

WPFG ABRIDGED RULES - MUSTER -- Page 1

GUIDING BODIES

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EVENTS

UNISEX; OPEN: HOSE CART (6 person team & 1 non-playing coach)
BUCKET BRIGADE (6 person team & 1 non-playing coach)

HOSE CART

EQUIPMENT

Hose:

100 feet (30.76 m.) of 2 1/2" hose. Hose coupling will be 2 1/2 N.S.T. or the local standards. Hose straps are optional. No quick release couplings. Each team is responsible for loading the hose on to their cart.

Hand Ropes:

Hand ropes may be used. Hand ropes or other apparatus used for pulling the cart shall not be affixed to the competitor's body to prevent immediate release. No wrapping ropes or straps around wrist. No loops in rope.

Hard Hats:

Will be available for teams who wish to use them.

BRACKETING

Number Drawn System

SCORING

Lowest elapsed time is winner.

Penalties:

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

5 second penalty if 2 people are not on the nozzle when the water reaches the nozzle.

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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 unbedded prior to the finish.

GENERAL EVENT RULES

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

Run 1 team at a time – single lane

PROCEDURES:

On the signal from the starter, a team comprised of 6 persons, 5 persons pulling the cart and 1 person carrying the sheathed axe and nozzle, run 100 yards (91.44 M) to the hydrant area. 2 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 100 feet (30.48 M) 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. 2 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, 2 team members will direct the water at the target 50 feet (15.24 M) 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.

BUCKET BRIGADE

BRACKETING

Number Drawn System

SCORING

Lowest elapsed time is the winning team.

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.

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GENERAL EVENT RULES

Start: Standing start, 50 feet (15.24 M) from the water tower.

PROCEDURES:

Team members (6 per team), will assume their positions at starting line, 50 feet (15.24 M) from the base of the water tower. Ladders will be laying 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 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.

1 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.

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