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Muster Abridged Rules



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General Information

Guiding Bodies

World Police and Fire Games Federation (WPFGF)
7944 Convoy Ct, # 107, San Diego, CA 92111
Tele. (858) 571-9919 FAX: (858) 571-1641
E-mail: 4info@cpaf.org

Venue

Memorial Boulevard

Events List

Unisex Teams: 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.

Active competitors from police, fire, and eligible first responder agencies may combine to form a team regardless of agency size **WITHIN A COUNTRY**.

Retired competitors may combine to form a team in any manner they wish with other eligible competitors whether police, fire, and eligible first responder. This includes across country lines.

Entry Deadline

July 1, 2023

Competition Format

Bracketing

Number Drawn System



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Scoring

Lowest elapsed time is the winner

Awards

Medals are awarded First through Third Place (1st - 3rd).

Sport Rules - Hose Cart

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 embedded in the wooden block or the axe becomes un-bedded prior to the finish.

Hand ropes or other apparatus used for pulling the cart, it will result in the disqualification of that Team.

Procedures

On the signal from the starter, a team of six persons, five persons pulling the cart and one person carrying the sheathes axe and nozzle, run 100 metres to the hydrant area. Two team



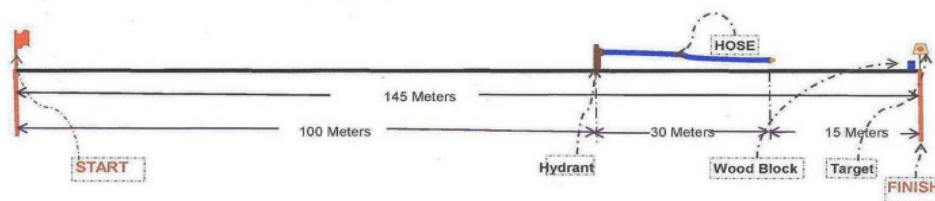
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members drop off holding onto the female end of the hose to make the hydrant connection. The rest of the team continues pulling the cart 30 metres further to the nozzle line. At this point, the axe and nozzle man drop the nozzle and continues to the target area, embedding the axe in a 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 metres away. When the target is knocked down, time will stop. See Figure 1

Note: The axe must be embedded in the wooden block before the target is knocked down.

Fig 1

HOSE CART COURSE (Layout)



Sport Rules - Bucket Brigade

Start

- Standing start, 15 metres from the water tower.
- 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 throughout their entire competition.
- One team member is allowed to ride the ladder as it is being raised.
- All full buckets must be poured into the dump tank.
- No water slapping (Creating a wave motion) is permitted.
- 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 platform. Empty buckets may be dropped to the ground or to a team member on the ground.
- Time stops when the Ping-Pong ball drops from the spigot.



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Procedures

Team members (6 per team) will assume their positions at the starting line, 15 metres from the base of the water tower. Ladders will be lying flat on the ground behind the 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 the ladder must be secured with proper leg lock. Buckets are on the ground beside the dip tank, the dip tank is located at the base of the water tower.

Penalties

- 10 seconds for tying an incorrect knot while securing the ladder or if the 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 a foot on the platform.

Players Conduct

Any serious violation of conduct, such as fighting or violence toward other participants or officials will result in the participants immediate disqualification from the competition. The sport coordinator shall immediately notify the WPFGE, who will investigate each incident to determine if additional discipline will be imposed.