

Depauville Fire Department

75 Years of Service

Firematic

Races

Rules

These rules are those used by the
Southeastern Muster Association

Any rules or other references specific to that organization
may not apply during this event.

DePaulville Fire Department

10 Years of Service

Firematic

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Rules

These rules are those used by the
International Brotherhood of Firefighters

anybody who has been in the fire service
knows the rules and the regulations

GENERAL RULES

1. A meeting of all Team Captains, Judges and Members of the Southeastern Muster Association shall be held no later than 30 minutes prior to the start of competition. The purpose of such a meeting shall be to make sure everyone involved understands the rules, to make any special arrangements and to hold the drawing for team positions.
2. All team members must be an active member in a fire department or fire association.
3. Prior to the start of each event, only competing team members and the Judges shall be allowed on the competition field. A two (2) second penalty shall be assessed for each infraction. Other team members may help set-up or break down an event.
4. The Team Captain shall be the only team member authorized to make a protest to the Event Judge. The protest must be in writing on the form obtained from the announcer or a Head judge of the Southeastern Muster Association.
5. Prior to the start of each event, it shall be the responsibility of the Team Captain to check and ascertain that all equipment is ready and prepared for the event. In case of uncontrollable equipment malfunctions (breakage or failure), not due to team error, a restart will be granted without penalty.
6. All protective gear worn must have no modifications. Liner must be intact. All protective gear must be approved by the judges.
7. No equipment shall be broken down until the Event Judge gives the signal to do so. Any infraction of this rule shall result in a two (2) second penalty for each infraction.
8. All nozzles and appliances must be placed on the ground, not thrown or intentionally dropped, any infraction of this rule will result in a two (2) second penalty for each infraction. Keep contact until it hits the ground.
9. A false start shall result in a two (2) second penalty being assessed and the event shall continue. A false start shall be defined as any starting before the signal is given by the Judge.
10. All events will have three (3) judges and the time will be the average of two (2) watches, the third watch will be a back-up.
11. In case of a 1st, 2nd, or 3rd place tie in any event, those teams tied shall compete in the event again. In case of an overall tie the team's times from the 5 events will be added together with the lowest time winning. If there is an event in which the team receives no time, the slowest time recorded that day for that event will be doubled and used for the time.
12. Any unsportsmanship like conduct from any team member shall result in a ten (10) second penalty being assessed to that team at the discretion of the Judges. A second

infraction at the same event will result in the deduction of 100 points from the team's final Best 7 scores. A third infraction will result in the team being disallowed from participating in any GFMA sanctioned muster for the remainder of the year.

13. The scores will be kept, recorded, and the points will be awarded in the following manner: in each event, One (1) point will be awarded for each team in the competition, i.e., if there are fifteen (15) teams, 1st place will receive fifteen (15) points and last place will receive one (1) point. The overall winner will be the team with the highest total points from all events.
14. The engine supplying the hose for the competition must use either the booster tank or a dump tank. Hydrant pressure will NOT be used.
15. Penalties not otherwise specified will be two (2) seconds.
16. The targets (cones) will be placed on blocks or rolled sections of hose.
17. 1-3/4" hose may be used instead of 1-1/2" hose. Smooth bore nozzles may be substituted for combination nozzles. Substitutions can only be made by the Head Judge. Any substitutions will apply to all teams.
18. The outlets on gated wyes that are not used must be capped.
19. All events will count towards total points.
20. No points for overall 1st, 2nd, and 3rd place will count towards overall points.
21. If the Top Gun event is held, it must be held at the same time as the team events.
22. All events shall come from the event list of the Southeastern Muster Association. A host may have a mystery muster in which all events come from the SFMA rule book but are not disclosed until the start of the muster. A host may choose a mystery event that is not in the rule book after the 5 events have been run. The mystery event will not count for Muster Association points but, may count for the overall winner at the muster.
23. There shall be five (5) team events not including the Rapid Dress event if host team has this event. A limit of three (3) members from each team for Rapid Dress.
24. The SFMA shall count the team's best five (5) point totals from all sanctioned musters that will count for Championship.
25. There shall be a \$25.00 a year charge per team to be a member of the Georgia Firefighters Muster Association.
26. Each host department shall pay a fee of \$10.00 per team entered to the association for the use of judges and equipment. These charges will go towards the buying of trophies for 1st, 2nd, and 3rd place teams, and the expenses of the association.
27. Super Bowl - this will be held at the last muster of the year. To qualify, you must place

1st, 2nd, or 3rd at any other sanctioned muster. All teams may still compete at the muster. This muster still counts for points.

28. The only Judges are those on the approved SFMA Judges list. Timekeepers are assistants that aid the Judges in keeping the times for the events. There will be times when there are not any Judges at a Muster and Timekeepers will do all the timekeeping but not the protests.

29. Protest: All protests are determined by the Judges. If there are no Judges present at the Muster then the protest will be brought to the Board Members that are present. If there are no Board Members present then the team Captains will get together to render a decision. Timekeepers have no decision in a protest.

This is a **NON-PROFIT** organization.

The overall points system works as follows:

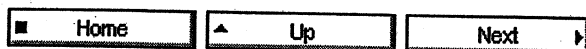
100 points for each 1st place finish, 99 points for each 2nd place finish, 98 points for each 3rd place finish and so on (this is for State totals only). There will be a bonus point given for the breaking of a record to each team breaking the current record. The first time an event is run the winning time will be the record and that team will receive 1 bonus point. Points are only awarded to teams that are members of the SFMA.

Once a date is set for your Muster and filed with the association, the date cannot be changed. If you need to cancel the muster, you must notify the Association and all teams at least thirty (30) days in advance.

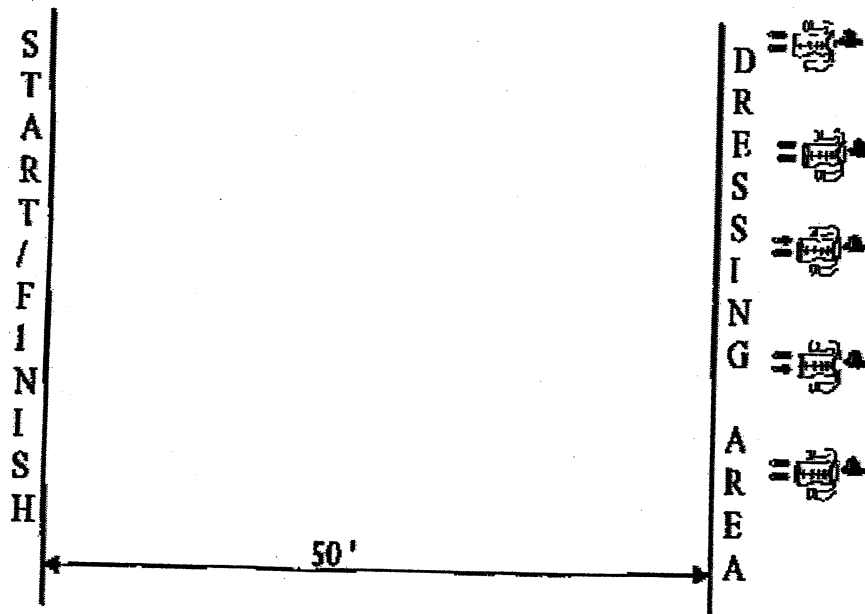
The following persons can be contacted for information on dates and events:

Jack Sorrells (770) 425-8425

Bill Martin (770) 924-8197



BUNKER GEAR RACE



Fire Gear Needed: Helmet, Boots, and Coats

Number of People: Five (5)

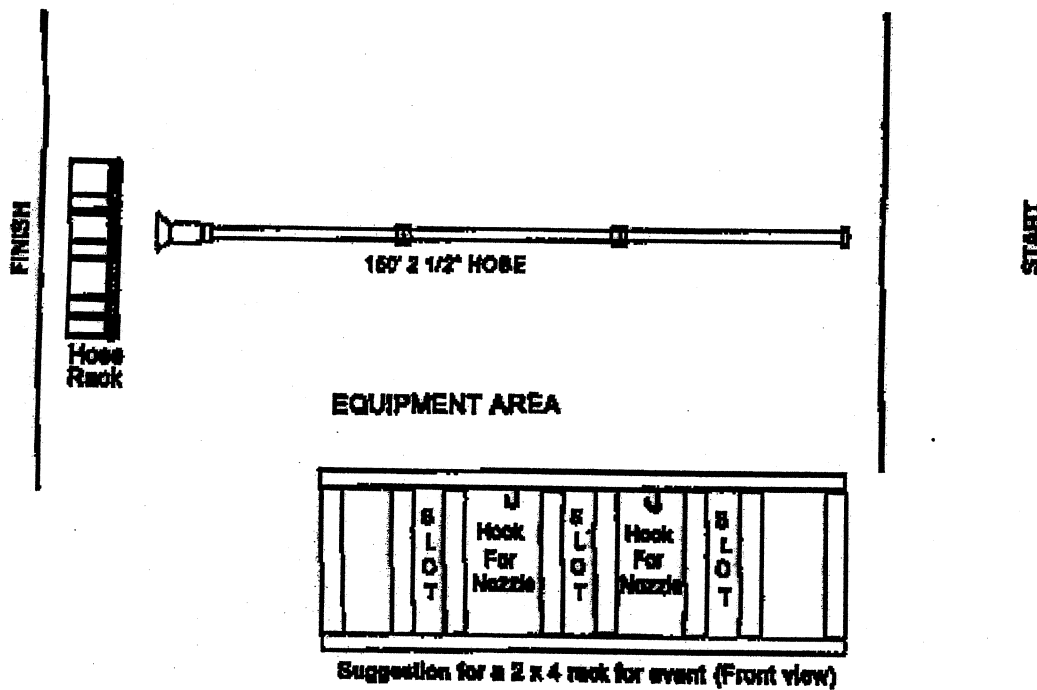
Upon the start signal from the judge, five team members run from the start/finish line to the dressing area 50' away. They put on their boots, coats, and helmets. After they are completely dressed including three coat buckles fastened, three in a row (top to bottom or bottom to top) or zippers and velcro, and chin strap in place, proceed back to the start/finish line. The team will remain at the start/finish line with their hands over their heads until checked and released by the judge. Time is stopped when all five team members have crossed the line. No powder or lubricants are allowed and coat buckles will not be pre-set. Shoes will be worn and will not be removed before crossing the dressing line.

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DRY HOSE



Equipment Needed: 3 - 50' lengths of 2 1/2" hose
 1 - 2 1/2" nozzle

Fire Gear Needed: Boots and helmets

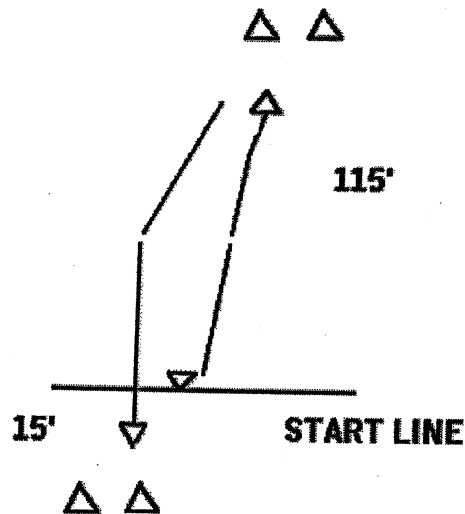
Number of People: Five (5)

All five (5) team members will start behind the start line located 25 feet from the equipment area. The equipment area is to be 160 feet long. Prior to the event, the team will connect all three lengths of hose and the nozzle. All couplings are to be hand tight and will be inspected by the judges before the team starts the event. Upon start signal from the judge, team members will proceed toward the equipment area and disconnect all three lengths of hose. The hose will then be rolled into single storage rolls with the male couplings on the outside of the roll. All three lengths of hose and the nozzle will then be carried across the finish line and placed in a rack and the nozzle hung on a hook located on the rack. Time is taken when all three lengths of hose and the nozzle are in the rack and all five (5) team members have crossed the finish line. The rack is to be constructed with three slots, one for each section of hose. Each slot is to be 1/2 inch wider than the width of a 2 1/2 hose rolled up.

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DUAL ATTACK



Equipment Needed: 1 - 2 1/2" to 1 1/2" wye
4 - 1 1/2" hose
2 - 1 1/2" nozzle

Fire Gear Needed: Boots and Helmet

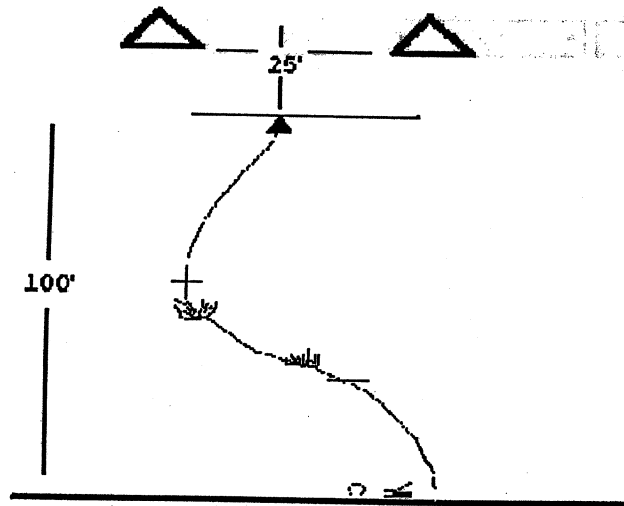
Number of People: 6 - 8

Object: To deploy two (2) 100' hose lines and knock down two (2) sets of targets.

Equipment may be placed at the start line any way the team chooses. At the sound of the judge's whistle, the event will start. The team will connect and stretch out two (2) 100' hose lines. One forward lay and one reverse lay. After the forward line has knocked over their two (2) targets, the water will be shut down at the wye. The nozzle will then be disconnected, the reverse hose lay connected to the forward hose lay, water will then be turned on, and the second group of two (2) targets knocked down.

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BUSTED HOSE



Fire Gear Needed: Boots and helmet

Number of People : Five (5)

Object: To replace a burst section of 2 1/2 inch hose with a good section in the shortest time. There will be 3 sections of 2 1/2 inch hose laid out with the middle section burst.

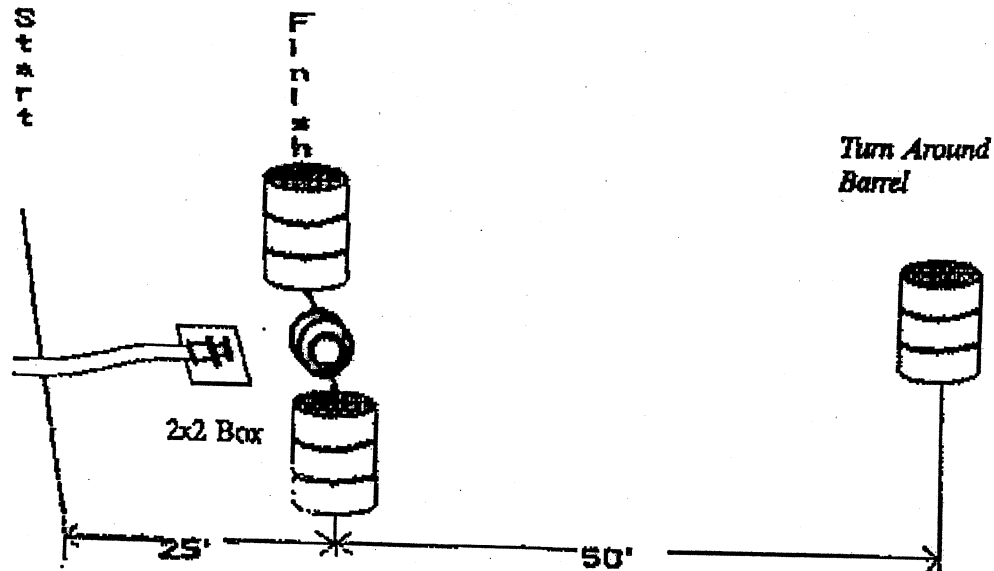
1. All couplings will be closed and backed up one half turn. The couplings will be marked with a painted line to assure the same starting location for all involved. The couplings will be set by a judge.
2. All team members will be on or within 15 feet of the nozzle with water not flowing for the start. Team members will be facing forward towards the nozzle.
3. Two firefighters must be on the nozzle when water is flowing. The source of water must be stopped by utilizing the hose clamp only! Shutting off water at the water thief will result in disqualification. The hose clamp must be applied to Section 1 (see diagram) only and no closer than 6 feet to any coupling.
4. The replacement section of hose and hose clamp will be located 100 feet to the rear of the nozzle at the starting line. The replacement section must be in an approved IFSTA roll.
5. After the burst section of hose has been replaced, both cones must be knocked over.
6. Two men must be on the nozzle when it is in operation.

7. Time stops when the second cone has been completely knocked over.

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BARREL PUSH



Equipment Needed: 150' of 1 ½" hose
 1 ½" combination nozzle
 Beer Keg
 Water will be supplied at 100 p.s.i. nozzle pressure

Fire Gear Needed: Boots and Helmet

Number of People: Five (5)

Five team members will start 25' behind the start line. Nozzle man should check the nozzle for the desired pattern prior to the start of the event. The keg can be placed in any position as long as it is behind the start/finish line. When the start signal is given by the judge, the team will proceed toward the nozzle and hose. The nozzle man shall push the keg with a water stream from the start/finish line. The nozzle man can adjust the nozzle pattern at anytime while pushing the keg. At no time during the event shall the keg be touched with anything but water, a five second penalty shall be assessed for each infraction of this rule. The nozzle man and the backup man are required to pass through the barrels at the beginning of the event. Only the keg is required to pass through the gate barrels to complete the event. Time is taken when the keg passes through the two gate barrels, the event will be stopped and no time awarded.

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 Updated 1997

Thank you
For
Joining us
Today!