



CITY OF GREAT BEND
FIRE / EMS DEPARTMENT
TESTING & INTERVIEW PROCEDURES

1. Physical Agility Test – All applicants must pass each physical agility station within established time limits in order to advance to the next stage. (See included Physical Agility Test Descriptions)
2. Oral Interview – If an applicant has successfully passed the physical agility test, he/she will be allowed an oral interview. The interview committee will include members of the Great Bend Fire Department.
3. Background Check – If an applicant has successfully passed each of the previous stages, he/she will be asked for permission for the City of Great Bend to perform a background check for any criminal or driving violations on their record.
4. Written Test – Once all oral interviews have been completed a written test will be given.
5. If an applicant successfully passes the written test, the top ranked individual(s) may be invited for a second interview with the Fire Chief or an Officer from the Great Bend Fire Department.
6. The applicant who is chosen to fill the position will be provided a conditional offer based upon whether they pass a physical examination that will be scheduled and paid for by the City of Great Bend. This physical examination will also include a drug screening.
7. Other candidates that successfully completed all stages of the testing and interviewing procedure but were not extended an offer may be considered for an eligibility list. This list will be utilized in the event we experience another opening in the near future.

Luke McCormick
Fire Chief

Station #1
1205 Williams Street
Great Bend, KS 67530
Ph: (620) 793-4140

Station #2
5851 10th Street
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Updated: November 2018

SUMMARY OF FIREFIGHTER PHYSICAL AGILITY TEST EVENTS

Candidates participating in the physical performance test will be required to complete the events listed below. A 10 minute time limit is given to complete the first five events consecutively without a rest period. Speed is not a factor in scoring. The scores are based on whether the individual can complete the required events in the time given. The ladder climb is completed last and is not timed.

All events will be completed wearing a firefighter coat, gloves, helmet, and a self-contained breathing apparatus (SCBA). The candidate will be required to wear the SCBA back pack but they will not be required to be “on air”.

STAIR CLIMB

The candidate will, from the start / finish line, pick up and carry a bundle of 2 ½ inch hose. (Weight of approximately 75 lbs.) The hose will be carried up the stairway of the training tower to the 3rd floor and laid on the floor. Candidate then returns to the start / finish line, picks up a second bundle of hose and returns to the 3rd floor of the training tower and places the hose on the floor. The candidate then returns downstairs to the start / finish line.

The candidate then returns to the 3rd floor of the training tower and picks a bundle of hose up and carries it downstairs to the start / finish line and place it on the ground. The candidate will then return to the 3rd floor and bring the second bundle of hose downstairs to the start / finish line. This event will be completed wearing helmet, bunker coat, gloves, and SCBA without wearing the face piece.

Key Points

Walk – NO RUNNING allowed. Running will mean failure of the event.

Definition: Walking – One foot must be in contact with the ground at all times.

Use of handrail – NO use of the handrail. Use of the handrail will mean failure of the event.

Stairs – Stairs will be negotiated one at a time, skipping a step will mean failure of the event.

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FORCIBLE ENTRY SLED DRILL

The candidate will swing an 8 pound dead blow sledge hammer hitting a moveable sled. The sled must be driven the length of the base (approximately 5 feet) and then driven back to the starting point. The candidate will use a two arm swing with arms extended over the head. The head of the

hammer is not allowed to leave the area between imaginary lines extending vertically from the candidates shoulders at any time during the event. This event will be completed wearing helmet, bunker coat, gloves, and SCBA without wearing the face piece. The candidate will be allowed 2 minutes to complete this event.

Key Points

Two armed swing – Grasping hammer with both hands with both arms extended.

Stand with toes of feet even with or slightly ahead of the sled.

STANDING BEHIND THE FRONT OF THE SLED OR DRAGGING THE SLED WILL BE AN AUTOMATIC FAILURE OF THE EVENT.

Head of the hammer must stay inside the area between imaginary lines extending vertically from the candidates shoulders.

CHARGED HOSE DRAG

The candidate will pick up the nozzle of a charge 1 ¾” line (150’) and drag it 100’. Once the nozzle has cleared the finish line, the candidate may drop it and proceed to the next event. This event will be completed wearing helmet, bunker coat, gloves, and SCBA without wearing the face piece.

UNCHARGED HOSE DRAG

The candidate will from the start / finish line, grasp the female end of a 2 ½ inch fire hose and pull it a distance of 100 feet and couple it to a connection on a fire hydrant. The candidate will then return to the start / finish line and grasp a second section of 2 ½ inch hose and pull it to the hydrant and couple it to the connection on the hydrant. The candidate will then return to the start / finish line. This event will be completed wearing helmet, bunker coat, gloves, and SCBA without wearing the face piece.

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Key Points

Candidate may have hold of connection at start of event but must not have it raised off of the tailgate of the pickup.

Walk – NO RUNNING allowed. Running will mean failure of the event.

Definition: Walking – One foot must be in contact with the ground at all times.

Connections on hydrant will not be capped.

Connection – threads must be started enough to hold the connection from falling.

DUMMY DRAG (Rescue Randy)

The candidate will, from a standing position, drag Rescue Randy (175 lbs.) a distance of 75 feet. This event will be completed wearing helmet, bunker coat, gloves, and SCBA without wearing the face piece.

Key Points

Candidate may grasp the dummy in any method they choose.

Dummy may be picked up if the candidate so chooses.

LADDER CLIMB

The candidate will, starting from the aerial platform, climb the 75' aerial ladder one rung at a time, grasping each rung with alternate hand while climbing, and touch the third rung from the top. The candidate will remain at the top of the ladder until the tester tells them to descend down the ladder to the platform.

Once the candidate has started, they will ascend the ladder in a smooth manner, without pausing until the top of the ladder is reached. Then when instructed to do so, descend the ladder in a smooth manner without pausing until the candidate reaches the platform. This event will be completed wearing helmet, bunker coat, gloves, and SCBA without wearing the face piece. This event is judged on the candidate's smoothness and comfort with ladder work. This event is not timed.

Key Points

Climb with body vertical, smoothly and continuously.

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