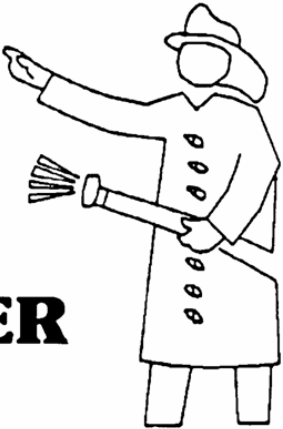
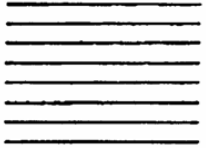
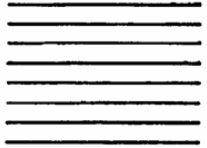
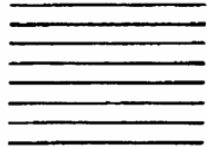
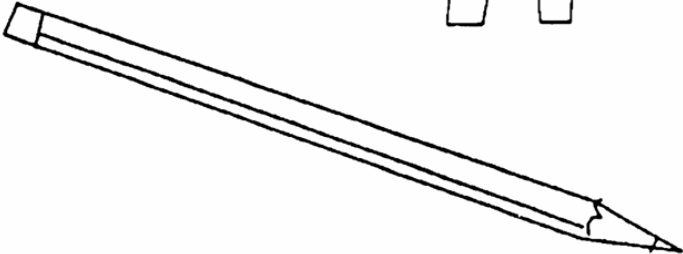


ENGINE 260



MUSTER

RULES



REVISED - 2018

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ORDER OF EVENTS

1. LADDER CLIMB & TUG-O-WAR & LAKESIDE DRAFTING
2. STRUCTURE HOSE LAY
3. MIDNIGHT ALARM
4. WATER BARREL
5. ARENA PUMPING
6. BUCKET BRIGADE
7. TROPHY PRESENTATION

Note: Due to the overall time limit that the Muster has to operate within, competition may be limited. The purpose of this restriction is to allow the Muster to be completed before dark!! Every attempt will be made to allow all teams a chance to compete.

PROTESTS

All protests or questions regarding Field Operations and the competition will be addressed to the **HEAD JUDGE** for resolution. **UNDER NO CIRCUMSTANCES ARE THESE ISSUES TO BE BROUGHT THE ANNOUNCER.** Please cooperate so that the announcer and the judges can do their jobs and keep the Muster moving. THANK YOU

ENGINE 260 INC.
ANTIQUÉ FIRE APPARATUS
SHOW & MUSTER

GENERAL RULES

(Revised June 2018)

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The Ultimate Interpretation of these rules is as determined by Engine 260.

Welcome to the Engine 260 Fire Apparatus Show & Muster. As this show is a public event and for the protection of all, we ask everyone to keep safety and consideration in mind at all times. Inspection teams from Engine 260 Inc. or its appointees will inspect all apparatus as necessary to insure that they are safe to operate at our Muster. Vehicles not in satisfactory condition will not be allowed to compete. **Be forewarned** that any activity deemed by Engine 260 Safety Officers, not to be in the best interest of the Muster, infringing on safety, or in violation of the law, may cause Engine 260 or its agents to have the situation rectified or persons responsible removed from the grounds. The status of future musters demands the cooperation of all.

1. Please use courtesy, use care, and good judgment while operating apparatus at the Muster or in the Parade.
2. **WATCH OUT FOR CHILDREN** - In front of, behind, on the side and underneath your apparatus! Have someone guide you when moving your apparatus in tight quarters.
3. Apparatus on static display shall have the wheels chocked to prevent any accidental movement forward or backward. The wheel chocks shall be appropriate size for your apparatus.
4. For your convenience and their safety, we intend to keep spectators clear of operating equipment.
5. No apparatus may be pumped at a pump pressure exceeding 70 lbs Lakeside and no greater than 100 lbs in the arena.
6. **THROWING CANDY OR OTHER OBJECTS FROM MOVING APPARATUS IS STRICTLY PROHIBITED.**

7. Any operating aerial ladders **ARE NOT** to be manned or climbed. Aerial towers or buckets may be raised if the personnel are totally contained within the bucket and the operating company **assumes liability** for such "rides" to non fire personnel.
8. No aerial device may be raised without the Safety Officer overseeing the raising of said device. The aerial may only be raised in accordance with the manufacturer's specifications.
9. No equipment or apparatus are to be refueled at the Muster site unless extenuating circumstances exist and explicit permission is given by a safety officer.
10. All water streams shall be operated as not to wet other competitors, judges, or spectators. Violation of this rule may be cause to disqualify a team from all contention for all of the trophies to which it may otherwise have been eligible.
11. Only the competing team, Judges, Safety officer, and Engine 260 officials will be allowed on the competition areas. All others must remain behind the roped off areas. Judges may award a rerun if they deem that an event was interfered with, including disqualification of the interfering party. The decision of the judges is final in all matters including the classification of an apparatus.
12. Any questions pertaining to the classification of apparatus by any member of any team competing shall be directed to a Judge who will investigate and render a decision which shall be final and binding.
13. Apparatus & equipment used in the Muster competitions will be original or equivalent thereto. **NO HOT RODS!!**
14. No radio, remote, electrical switches or fender flip switches for starting of apparatus will be allowed. Inside starters or hand crank starters only.
15. All threads on suction hose, discharge hose, and nozzles are to be standard. **No 1/4 turn couplings.**
16. If you require any assistance with mechanical repairs or the handling of apparatus, please let us know.
17. Any clarification of the rules must be done at the Captains meeting on Muster day.
18. There will be a **5 second penalty** added to a team's time for violation of these general rules as well as penalties assessed for violations of specific event rules.
19. Any abusive protest during a contest will mean **AUTOMATIC DISQUALIFICATION.**

JUDGES DECISIONS ARE FINAL!! A judge may stop a contest at any time if a safety problem exists. **This decision is not debatable.** The head judge or the chief judge of the contest may have the competition run over again if the safety issue is corrected. Any willful violation of these rules will result in an immediate disqualification.

EVENT RULES

”SAVE THE BABY” LADDER CLIMB

Object: To rescue the baby and get it to the DESIGNATED “SAFE AREA”.

1. The team shall consist of 5 persons, wearing helmets.
2. A standard ladder will be used and will be provided by Engine 260.
3. Timing ends when the baby is placed in the “safe area.”

PROCEDURE

The ladder will be secured to the tower. At a starting signal, the contestants will proceed from the starting line to the helmet line. They will pick up a helmet and secure it to their head before crossing the helmet line. Helmets must stay on during the entire event. They will then proceed to the ladder. Two members will be required to foot the base of the ladder. A third member will climb to the top of the ladder and touch the designated top rung. The fourth member will climb to a middle position on the ladder and touch the designated middle rung. The fifth member (“the Lieutenant”) will take a position at the bottom of the ladder. The member at the top of the ladder will “rescue” the baby from the tower, pass the baby in an appropriate manner to the member on the middle of the ladder who will then pass the baby in an appropriate manner to “the Lieutenant” at the foot of the ladder. The Lieutenant will then proceed with the baby to the designated “SAFE AREA”. When the baby is placed in this area time stops. **A 5 second penalty is added to a team’s time for each infraction of any portion of the above procedure.** (For example: a helmet falls off - 5 second each occurrence, crossing the helmet line without helmet being secured – 5 seconds each occurrence) **Dropping or throwing the baby is an automatic disqualification.**

TUG-O-WAR

Object: Pull the other team over the center line. Single elimination format.

1. The team shall consist of a maximum of 10 persons.
 2. Preliminary heats to be run on or near the beach area. The finals may take place in the arena or where the preliminary heats were held.
 3. No shoes will be allowed with cleats.
 4. **The line will not be anchored to any object or wrapped around any individual.**
 5. There will be a two minute time limit on each preliminary heat.
 6. Competitors shall wear gloves.
-

PROCEDURE

All teams entering shall take part in single elimination competition. Once you lose you are **OUT**. The **final two teams** will pull in the final - **best two out of three** with a two minute time limit on the first two pulls. If a third pull is necessary there will be **no time limit.**

LAKESIDE DRAFTING - MOTORIZED

Object: Fastest water

All entrants will be given 2 attempts. Best time of the two applies.

1. Apparatus will be in neutral gear shift position, motor idling, pump in the "road" position. Pump, booster tank, hose line, and hard suction **WILL BE DRAINED** of all water.
2. All entrants must use **lengths of standard size hard suction for their size apparatus**. Two (2) lengths of hard suction with a standard strainer attached **shall be required**.
3. Discharge hose shall be 1 length (50 feet), of double jacketed 2 ½" **standard double jacketed fire hose**. No short lengths.
4. Nozzle shall be secured to a fixed object - preferably your apparatus. **NOZZLE MUST BE 2 ½" STRAIGHT TIP OF 3/4 INCH BORE OR GREATER. (NO HAND HELD LINES!)**
5. **TIMING:**
Operators shall start from a seated position in the driver's seat behind the steering wheel with the engine idling at the start of timing. The exception to this is that if the pump can be operated without leaving the drivers seat, the Judge may have the operator start from a position outside the vehicle.

PROCEDURE

Upon a signal from the Judge, the operator will engage the pump, throttle up & prime the pump if necessary, and discharge the line. **Time stops** when, in the opinion of the Judges, a **solid stream without air trapped**, is discharged. **JUDGES DECISION IS FINAL!!**

CLASSES:

1. Rotary Gear
2. Centrifugal

LAKESIDE DRAFTING - HANDPUMPERS

Object: Fastest water

All entrants will be given 2 attempts. Best time of the two applies.

1. Pump shall be primed & ready to pump.
2. All entrants must use **lengths of standard size hard suction for their size apparatus.** ONE (1) length (10 feet long) of hard suction with a standard strainer attached shall be required.
3. Discharge hose shall be 2 lengths (100 feet), of double jacketed 2 ½” **standard double jacketed fire hose.** No short lengths.
4. Nozzle should be secured to a fixed object, but may be hand held by at least 3 men. NOZZLE MUST BE 2 ½” STRAIGHT TIP OF A 3/4 INCH BORE OR GREATER AND BE AN UNDERWRITERS PLAYPIPE STYLE. Hose will be disconnected and drained prior to each timing.
5. Judges will inspect to see that hoses are drained.

PROCEDURE

The Judge will ask the team captain if the team is ready. Upon a signal from the Judge, the timing starts and the operators will begin pumping and discharge the line. **Time stops** when, in the opinion of the Judges, a **solid stream without air trapped,** is discharged. **JUDGES DECISION IS FINAL!!**

MIDNIGHT ALARM

Object: To run to your gear, put it on, get on the apparatus, cross the finish line and stop before the disqualification line in the least amount of time.

1. Teams consist of 8 persons.
2. Competitors will line up behind the start line with **shoes on and laced**. Contestants will don **full turnout gear** before crossing the gear line. Boots must be up all the way (if bunker pants are used they **MUST** be pulled all the way up and fastened properly), 3 or more coat hooks secured, coats with velcro closures must be zippered up and velcro fastened. Helmet on and **must stay on** - until the apparatus stops. **Driver is excluded** from turnout gear **except the helmet**. A **5 second penalty** is assessed for each infraction.

(EXAMPLE: 2 coat hooks not secured and helmet falls off = 10 sec. penalty
5 sec for coat hooks & 5 sec for helmet)

3. All participants must ride on the apparatus behind the rear wheels. The only exception is that the driver plus one other person may ride in the cab. No riding on the side of the apparatus will be allowed except for the side portion of the back step. A 5 second penalty will be assessed for each person riding in an improper location per the above.
4. **JUDGES DECISION IS FINAL!!** Any abusive actions will cause disqualification.

PROCEDURE

Team members will line up at the start line. They will proceed at the start signal to the gear line where the gear will have been placed. The gear will be put on **per rule 2** above. As soon as you are fully geared you can proceed past the gear line and get on the apparatus. The helmet must stay on until you get to the finish line. The **apparatus is not to proceed** until everyone is fully geared and safely aboard. The apparatus will then be driven to the finish line and must stop before the disqualification line. The distance from the start line to the gear line is 25 feet; from the gear line to the apparatus line is another 25 feet. The distance from the apparatus line to the finish line is about 100 feet, beyond which is the disqualification line (50 feet beyond the finish line).

Team with the best time is the winner.

Penalties of **5 seconds** shall be assessed for Rule 2, leaving the start line before the start signal and apparatus proceeding before everyone is aboard. Crossing the disqualification line before bringing the apparatus to a halt will **disqualify the team**.

WATER BARREL CONTEST

Object: Force the barrel to the opponents end within a 30 second time limit. This event is run as a single elimination event.

1. Teams consist of three persons only.
 2. Competitors will be in complete turnout gear - **fully secured**. Competitors must supply turnout gear & Engine 260 will supply the hose, nozzles, and water.
 3. **Any deliberate attempts** to wet non-team members will **disqualify a team**. Also - any unnecessary roughness among team members in the opinion of the judges may also disqualify a team.
 4. **JUDGES DECISION IS FINAL!!**
-

PROCEDURE

Team members will line up at each end of the cable. The nozzles will **be open and pointed straight up in the air**. The lines will then be charged. **On the start signal from the judge** the competition begins and the streams may be aim at the barrel. The object is to push the barrel to the opponent's end of the cable using the water stream. After 30 seconds which ever side of the center line the barrel is on determines the loser. **The event is over** in less than 30 seconds if one team pushes the barrel all the way to the end of the cable on the opposing team's side.

ARENA PUMPING

Object: To gear up, get on the apparatus, drive to the drafting tank, set up a draft, lay 2 - 1 1/2 lines wyed off a 2 1/2 , and knock down two targets with the 1 1/2 streams.

1. The team shall consist of a maximum of 8 persons and a minimum of 5 persons.
2. Teams will line up at the start line, with shoes on and laced. Turnout gear will be placed approx. 25 feet in front of the start line in front of each competitor (gear line). The apparatus will be parked approx. 25 feet beyond the gear line with the engine running.
3. Standard fire apparatus will be used. **NO HOT RODS!!!!!!!!!!!!** Booster tanks and pumps are to be drained. All caps on pumps will be hand tight. Judges will inspect each truck for compliance with this rule before each run. Judges have final say in determining if the apparatus has been modified and deem it a hot rod which will immediately disqualify the apparatus.
4. 2 1/2" pony suction will be allowed ONLY when the apparatus was originally equipped with such and if it is the largest available intake on the apparatus. Ten (10) seconds will be automatically added to a team's time to make up for this advantage.
5. **The DRIVER will be the only team member allowed to connect the 2 1/2" discharge line to the pump and operate the pump. Anyone else doing so will disqualify your team.**
6. Contestants will be in full turnout gear. Boots must be up all the way. On coats with hooks, (3) or more coat hooks must be secured. On coats with Velcro closures the coat must be zippered up and the Velcro fastened. Helmets must be on and **must stay on**. If bunker pants are used they **MUST** be pulled all the way up and fastened properly. If the pants have suspenders they must be pulled up over the shoulders. The driver does not need to wear any protective gear other than a helmet. A 5 second penalty is assessed for each infraction.

(EXAMPLE: 2 coat hooks not secured and helmet falls off 10 sec. penalty)
7. If a helmet falls off **DO NOT ATTEMPT** to put it back on until the apparatus has **STOPPED** at the drafting tank.
8. **If the apparatus begins moving before you are aboard get out of the way**, wait behind the apparatus line **until it stops** at the drafting tank, then you may proceed to the apparatus. This is an automatic 5 second penalty for each person failing to board the apparatus.

9. All participants must ride on the apparatus behind the rear wheels. The only exception is that the driver plus one other person may ride in the cab. No riding on the side of the apparatus will be allowed except for the side portion of the backstep. A 5 second penalty will be assessed for each person riding in an improper location per the above.
 10. There will be no unsafe starts of the truck off the line (ie. popping the clutch or spinning the tires). A **5 second penalty** will be assessed for either infraction.
 11. EQUIPMENT NEEDED - 100 feet of 2 ½” hose wyeed off to two (2) 1 ½” hose each 50 feet long. Connected to the end of each 1 1/2 will be a straight tip nozzle with a 3/8 or ½” bore. **The nozzles, 1 1/2, wye, and the 2 1/2 can all be preconnected. The apparatus end of the 2 1/2 must be connected to an additional 50 foot length, hand tight, in the bed.** All threads must be standard (**no 1/4 turn couplings**). All hose used must be **standard double jacketed fire hose.**

If the 1 ½ nozzles have no shut off, then a team member **must** be stationed at the wye gate before the water comes out of either nozzle (so that the wye gate can shut down in case of a problem with the line).
 12. Hose lines, nozzles, and other equipment **may not be touched** until the apparatus stops at the drafting tank. Violation means disqualification. The hard suction hose straps may be released before the event starts.
 13. **Each 1 1/2 line shall have its own target.** The line which has already knocked down its target **may not be used to knock down the other target.** Violation means disqualification.
 14. There must be **2 team members on each 1 1/2 nozzle** when water reaches the nozzle or the team is disqualified.
 15. Targets will be approx. 25 feet from the target line.
 16. **This event is won by the team with the best time.** Timing starts when the start signal is given and stops when **BOTH** targets have been knocked down or 4 minutes has elapsed.
 17. After both targets are knocked down or the 4 minutes is up the team must pick up and leave the arena **within 3 minutes** or be disqualified.
 18. Any abusive conduct will mean **disqualification.**
 19. Judges will inspect all apparatus prior to the competition to insure compliance to all rules pertaining to equipment and pumps and a second inspection will be made at the starting line for safety reasons. It is the responsibility of the driver to check over the apparatus after it has been inspected by the judges to make sure that the truck is prepared to compete.
 20. **JUDGES DECISIONS ARE FINAL!!**
-

PROCEDURE

Contestants will start at the start line. They will run to the gear line and put on the gear (**per rule 6**). As soon as you are fully geared you proceed to the apparatus. The apparatus **is not to proceed** until everyone is fully geared and safely aboard. The apparatus will then drive to the water supply. Two 10 foot section of hard suction must be used to draft (**strainers are not required**). The 2 ½" hose which is connected to the bed length is uncoupled by any team member and shall be attached to the pump by the **driver/pump operator**, as the remaining hose, wye and nozzles are stretched to the target line. The apparatus is pumped and the targets knocked down at which time the **Judge will signal the completion of the contest.**

Any deliberate attempts to wet non-team members will disqualify a team. Also - any unnecessary roughness among team members in the opinion of the judges may also disqualify a team.

The team with the best time is the winner.

BUCKET BRIGADE

Object: Pass water buckets up the ladder and fill a 30 gallon drum until a **STEADY STREAM** of water comes out of the discharge tube attached to the side of the drum. (About 1/3 of the way down from the top of the drum)

1. The team shall consist of a maximum of 10 persons and a minimum of 5 persons.
 2. Each contest shall to be run on one of two towers in the arena area in a **timed format.** The team with the best time wins.
 3. A standard ladder, provided by Engine 260, and secured to the towers, will be used.
 4. **Only one (1) team member is allowed on the tower and only three (3) persons are allowed to be on the ladder.** It is strongly suggested that the persons on the ladder take a leg lock so as not to fall off the ladder.
 5. Water supply will be approx. 25 feet from the tower, slightly off center with 10 buckets next to the tank. Buckets provided by Engine 260.
 6. The starting line will be approx. 35 feet from the tower.
 7. Competitors shall wear a helmet securely fastened and shoes or boots during the competition.
-

PROCEDURE

All team members will assemble behind the starting line. Upon the starting signal all team members will approach the tower, one will climb to the tower platform, three will take positions on the ladder. Buckets of water will be filled from the water tank and passed by hand to the person on top of the tower. Timing starts at the starting signal and ends when, in the Judges' opinion, a **steady stream** is flowing from the discharge spout.

Any deliberate attempts to wet non-team members will disqualify a team. Also - any unnecessary roughness among team members in the opinion of the judges may also disqualify a team.

The team with the best time is the winner.

Structured Hose Lay

Object: Connect the hose line to the hydrant, to the wye gate, then connect the nozzles and stretch both nozzles over the nozzle line. Then run to the finish line, time will stop when the last person passes the finish line.

1. Team consists of **8 members**, with gloves and helmets.
2. Prior to the start 2 nozzles, 5 lengths of hose and a wye gate, will be laid out uncoupled, end to end on the field - between the hydrant and the nozzle line.
3. 5 second penalty is assessed for each infraction.
(**Example:** stepping over the start line without helmet or gloves on = 5 second penalty. Hydrant or hose line becomes uncoupled = 5 second penalty)

4. JUDGES DECISIONS ARE FINAL!

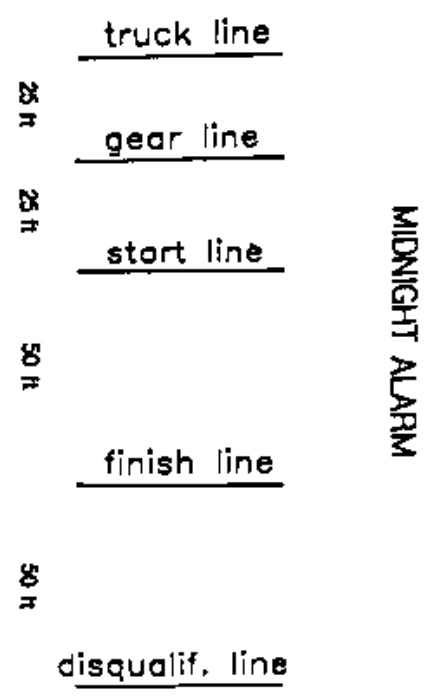
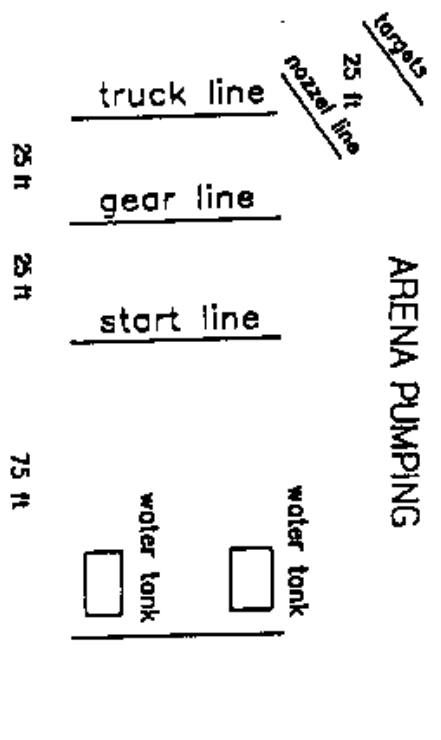
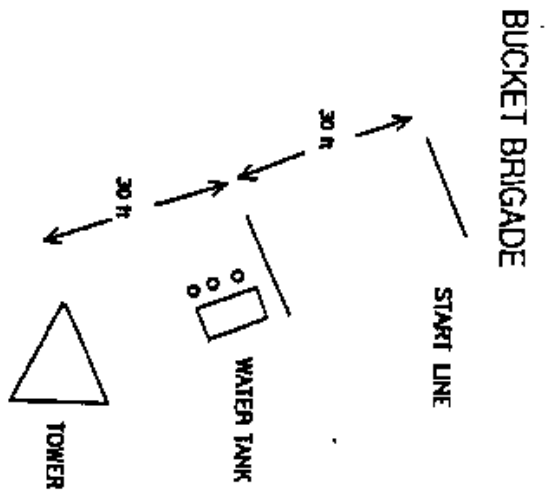
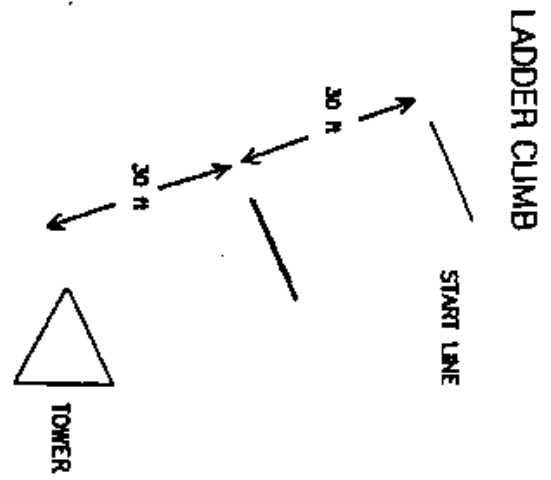
PROCEDURE

Contestants will line up behind the start line. On the start signal contestants will place on their gloves and helmets on **before leaving** the start line. Members shall proceed to connect the 5 lengths of hose to the hydrant, wye gate and nozzles, and stretch the hose so that the nozzles are placed over the nozzle line. Time will stop when all members have crossed over the finish line. All couplings shall be coupled properly and must remain connected when shaken by the judges. All requirements must be met in order to receive a time. ALL JUDGES DECISIONS ARE FINAL!

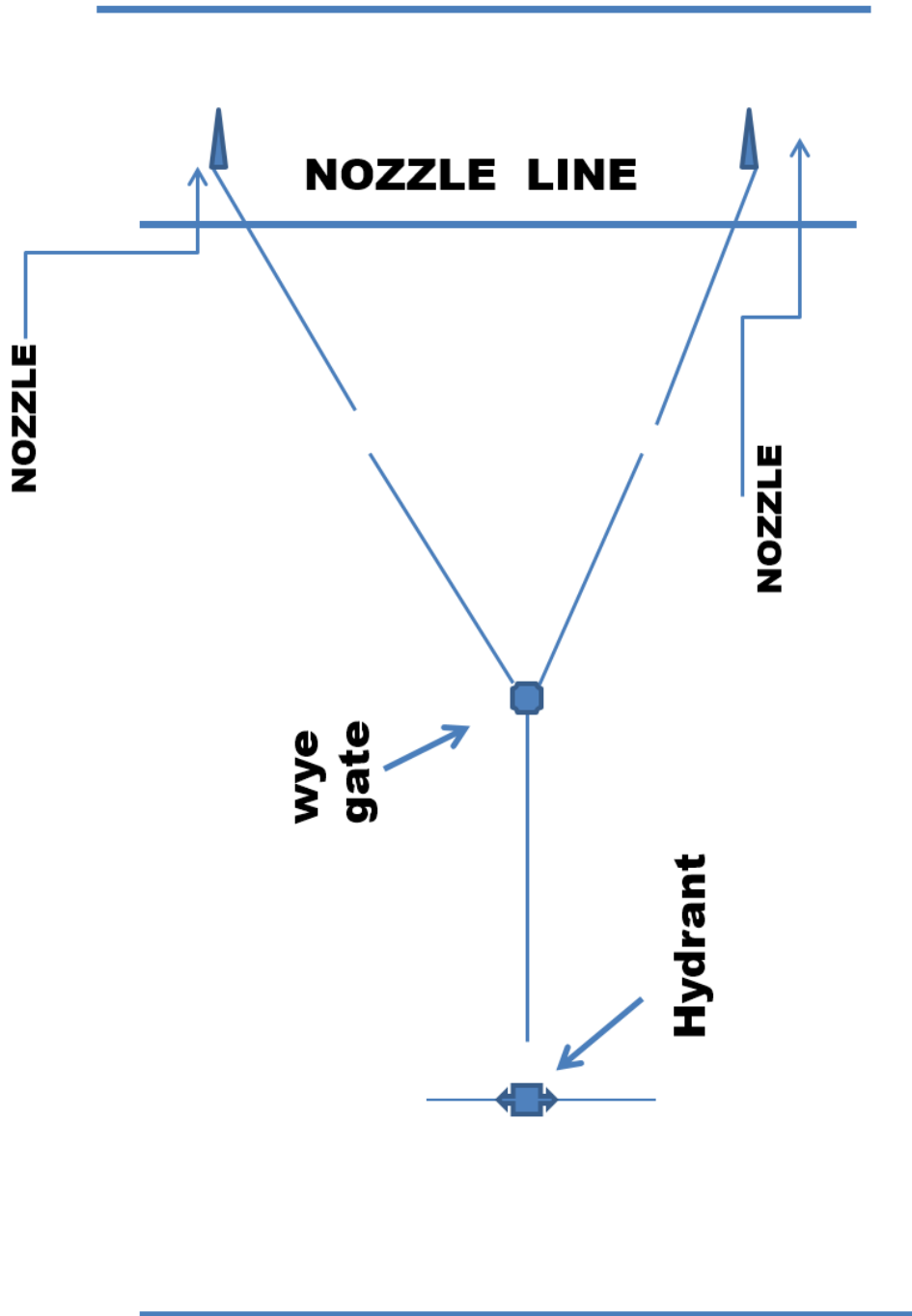
The team with the fastest time is the winner.

Prior to the team members leaving the field, members shall place the lengths of hose, wye gate and nozzles in the proper order between the hydrant and the nozzle line, uncoupled.

REVIEWED JUNE 2018 BY – SHOW & MUSTER COMMITTEE



FINISH LINE



START LINE

STRUCTURED HOSE LAY