agility portion **AND** the written test to proceed with the employment process. The agility test and the written test will both be administered the same day. The written test will consist of 155 questions. You will be given two (2 1/2) hours to complete the test. Those passing both the written test and the agility test will be notified by mail and scheduled for an interview at a later date.

There is a "practice written test" on our web site. Go to [www.ucfdtn.com](http://www.ucfdtn.com) and check the employment section.

We will have a Meet & Greet the Friday night before the agility test. This is not mandatory. It is simply a chance to look over the station and see the layout of the physical fitness set up. It will also give us a chance to see the candidates who are applying for the positions.

We will hold the Agility and Written Test on a Saturday. Applicants must report to Central Station by 8:00 a.m. Parking will be across the street from Central Station at CPS and adjacent parking lot. Please report to the Dispatch/Clerks office immediately upon your arrival to check in. If you have not checked in by 8:00 a.m. you will be considered a no show and eliminated from the hiring process.

A copy of the Physical Agility Test and other information needed is also on the website.

Kelly E. Edmison  
Chief of Department

# **UNION CITY FIRE DEPARTMENT OVERVIEW OF THE PHYSICAL AGILITY TEST**

## **TAKING THE PHYSICAL AGILITY TEST**

These pages contain important facts about the physical agility test. Read it carefully to learn what the test will be like. This is a measure of your ability to do certain things that are important to the job. This does not mean that you need to know all about the job when you take the test.

## **PARTS OF THE TEST**

There are seven (7) events in the test. Each event is described on the following pages.

## **WHAT YOU SHOULD WEAR OR BRING TO THE TEST**

Bring your DRIVERS LICENSE. Sweat pants and shirt, T-shirts, work pants, and tennis/gym shoes, and gloves (preferably leather) are the recommended apparel for this test. Tight clothes should be avoided. No food, drink, or tobacco products will be allowed in the classroom or on the drill field at any time. Dress according to the weather. **DO NOT BRING ANYONE BUT YOURSELF.** We are not responsible for any lost or stolen property, we recommend you not bring valuables or leave them in your locked car.

## **HOW TO PREPARE TO TAKE THE PHYSICAL AGILITY TEST**

The best way to prepare for this test battery is to be in the best general physical condition possible. General physical conditioning exercises that will increase your endurance will be helpful. Some suggested general conditioning exercises might include running, swimming, climbing stairs, sit ups, push ups, etc.

## **TEST SITE AND DATE (For travel information call 1-731-885-3911)**

**Candidates will report to Union City Central Fire Station at 111 N. 5<sup>th</sup> Street, no later than 8:00 a.m. on Saturday April 27, 2019** Please report to the Dispatch/Clerks office immediately upon your arrival to check in. Parking will be across the street at CPS and the adjacent parking lot. A demonstration will be done for each event. It will be to everyone's advantage to pay close attention as to how each event should be performed. All events are timed and are important, however safety is the main concern. Test will be given rain or shine.

**Failure to show up for the Agility Test will result in an automatic elimination from the employment process.**

## UNION CITY FIRE DEPARTMENT PHYSICAL AGILITY TEST INFORMATION

Overview - Explains how and why.

**NOTE:** For all events you will be furnished a helmet and weight vest.

### 1. Aerial Climb:

The applicant, wearing the proper safety equipment, with the addition of a safety line and belt, will climb a freestanding aerial device set to an angle of 60 degrees and to a height of seventy-five (75) feet. Each rung of the aerial device must be touched with either foot (no rung skipping) until the applicant can touch the top rung; and then return down the ladder. The proper placement of the hands while climbing should be on the rungs of the device.

***Purpose:** Firefighters are often called upon to climb and descend ladders in a safe and rapid manner. This exercise will display such ability.*

### 2. Rescue drag:

The applicant must drag (**cannot lift and carry**) a "Rescue Randy" (weighing 175 pounds) Fifty feet (50) to the designated finish line. Time will end when "Randy" crosses the finish line.

***Purpose:** The ability to carry/drag unconscious victims to safety is a vital task, which every firefighter must be ready to perform at all times while on duty.*

### 3. Ventilation Event:

The Candidate will lift a 10lb sledgehammer and strike a Keiser Sled moving the sled the required distance using the straddle method. (Between the legs) Time will start when the hammer strikes the sled and will stop when the sled reaches the opposite end.

***Purpose:** Firefighters may be called upon to open ventilation openings in a roof. This is sometimes accomplished using an ax in the above-described fashion.*

### 4. SCBA & Hose Crawl:

The candidate wearing a 50 pound weighted vest and an SCBA covered face piece must follow a charged hose line through the burn building.

***Purpose:** Firefighters are called upon to execute search and rescue operations, many of which must take place in confined areas where the firefighter is completely surrounded by dense heavy smoke or darkness. Should the individual not be able to deal with these surrounding, this task could not be accomplished and would possibly endanger their life and the lives of others.*

**NOTE:** Time keeper will stop the timer during donning and doffing of facepiece..

**As a reference this is approximately the half-way point in total time.**

## **5. Hose drag:**

A Simulated 100' section of 1 3/4" charged hose is positioned at a starting point. The candidate will be required to pick up the hoseline at the nozzle that is secured in the off position, and move it along a designated pathway, 100' away without pausing to rest and lay the hose down after crossing the line. **(Do not drop or throw the nozzle.)** Time will start when one foot crosses the start line and will stop when the applicant completely crosses the finish line.

***Purpose:** Firefighters must be prepared to move charged water lines on the fire ground. Sometimes this is done with little or no help.*

## **6. Tool Lift and Carry:**

The applicant will lift and carry a 50lb weight from a designated area to another designated area on the ground 50 feet away. The applicant will put the weight down and return to the starting area for a 2<sup>nd</sup> weight and carry it to the 1<sup>st</sup> weight. The applicants will then go back to the starting area and touch it. Next the applicant will return the weights back to the starting area one at a time. Time will start when the applicant touches the 1<sup>st</sup> weight and will stop with the release of the last weight returned to the starting area.

***Purpose:** Firefighters must be able to carry and lift different types of equipment from the apparatus to the scene.*

## **7. Hose Stack:**

14 (Fourteen) rolled sections of 3" hose each weighing about 56lbs. will be in an upright orderly fashion, position on the bottom row of a hose rack. The candidate will lift the hose, one section at a time and place them on the top rack of the hose rack, next to each other. The candidate will then proceed; reverse the order and lift each section from the top rack, back to the bottom rack in an orderly fashion.

***Purpose:** Firefighters require endurance and upper body strength.*

***Total time to complete all seven events in continuous order including walking time between stations is 21 minutes and 30 seconds, and you will receive 10 additional points toward the hiring process. Completing the agility test not in the specified time will give you 0 additional points toward the hiring process. If you stop ( no movement toward completing the station in 10 seconds) between or at a station you will receive one warning to continue in 30 seconds or will be eliminated from the hiring process. Not starting in 30 seconds after the warning or stopping ( no movement toward completing the station in 10 seconds) again on the same station, you will have been considered as having quit and be eliminated from the hiring process. The timer will be stopped during any equipment malfunction and started as soon as the malfunction has been corrected. A passing grade on this agility test requires completing ALL seven- (7) events in continuous order.***