

**MONTGOMERY TOWNSHIP DEPARTMENT OF POLICE SERVICES**

**TEST PROCESS SCHEDULE**

1) **WRITTEN TEST**

Time: 9:00 a.m. – 12:00 p.m. (doors open at 8:00 a.m.)

Date: October 6<sup>th</sup> , 2018

Place: Montgomery Twp. Lower Middle School  
Cafeteria  
373 Burnt Hill Road  
Skillman, NJ 08558

**Lunch**

Time: 12:00 p.m. – 1:30 p.m. (bring bagged lunch)

2) **PHYSICAL AGILITY**

Time: 1:30 p.m. - (Only those candidates with a passing score on the written test will proceed to physical agility test.)

Date: October 6<sup>th</sup> , 2018

Place: Montgomery Twp. Lower Middle School  
Gymnasium  
373 Burnt Hill Road  
Skillman, NJ 08558

**ATTIRE: Athletic footwear and gym clothes mandatory.**

**SELECTION PROCESS ADVANCEMENT**

1. Written Test: Must score 75% or more to pass

2. Physical Agility: Pass/Fail

**Only those candidates attaining the top scores on the written exam who also pass the physical agility test shall advance to the first interview.**

3. Interview #1: Advance / Not Advance

4. Interview #2: Selected for hire / Not selected for hire at this time

## RULES AND REGULATIONS OF THE SELECTION PROCESS

The rules listed below are effective in all phases of the selection process. Violations of the listed rules or any directions/instructions given verbally or in writing by anyone conducting a phase of the selection process, or assisting, will result in immediate dismissal of the applicant from the process.

1. The Written Test is identified by an application number and last four digits of the applicant's Social Security Number. Bring with you two (2) sharpened #2 pencils and a ballpoint pen.
2. Follow all instructions and directions, exactly.
3. Except for pencils, pen and issued papers, NO articles, papers, etc. will be on the table top during the exam. Electronic communication devices are not permitted in the testing center. Please secure them in your vehicle.
4. During the exam – NO talking, NO questions, NO standing up or leaving the room, unless directed otherwise.
5. Cheating or inappropriate behavior, will be cause for dismissal from any phase of the selection process.
6. Any activity, action, noise or gesturing that will tend to disturb, disrupt or interfere with the orderly processing of the test phase being conducted WILL NOT BE TOLERATED and will be cause for dismissal from the process.
7. All applicants are expected to be where directed at the time specified. No times or dates will be altered for anyone. Tardiness at any phase of document submission or testing shall result in discharge from the process.
8. All forms or documents requested will be submitted on or before the time specified.
9. All forms will be completed as directed. **Omissions, errors or misstatement(s) will result in rejection of the application.** No additions or deletions will be permitted after forms are in the custody of this department, without exception.
10. DO NOT call headquarters for any information concerning a phase completed or scheduled.
11. MUST present a government issued photo ID on the day of the test.

## INSTRUCTIONS FOR THE POLICE PHYSICAL

- I. **Agility Run:** The run must be completed in sixty (60) seconds or less. The agility run consists of the following:
- A. **Hurdles** – The hurdles are set at 30 inches high and are 15 feet apart. Touching a hurdle is a 5 second penalty and knocking over a hurdle is a 10 second penalty.
  - B. **Ditch** – The ditch, a gym mat, is placed 15 feet from the last hurdle and is approximately 8 feet wide. You must clear the mat with both feet. Touching the mat with your toe at the beginning or your heel at the end is a 5 second penalty. A complete step on the mat at either end is a 10 second penalty.
  - C. **Beam** – The beam is located 20 feet beyond the ditch and is 4 feet high. You are to vault or climb over the middle of the beam, go to the end, climb up and traverse the full length of the beam, and then dismount. If you fall off the beam, you are to remount from the starting end and try again, if you fall off again, a 10 second penalty will be added.
  - D. **Run** – After dismounting the beam, proceed to the equipment. If you touch a cone a 5 second penalty will be added. Knocking over a cone or dropping the equipment is a 10 second penalty. Deviating from the correct course is a 5 second penalty per cone improperly passed. You will be provided with a map of the course prior to performing the test.

Upon completion of the run, your elapsed time and any penalties incurred will be totaled. If your score is 60 seconds or less, you will advance. If you exceed 60 seconds, you will be eliminated from the application process.

