

DOL Police Officer & Fire Fighter Occupational Characteristics

Selected Characteristics of Occupations Defined in the Revised Dictionary of Occupational Titles, 1993, U.S. DOL Dictionary of Occupational Titles, Volume 1, Fourth Edition, Revised 1991, U.S. Department of Labor

Vocational Preparation Physical Demands Environmental Conditions	Police Officer	Fire Fighter
<p>(A) <i>Specific Vocation Preparation (SVP)</i> is the amount of lapsed time required by a typical worker to learn the techniques, acquire the information, and develop the facility needed for average performance in a specific job-worker situation. Lapsed time is not the same as work time. For example, 30 days is approximately 1 month of lapsed time and not six 5-day work weeks, and 3 months refers to 3 calendar months and not 90 work days.</p>	<p>6 Over 1 year up to and including 2 years</p>	<p>6 Over 1 year up to and including 2 years</p>
<p>(B) <i>Strength</i> This factor is defined by one of five levels: Sedentary, Light, Medium, Heavy, and Very Heavy. Most jobs require workers to expend energy to some extent. The amount can be affected by a worker's body position and the frequency of the repetition of a task.</p> <p>To determine Strength Level, analysts review three elements in the physical demands of a job and condense these three elements into a single rating reported as the overall Strength Level of the occupation. The three elements and their subcomponents are defined below:</p> <p>(1) <i>Body Position</i> <u>Standing</u>: Remaining on one's feet in an upright position at a</p>	<p>M Medium Work Involves exerting 20 to 50 pounds of force occasionally, or 10 to 25 pounds of force frequently, or an amount greater than negligible and up to 10 pounds constantly to move objects. Physical demand requirements are in excess of those for Light Work.</p>	<p>V Very Heavy Work Involves exerting in excess of 100 pounds of force occasionally, or in excess of 50 pounds of force frequently, or in excess of 20 pounds of force constantly to move objects.</p>

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<p>work station without moving about.</p> <p><u>Walking</u>: Moving about on foot. <u>Sitting</u>: Remaining in a seated position.</p> <p>(2) <i>Weight/Force</i> <u>Lifting</u>: Raising or lowering an object from one level to another (includes upward pulling). <u>Carrying</u>: Transporting an object, usually holding it in the hands or arms or on the shoulder. <u>Pushing</u>: Exerting force upon an object so that the object moves away from the force (includes slapping, striking, kicking, and treadle actions). <u>Pulling</u>: Exerting force upon an object so that the object moves toward the force (includes jerking).</p> <p>(3) <i>Controls: Hand-Arm and Foot-Leg</i> Controls entail use of one or both arms or hands (hand-arm) or one or both feet or legs (foot-leg) to move controls on machinery or equipment. Controls include, but are not limited to, buttons, knobs, pedals, levers, and cranks.</p> <p>Physical Demand factors other than those listed above may affect the Strength Level rating. Analysts consider these factors when they are present and adjust the overall Strength Level rating accordingly.</p>		
<p>(C) <i>Climbing</i> Ascending or descending ladders, stairs, scaffolding, ramps, poles, and the like, using feet and legs or hands and arms. Body agility is emphasized.</p>	<p><input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.</p>	<p><input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.</p>

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(D) <i>Balancing</i> Maintaining body equilibrium to prevent falling when walking, standing, crouching, or running on narrow, slippery, or erratically moving surfaces; or maintaining body equilibrium when performing gymnastic feats.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.
(E) <i>Stooping</i> Bending body downward and forward by bending spine at the waist, requiring full use of the lower extremities and back muscles.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.
(F) <i>Kneeling</i> Bending legs at knees to come to rest on knee or knees.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.
(G) <i>Crouching</i> Bending body downward and forward by bending legs and spine.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.
(H) <i>Crawling</i> Moving about on hands and knees or hands and feet.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.	<input type="radio"/> Occasionally Activity or condition exists up to 1/3 of the time.

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(I) <i>Reaching</i> Extending hand(s) and arm(s) in any direction.	O Occasionally Activity or condition exists up to 1/3 of the time.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(J) <i>Handling</i> Seizing, holding, grasping, turning, or otherwise working with hand or hands. Fingers are involved only to the extent that they are an extension of the hand, such as to turn a switch or shift automobile gears.	O Occasionally Activity or condition exists up to 1/3 of the time.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(K) <i>Fingering</i> Picking, pinching, or otherwise working primarily with fingers rather than with the whole hand or arm as in handling.	O Occasionally Activity or condition exists up to 1/3 of the time.	O Occasionally Activity or condition exists up to 1/3 of the time.
(L) <i>Feeling</i> Perceiving attributes of objects, such as size, shape, temperature, or texture, by touching with skin, particularly that of fingertips.	N Not Present Activity or condition does not exist.	O Occasionally Activity or condition exists up to 1/3 of the time.
(M) <i>Talking</i> Expressing or exchanging ideas by means of the spoken word to impart oral information to clients or to the public and to convey detailed spoken instructions to other workers accurately, loudly, or quickly.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.

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(N) <i>Hearing</i> Perceiving the nature of sounds by ear.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(O) <i>Tasting/ Smelling</i> Distinguishing, with a degree of accuracy, differences or similarities in intensity or quality of flavors or odors, or recognizing particular flavors or odors, using tongue or nose.	N Not Present Activity or condition does not exist.	N Not Present Activity or condition does not exist.
(P) <i>Near Acuity</i> Clarity of vision at 20 inches or less.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(Q) <i>Far Acuity</i> Clarity of vision at 20 feet or more. (Note: There is no Physical Demand component for rating clarity of vision in the middle distance of 20 inches to 20 feet.)	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(R) <i>Depth Perception</i> Three-dimensional vision. Ability to judge distances and spatial relationships so as to see objects where and as they actually are.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.

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<p>(S) <i>Accommodation</i> Adjustment of lens of eye to bring an object into sharp focus. This factor is required when doing near point work at varying distances from the eye.</p>	<p>F Frequently Activity or condition exists from 1/3 to 2/3 of the time.</p>	<p>O Occasionally Activity or condition exists up to 1/3 of the time.</p>
<p>(T) <i>Color Vision</i> Ability to identify and distinguish colors.</p>	<p>F Frequently Activity or condition exists from 1/3 to 2/3 of the time.</p>	<p>F Frequently Activity or condition exists from 1/3 to 2/3 of the time.</p>
<p>(U) <i>Field of Vision</i> Observing an area that can be seen up and down or to right or left while eyes are fixed on a given point.</p>	<p>F Frequently Activity or condition exists from 1/3 to 2/3 of the time.</p>	<p>F Frequently Activity or condition exists from 1/3 to 2/3 of the time.</p>
<p>(V) <i>Exposure to Weather</i></p>	<p>O Occasionally Activity or condition exists up to 1/3 of the time.</p>	<p>O Occasionally Activity or condition exists up to 1/3 of the time.</p>
<p>(W) <i>Extreme Cold</i> Exposure to nonweather-related cold temperatures.</p>	<p>N Not Present Activity or condition does not exist.</p>	<p>N Not Present Activity or condition does not exist.</p>

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<p>(X) <i>Extreme Heat</i> Exposure to nonweather-related hot temperatures.</p>	<p>N Not Present Activity or condition does not exist.</p>	<p>F Frequently Activity or condition exists from 1/3 to 2/3 of the time.</p>
<p>(Y) <i>Wet and/or Humid</i> Contact with water or other liquids or exposure to nonweather-related humid conditions.</p>	<p>N Not Present Activity or condition does not exist.</p>	<p>F Frequently Activity or condition exists from 1/3 to 2/3 of the time.</p>
<p>(Z) <i>Noise Intensity Level</i> The noise intensity level to which the worker is exposed in the job environment. This factor is expressed by one of five levels.</p>	<p>3 Moderate Business office where typewriters are used; department store; grocery store; light traffic; fast food restaurant at off-hours.</p>	<p>4 Loud Can manufacturing department; large earth-moving equipment; heavy traffic.</p>
<p>(AA) <i>Vibration</i> Exposure to a shaking object or surface.</p>	<p>N Not Present Activity or condition does not exist.</p>	<p>N Not Present Activity or condition does not exist.</p>

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(BB) <i>Atmospheric Conditions</i> Exposure to such conditions as fumes, noxious odors, dusts, mists, gases, and poor ventilation, that affect the respiratory system, eyes, or the skin.	N Not Present Activity or condition does not exist.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(CC) <i>Proximity to Moving Mechanical Parts</i> Exposure to possible bodily injury from moving mechanical parts of equipment, tools, or machinery.	N Not Present Activity or condition does not exist.	N Not Present Activity or condition does not exist.
(DD) <i>Exposure to Electrical Shock</i> Exposure to possible bodily injury from electrical shock.	N Not Present Activity or condition does not exist.	O Occasionally Activity or condition exists up to 1/3 of the time.
(EE) <i>Working in High, Exposed Places</i> Exposure to possible bodily injury from falling.	N Not Present Activity or condition does not exist.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(FF) <i>Exposure to Radiation</i> Exposure to possible bodily injury from radiation.	N Not Present Activity or condition does not exist.	N Not Present Activity or condition does not exist.

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(GG) <i>Working with Explosives</i> Exposure to possible injury from explosions.	N Not Present Activity or condition does not exist.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(HH) <i>Exposure to Toxic, Caustic Chemicals</i> Exposure to possible bodily injury from toxic or caustic chemicals.	N Not Present Activity or condition does not exist.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.
(II) <i>Other Environmental Conditions</i> Other Environmental Conditions, not defined above. These may include, but are not limited to, such settings as demolishing parts of building to reach and combat fires and rescue persons endangered by fire and smoke; mining ore or coal underground; patrolling assigned beat to prevent crime or disturbance of peace and being subjected to bodily injury or death from law violators; diving in ocean and being subjected to bends and other conditions associated with high water pressure and oxygen deprivation; patrolling ski slopes prior to allowing public use and being exposed to danger of avalanches.	O Occasionally Activity or condition exists up to 1/3 of the time.	F Frequently Activity or condition exists from 1/3 to 2/3 of the time.

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POLICE OFFICER I (government service) alternate titles: patrol officer; traffic officer

Patrols assigned beat on foot, on motorcycle, in patrol car, or on horseback to control traffic, prevent crime or disturbance of peace, and arrest violators: Familiarizes self with beat and with persons living in area. Notes suspicious persons and establishments and reports to superior officer. Reports hazards. Disperses unruly crowds at public gatherings. Renders first aid at accidents, and investigates causes and results of accident. Directs and reroutes traffic around fire or other disruption. Inspects public establishments requiring licenses to ensure compliance with rules and regulations. Warns or arrests persons violating animal ordinances. Issues tickets to traffic violators. Registers at police call boxes at specified interval or time. Writes and files daily activity report with superior officer. May drive patrol wagon or police ambulance. May notify public works department of location of abandoned vehicles to tow away. May accompany parking meter personnel to protect money collected. May be designated according to assigned duty as Airport Safety And Security Officer (government ser.); Dance-Hall Inspector (government ser.); Traffic Police Officer (government ser.); or according to equipment used as Ambulance Driver (government ser.); Motorcycle Police Officer (government ser.); Mounted Police Officer (government ser.). May be designated: Emergency-Detail Driver (government ser.); Patrol Driver (government ser.); Pool-Hall Inspector (government ser.); Radio Police Officer (government ser.); Show Inspector (government ser.).

FIRE FIGHTER (any industry)

Controls and extinguishes fires, protects life and property, and maintains equipment as volunteer or employee of city, township, or industrial plant: Responds to fire alarms and other emergency calls. Selects hose nozzle, depending on type of fire, and directs stream of water or chemicals onto fire. Positions and climbs ladders to gain access to upper levels of buildings or to assist individuals from burning structures. Creates openings in buildings for ventilation or entrance using ax, chisel, crowbar, electric saw, *core cutter*, and other power equipment. Protects property from water and smoke by use of waterproof salvage covers, smoke ejectors, and deodorants. Administers first aid and artificial respiration to injured persons and those overcome by fire and smoke. Communicates with superior during fire, using portable two-way radio. Inspects buildings for fire hazards and compliance with fire prevention ordinances. Performs assigned duties in maintaining apparatus, quarters, buildings, equipment, grounds, and hydrants. Participates in drills, demonstrations, and courses in hydraulics, pump operation and maintenance, and fire fighting techniques. May fill fire extinguishers in institutions or industrial plants. May issue forms to building owners, listing fire regulation violations to be corrected. May drive and operate fire fighting vehicles and equipment. May be assigned duty in marine division of fire department and be designated Firefighter, Marine (any industry).