

FIREMEN'S MUSTER RULES

Sponsored by West Oxford Agricultural Society

REGISTRATION MUST BE COMPLETED BY 8:30AM.

CAPTAINS MEETING AT 8:45AM.

EVENTS START AT 9:00AM SHARP.

POINT SYSTEM-

Based on number of teams that attend. For example, if 24 teams attend, first place will get 24 points, second place 23 points, etc. to last place would get one point. Disqualification will get zero points. There will be no runoff for ties in individual events. In case of overall tie, the event will be determined by a draw.

JUDGING-

Judges will time each event and award penalties as they see fit. Judges will arbitrate any disagreement over interpretation of the rules. In such cases, the judges will check to see that the rules are obeyed and violators are disqualified if in their opinions such action is warranted. Spectator interference or a break in the hose will allow that team a second chance. Running order of the teams will be decided by a drawing. Each team will be allowed one false start.

TURN OUT GEAR-

NO SPIKES OR CLEATS WILL BE ALLOWED. Full turn out gear is required for the Ball Squirt. This consists of COAT, PANTS, BOOTS, HELMET, EYE PROTECTION/SHIELD DOWN(gloves are optional).

TEAM CAPTAINS-

Team captains are to meet with Judges at 8:45 AM to go over rules and procedures; only member of the team that is eligible to protest acts by another team; chooses starting position of team; to get team ready near starting line of each event.

Fire Muster Event Rules

DRY HOSE-

Will consist of six (6) team members starting 50 feet behind hydrant and ending within 10 feet ahead of nozzle. Three standard lengths of 2.5" hose. Coupling at truck should start on the ground. Couplings to be checked immediately after each turn by judge. No more than 1/4 turn from tight.

WET HOSE-

Will consist of (6) team members starting 50 feet behind hydrant and ending when target is knocked down. Target to be 20 feet from END of nozzle. Three standard lengths of 2.5" hose charged 75-80 lbs. PSI before contest. All men must have one hand on the hose until water is stopped or team will be disqualified. Water must pass through nozzle. Lay nozzle flat on the ground after the target is knocked over. Talking is allowed.

LADDER EVENT-

Will consist of four (4) team members starting 50 feet from pole, no gear, gloves optional, one team member must foot ladder and two team members will throw the ladder. The fourth man must hit the bottom rung or will be disqualified. Once at the top of the ladder, team member must ring bell and time will stop.

BARREL ROLL-

Will consist of a four (4) person team in full turn out gear (boots, bunker pants, helmet, gloves) at the start. Each team must push the barrel with water only to other end of the cement pad, continuing around the cone and back to the starting line.

BALL SQUIRT-

Will consist of six (6) team members 10 feet apart ending when ball is pushed to one end or two minutes has elapsed. 1.5" hose to be charged to 80 lbs. PSI. Men to have full gear (eye protection required, shields down, gloves optional). Judges to determine distance of winning team after two minutes. Both lines fed from common supply. Team who directs hose water at opponents, not ball, will be disqualified. Hoses and nozzles to be provided. Nozzle not to be above shoulder.

MYSTERY EVENT OR EVENTS AS TIME ALLOWS