

**STATE OF
CONNECTICUT**



**DEPARTMENT OF
CORRECTION**

TEST OVERVIEW

The Correction Officer Test battery evaluates a candidate's muscular strength, muscular endurance, aerobic capacity, and anaerobic power. A comprehensive job analysis of the Correction Officer position provided the foundation for the physical test battery. Below is a list of the Correction Officer tests.

1. Job Simulation #1: Cell and Area Search
2. Job Simulation #2: Code Response to Secondary Location
3. Job Simulation #3: Run and Restrain

Job simulations reflect essential physical tasks performed by DOC Correction Officers.

JOB SIMULATION #1 – CELL AND AREA SEARCH

Purpose: The purpose of the test is to evaluate the ability to perform the movements required during a search of a cell or other location. The cell and area search evaluates the strength, range-of-motion, and agility required to search cells and other locations in a correctional facility.

Job Simulation #1: This simulation requires repeated stepping up and down, on and off an 18" box while moving blocks from shelf to shelf as directed by the test monitor.

JOB SIMULATION #2 – CODE RESPONSE TO SECONDARY LOCATION

Purpose: The purpose of the test is to evaluate the ability to respond quickly to an emergency. The test involves running to respond in a timely fashion. This simulation assesses a combination upper body strength, grip strength, upper body muscular endurance, and aerobic capacity required in an emergency response.

Job Simulation #2: This simulation requires running through a prescribed course which includes going up and down stairs and negotiating obstacles.

JOB SIMULATION #3 – RUN AND RESTRAIN

Purpose: The purpose of the test is to evaluate the ability to respond quickly to an emergency and control and restrain inmates. The test involves running in a timely manner to the incident scene and subduing and handcuffing a resistive inmate.

Job Simulation #3: This test requires short bursts of running, turning and overcoming barriers. There is also physical strength needed to pull a 165 pound mannequin 15 feet and complete the arrest simulation.