

# **NORMAN POLICE DEPARTMENT**

## **Job Task Simulator**

**This will detail the elements of the physical agility test/Job Task Simulator (JTS) for Police Officer Applicants. This test will be a pass/fail test.**

**The JTS is intended to represent apprehending a fleeing subject in a foot pursuit. Each element is similar to tasks that law enforcement officers have to complete in the course of such an event.**

**The Physical Agility Assessment for the position of Police Officer will follow this ¼ mile course:**

- 1. Removing seatbelt, exiting, and pushing a police car**
- 2. Jumping (leaping) over an obstacle/trench**
- 3. Climbing over a 6' fence**
- 4. Climbing over a 4' fence**
- 5. Low Crawling under an obstacle**
- 6. Ducking under an obstacle**
- 7. Jumping/hurdling over an obstacle**
- 8. Ascending and descending a set of stairs (touching each stair)**
- 9. Ascending and descending a second set of stairs (touching each stair)**
- 10. Dragging a 165 lbs. dummy that is in the shape of a person**



**Time begins upon notification and runs continuously until the participant completes the course. Any elements that are not completed appropriately will result in a reminder and the ability to attempt the task again, but time will continue to run.**

**Participants will be shown each element in-person before the simulation begins.**

**If the simulation is not accomplished in the 2:50 minute time limit, the participant will be disqualified for the day.**

**The JTS layout is provided on the following page. Each element is consistent with the numbering above.**

