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GUIDING BODIES

World Police and Fire Games Federation (WPFGF)

7944 Convoy Ct., San Diego, CA 92111 USA

Tele: (858) 571-9919; Email: 4info@cpaf.org

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.

Active competitors from police and fire 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 or fire. This includes across country lines.

Entry Deadline: May 1, 2025

HOSE CART

EQUIPMENT

Hose Cart:

Metal or timber frame with metal or timber wheels, as supplied by the Host.

Hand Ropes are prohibited.

Hose:

30 Meters of 65mm 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.

Hydrant:

Fixed or Portable – secured to the ground at side of course with gate valve attached. Discharge outlet should point towards the Target Area.

Nozzle:

19 mm tip. Optional shut off valve will be in "ON" position, if used.

Target:

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Simulated flame 600 mm (high) by 14 inches 35 mm (wide) mounted at a 1200mm height, hinged, and weighted and securely fastened to the ground or other target as approved by the WPFGEF.

Hard Hats:

Will be available for teams who wish to use them.

Wooden Block:

12 inch (30.48 cm) diameter by 12 inches (30.48 cm) in height.

Breaching Piece

Starter's Pistols or Air Horns: One each for starter and stopper.

Standard Firefighter axe and axe sheath

Stopwatches: A minimum of 3; with capability of timing to 4-minutes

BRACKETING

Number Drawn System

SCORING

Lowest elapsed time is winner.

GENERAL EVENT RULES

Only the competing team and course officials are allowed on the course during the event.

NO PACERS are allowed.

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.

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

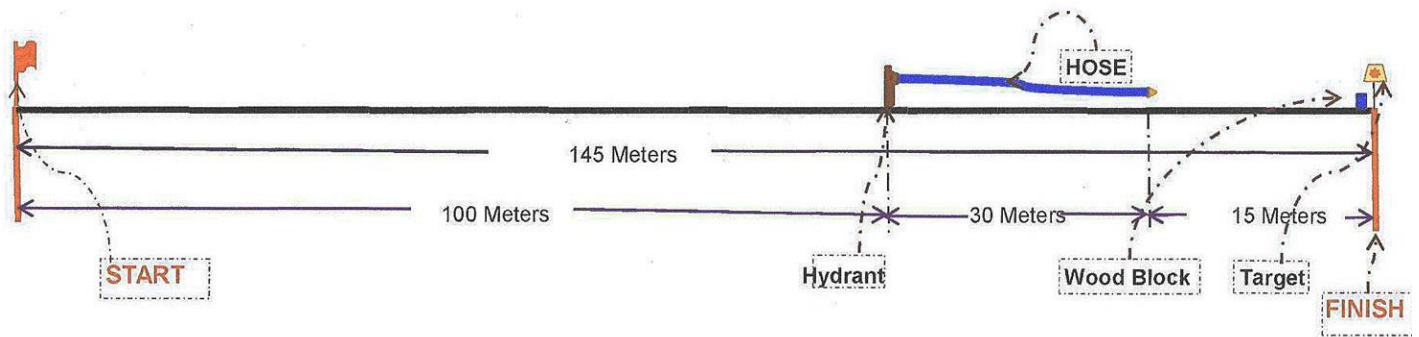
PROCEDURES:

On the signal from the starter, a team made up 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)



AWARDS

Medals are awarded First through Third Place (1st– 3rd). A total of 7 sets of medals will be needed for the Hose Cart event.

ATTENTION COORDINATORS

**THE WPFGE GENERAL RULES APPLY TO ALL SPORTS.
YOU MUST BE FAMILIAR WITH ITS CONTENTS.**

**PRECISE RESULTS MUST BE FORWARDED
TO THE HOST COMMITTEE IMMEDIATELY FOLLOWING THE
CONCLUSION OF THIS SPORT**

The WPFGE Director assigned to your sport is knowledgeable and experienced in providing assistance during the preparation and running of the sport. Questions, a detailed accounting of your preparations, and any area requiring approval of the WPFGE shall be submitted in a timely manner to this WPFGE Director.

**The WPFGE Directors want to work with you
to make your sport a success.**

BUCKET BRIGADE

OFFICIALS:

- 1 Chief Judge
- 1 Assistant Chief Judge for Bucket Brigade
- 5 Judges (one each separately at the start line, the ladder, the dip tank, 2 at the platform)
- 1 Head Timer
- 2 Timers
- 2 score Keepers
- 1 Docent (Responsible for introducing the procedures)
- 1 Announcer
- Chief Registrar
- 2 Registrars
- 2 Starters

PERSONNEL:

- 6 Volunteers
- 4 Safety Officials
- 8 Helpers

MEDICAL

Emergency Medical Technician with equipment shall be present on-site. Basic medical supplies will be provided by the Host at each venue. Communications shall be available at each venue and preparations made in case it is necessary to summon emergency services.

- 1 AMBULANCE and 2 Medical Technicians from local hospital
- 4 Assistant medical officials (responsible for assisting first-aid and securing people's safety)

FACILITY:

Flat area approximately 37 Meters by 10 Meters

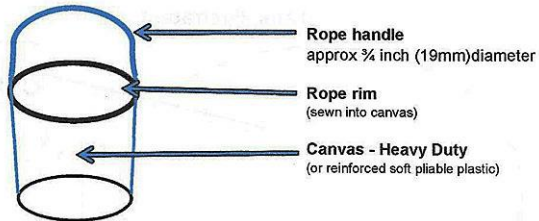
EQUIPMENT

Buckets:

10 Liter, heavy duty (Non Metal). 5 on the course at one time.

Fig 2

10 Litre Bucket



Bucket top approximately 10 inch (250mm) diameter
Bucket base approximately 8 inch (200mm) diameter
Bucket depth approx 10 inch (250mm)

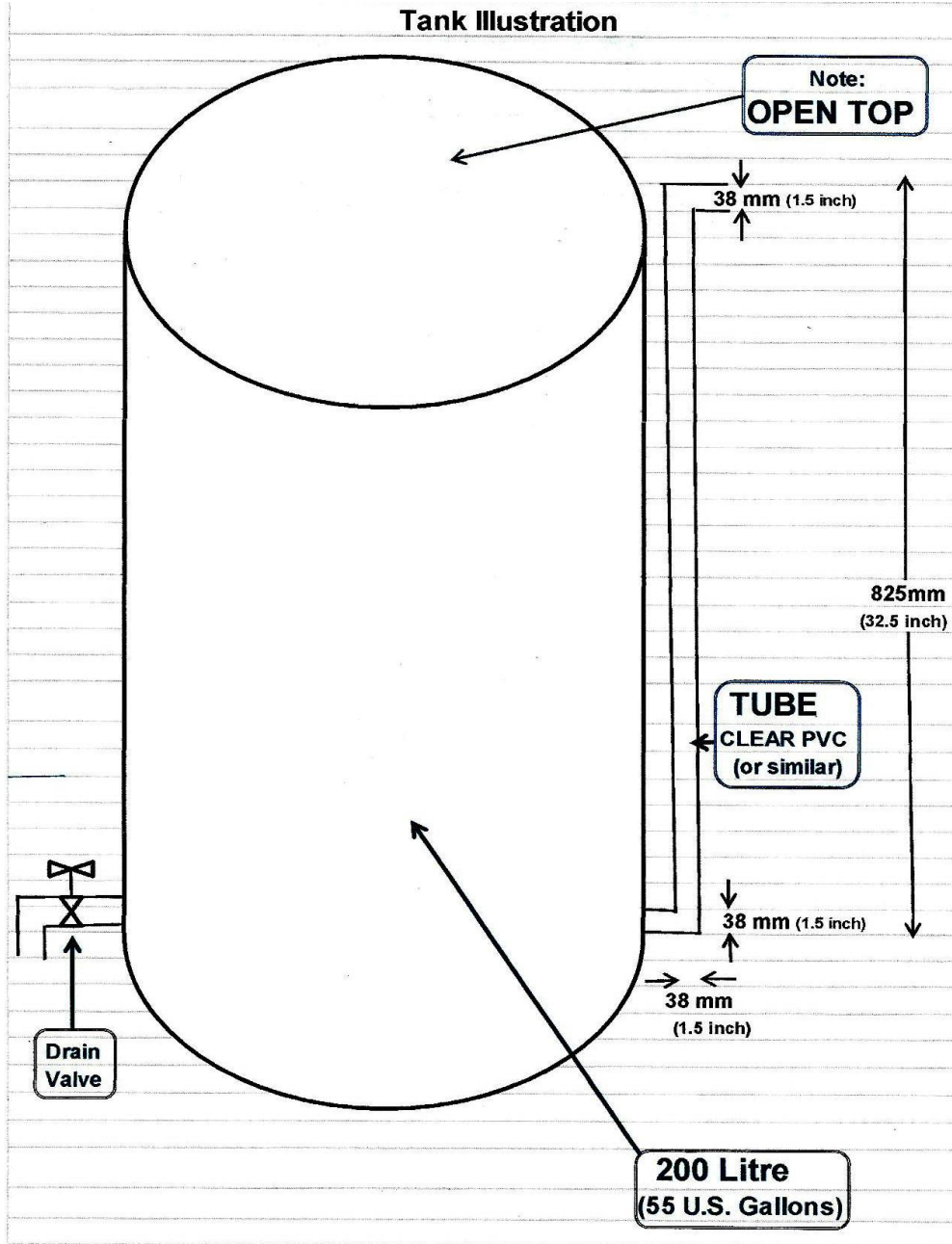
Dip Tank:

One 750 Liter or larger stock tank or portable tank approximately 1 Meter high.

Dump Tank:

200 Liter open top drum with a 38 mm overflow tube with Ping-Pong ball and drain valve to empty tank at completion of each run.

Fig 3



Stopwatches: A minimum of 3; with capability of timing to 4-minutes. Digital to 1/100 of a second.

Water Tower:

Scaffolding and platform; approximately 3.6 Meters high by 2.1 Meters wide by 5 feet 1.5 Meters deep.

BUCKET BRIGADE TOWER (Approximate Schematic)

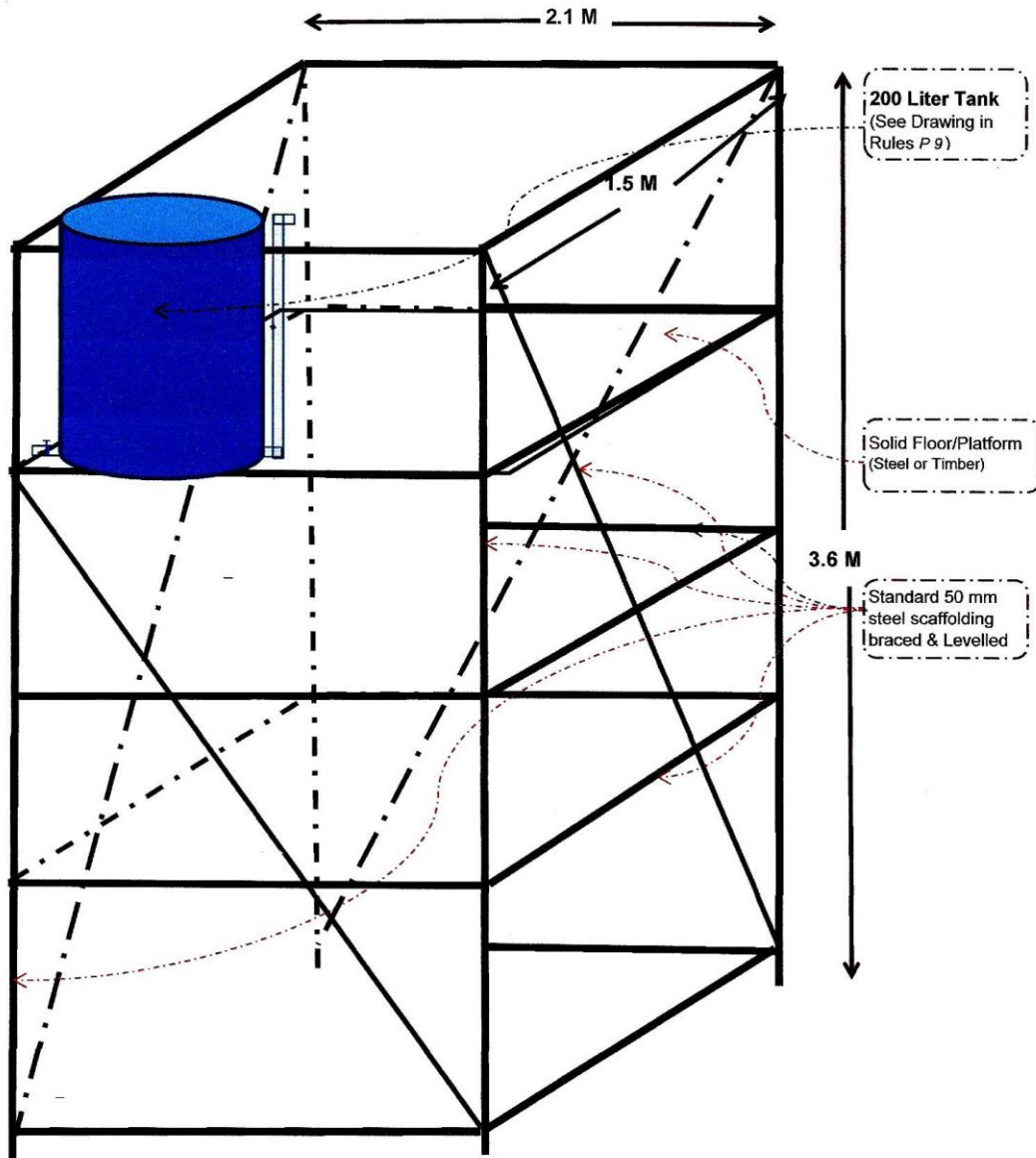


Fig 4

Ladder:

One 6 Meter aluminum straight ladder

Rope:

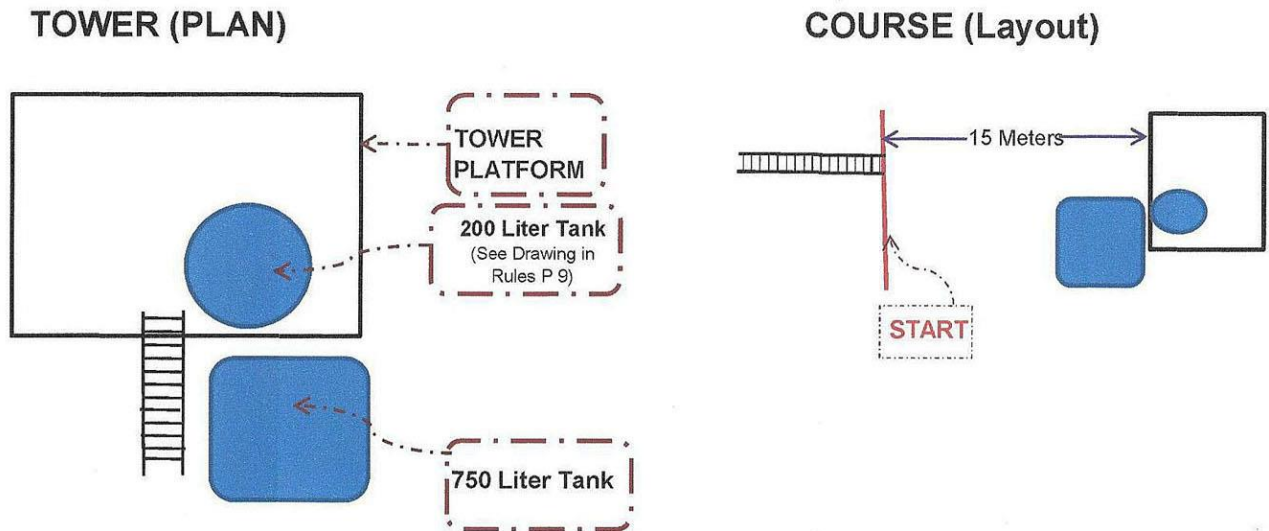
1.5 Meter rope for securing ladder to water tower.

Starter's Pistols or Air Horns:

One each for Starter and Stopper (stopper may also use a red flag).

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.

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 allowed.

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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.

PROCEDURES:

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 found at the base of the water tower.

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

AWARDS

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