

GUIDING BODIES

World Police and Fire Games Federation (WPFGF)
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EVENTS

UNISEX; 18+:

HOSE CART (6 person team & one non-playing coach)
BUCKET BRIGADE (6 person team & one non-playing coach)

Muster is a team competition. No limit to the age of competitors or to the ratio of male to female Team members. A team is comprised of 6 persons from one or more countries.

HOSE CART

EQUIPMENT

Hand Ropes are prohibited.

Hose:

30 Meters (100 feet) of 65mm (2.5 inch) hose. Hose coupling will be the local standard 65mm hose coupling. Each team is responsible for loading the hose on to the competition cart prior to their run.

Hard Hats:

Will be available for teams who wish to use them.

BRACKETING

Number Drawn System

SCORING

Lowest elapsed time is winner.

ABRIDGED RULES-MUSTER – 2022 - Page 2

GENERAL EVENT RULES

Only the competing team and course officials are allowed on the course during the event.
NO PACERS are permitted.

Run 1 team at a time – single lane

PENALTIES:-

5 second penalty for extending nozzle beyond nozzle line when the nozzle has water.

5 second penalty if two people are not on the nozzle when the water reaches the nozzle.

10 second penalty if the last person leaves the cart before it is completely stopped. If a rolling hose cart endangers a spectator or official, it will result in disqualification of that Team.

10 second penalty if the target is knocked down before the axe is imbedded in the wooden block or axe becomes un-bedded prior to the finish.

Hand ropes or other apparatus used for pulling the cart will result in the **DISQUALIFICATION** of that Team.

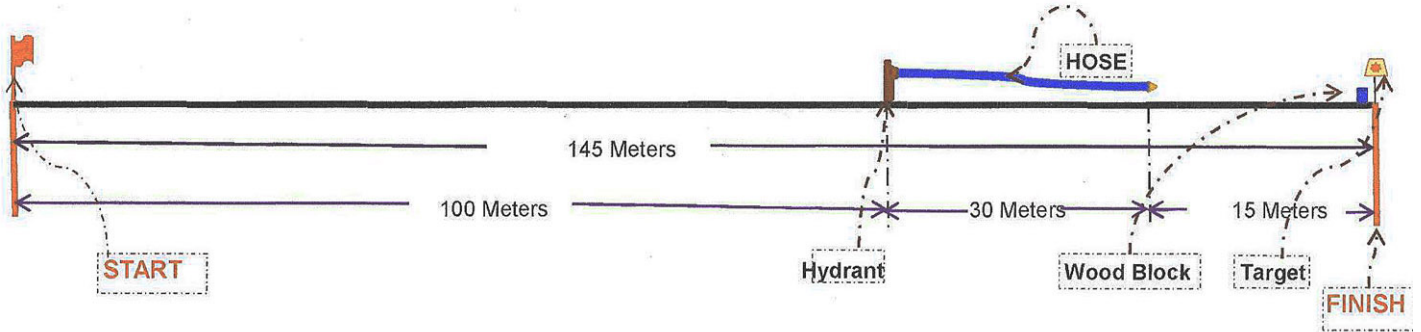
PROCEDURES:

On the signal from the starter, a team comprised of 6 persons, 5 persons pulling the cart and one person carrying the sheathed axe and nozzle, run 100 Meters to the hydrant area; this area will be marked. Two team members drop off holding onto the female end of the hose to make the hydrant connection. The rest of the team continues pulling the cart 30 Meters further to the nozzle line. At this point, the axe and nozzle man drops the nozzle and continues to target area imbedding the axe in wooden block. Two other members make the nozzle connection. The remaining team member must bring the cart to a complete stop on the course before assisting other members. When the water reaches the nozzle, two team members will direct the water at the target 15 Meters away. When target is knocked down, time will stop.

NOTE: The axe must be imbedded in the wooden block before the target is knocked down.

Fig 1

HOSE CART COURSE (Layout)



BUCKET BRIGADE

Tank Illustration

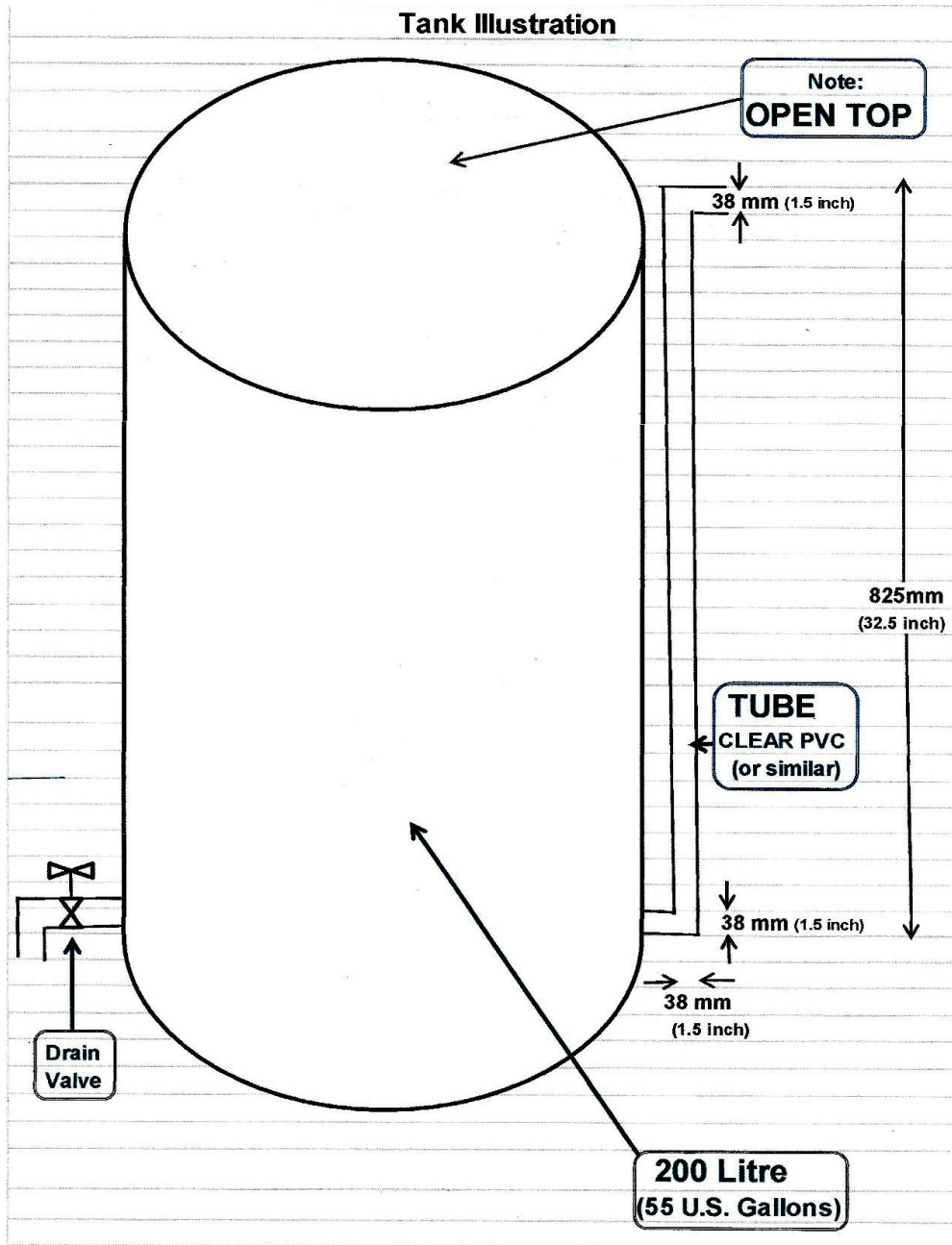


Fig 3

BUCKET BRIGADE TOWER (Approximate Schematic)

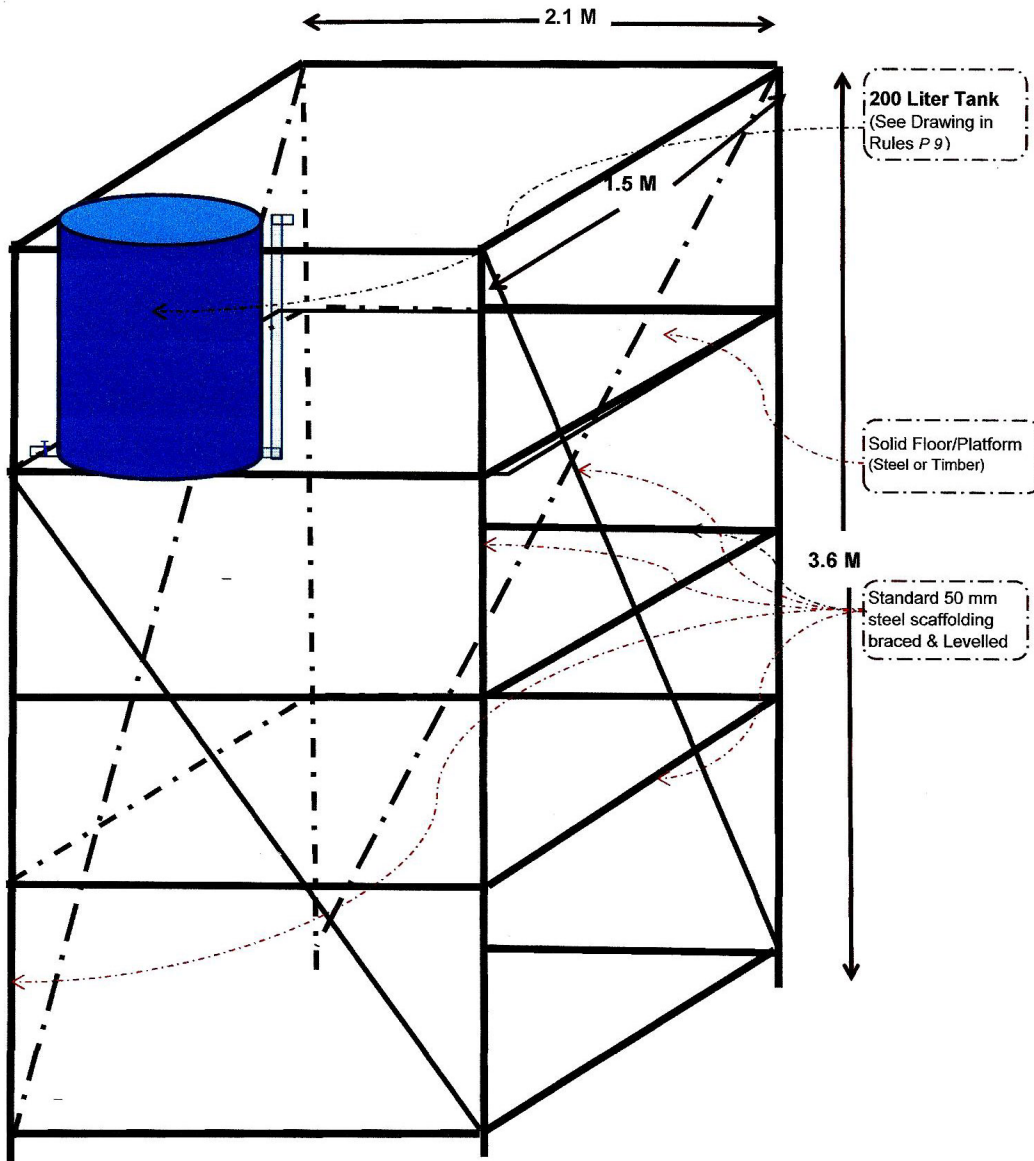
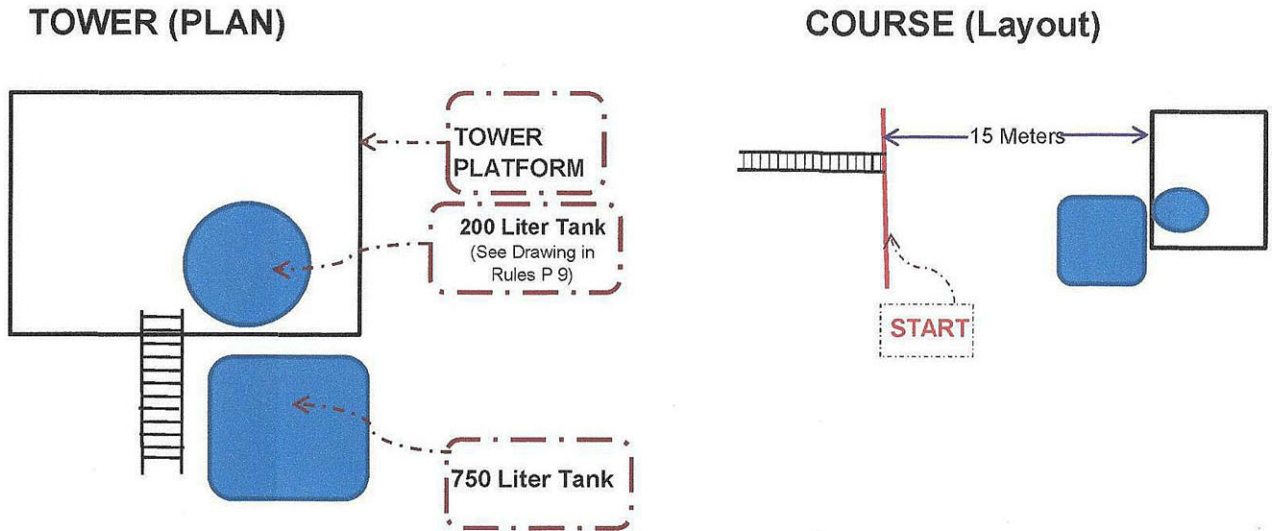


Fig 4

EQUIPMENT:

Hard Hats will be available for teams who wish to use them.

Fig 5



BRACKETING

Number Drawn System

SCORING

Lowest elapsed time is the winning team.

GENERAL EVENT RULES

Start: Standing start, 15 Meters from the water tower.

Team members (6 per team), will assume their positions at starting line, 15 Meters from the base of the water tower. Ladders will be lying flat on the ground behind start line. No Team member shall touch the ladder until the race starts. Race starts with Starter saying "On your mark, get set", then firing the starter's pistol. Team picks up the ladder, runs to the water tower, raises the ladder and secures it to the water tower with a clove hitch knot. Each member on ladder must be secured with proper leg lock. Buckets are on the ground beside the dip tank; dip tank is located at the base of the water tower.

ALL FULL BUCKETS MUST BE PASSED, HAND TO HAND, UP THE LADDER TO FILL THE DUMP TANK. NO MEMBER OF THE TEAM IS ALLOWED ON THE

ABRIDGED RULES-MUSTER – 2022 - Page 7

PLATFORM. EMPTY BUCKETS MAY BE DROPPED TO THE GROUND OR TO A TEAM MEMBER ON THE GROUND. Time stops when Ping-Pong ball drops from the spigot.

ADDITIONAL RULES:

- A dropped bucket may be retrieved by any team member.
- Ladder must be secured to the tower with a clove hitch knot.
- Members on ladder must have proper leg lock though out their entire competition.
- One team member is allowed to ride the ladder as it is being raised.
- All full buckets must be poured into dump tank. NO WATER SLAPPING (Creating a wave motion) is permitted.

PENALTIES-

10 seconds for tying an incorrect knot while securing the ladder or if knot comes undone during the competition.

5 seconds for each member not using a proper leg lock on the ladder.

DISQUALIFICATION:

If, in the opinion of the course officials, Water Slapping occurs, the responsible team will receive one warning. If Water Slapping occurs again, or if Water Slapping causes the ball to bounce from the overflow pipe, disqualification is automatic.

Standing on the Platform: Automatic Disqualification if any member of the team stands on or places foot on the platform.