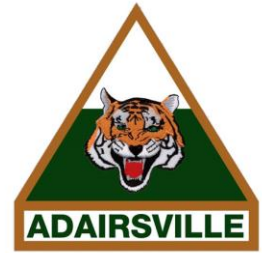




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1SG Jerry K. Queen (RET)
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MEMORANDUM OF INSTRUCTION: Raider Rampage Raider Meet hosted by Adairsville High School JROTC on 7 September 2024 at Adairsville High School.

GENERAL INFORMATION:

1. Entrée Fee is **\$100 per school**. Schools can have a maximum of four teams not to exceed two teams per division. The Raider Rampage is open to the first 50 teams that register. Mail in advance is the preferred method, please add **ATTN: JROTC DEPARTMENT** to envelope when mailing payment and registration form. Payment on the day of the event will be accepted. Checks need to be made out to: **Adairsville JROTC**. Registration form is attached (**Annex B**).
2. **RSVP with an email as soon as possible with your projected teams that will be competing. You can send your registration form and payment later. This will be a big help for planning purposes.**
3. There will be a brief coaches and team commanders' meeting that will take place at 0800, location TBD. The first event will begin at approximately 0830. The awards ceremony will be held at the football stadium shortly after the conclusion of the competition.
4. Trophies will be given to the top three in each event and top three overall.
5. Due to construction at Adairsville HS, the only entrance that will be open will be the green (north) entrance. Please observe the updated parking plan in annex E
6. Please park in designated parking areas only. See event map Annex E
7. Concession stand will be open at the football field.
8. Event T-Shirts and other JROTC items will be available for purchase by a local vender.
9. **Instructors are strongly advised to validate times with judges immediately after the event, prior to the team commander signing the scoresheet.**

SPECIFIC INSTRUCTIONS:

1. When you arrive, Instructors only must check in at the registration room. You will verify your teams, make any payments that are owed, and be given a packet with a rotation matrix and wrist bands for each team.
2. Teams will consist of up to **12 members**, but only 10 will be allowed to compete in any one event. Mixed teams must have a minimum of four females competing in each event and can have up to nine females competing to be considered a mixed team.
3. **Competing cadets will only be allowed to compete on one team only**; meaning a cadet on the male team cannot be substituted for a cadet on the mixed team.
4. **Brief cadets on taking care of equipment.** Dropping rucks, litters, water cans, etc. can damage equipment and cause an event to get behind. Penalties will be rewarded for neglecting equipment.
5. Because of the narrow trails, only the Raider team members will be allowed to be on the CCR and Gauntlet courses. **Only the ten members of the team are allowed on the course, no “motivational run along allowed”**. Schools are allowed to have someone taking pictures as long as they do not interfere with other teams or coach the teams.
6. If a team member is injured during on the course and cannot finish, always leave a teammate with the injured Raider. Someone on the team must tell the judge about the injury and the time will stop when the eighth Raider crosses. A **5-minute penalty** will be added to the team final time.
7. Judges will brief teams clearly before each event. Penalties will be clearly defined. After the completion of the event, the team commander will go to the judge for the final time and notification of any penalties assessed. Coaches should verify times with the judge. Do not argue with the judge. All concerns should be addressed to 1SG Queen.
8. Teams will be given a round robin schedule matrix to follow. Please follow the matrix be at each event on time. If a team or school decide not to compete in an event please inform 1SG Queen or the scoring room to prevent a frantic search at the end of the day for a missing scoresheet that doesn't exist.
9. Unsportsmanlike conduct, such as profanity, will be subject to a one-minute penalty each time a member of a team does not conduct themselves as a JROTC cadet. The judge also has the authority to disqualify a team for unsportsmanlike conduct, to include the actions of team coaches and parents. Once again, if you have a concern, contact 1SG Queen.
10. Teams must follow signs and/or trail guides to stay on the course. If a team leaves the designated course they will be disqualified. Part of each event is attention to detail. All courses will be CLEARLY marked so this should not be a problem.
11. There will be a certified EMT onsite. In the event of an injury notify a judge, instructor or any cadet in an orange or yellow vest and the EMT will be dispatched to the site of the injured person. Only dispatch the EMT in case of an emergency. The EMT is not here to hand out band aids.

WEATHER INFORMATION: See Annex C for Evacuation Plan

1. **Weather:** Hot Temperatures could be a factor for this competition. Each team should bring their own water and ice. **Ensure all cadets start hydrating 2 days prior to the competition.** There is not a lot of shaded areas around Adairsville High School so it is recommended that schools bring their own shade tent.
2. **Lighting:** Lightening or Severe weather will stop the competition, however, if rain should take place throughout the competition day, the competition will continue with safety as our top priority.

COMPETITION EVENTS:

See **Annex E – Event Map**, for event locations. The Raider Competition will consist of six events that are designed with minimal chance for penalty. Teams may recon the sites prior to the start of the competition. We will try and have all school teams competing at the same location for the convenience of the coaches and schools guest support.

1. **Team Run(same as 2023):** The team run will be a distance of 1.04 mile on the AHS track. The first two laps will be on the outside four lanes and the last two laps will be in the inside two lanes. All cadets not running, and spectators must remain outside the fence or in the bleachers. **Uniform will be ACU/OCP trousers**, team shirt and running shoes. Boots can be worn but are not recommended.
 - a. Teams must stay within 50 yards, from first to last Raider, at all times.
 - b. When schools arrive with multiple teams, the fastest team will go first then the next team will start once the first has completed one lap.
2. **Cross County Rescue (same as 2023):** The course length is roughly 2/3 mile. The event will take place on uneven terrain with ankle to knee deep water and possible ankle-deep mud. Obstacles include an eight-foot wall and a **steep** hill descent. The mission is to get all ten team members and all equipment over the walls and through the course as quickly as possible. Uniform will be ACU/OCP trousers with boots.
 - a) Each team will start and finish with **4** rucksacks, **Female Teams will have 3 rucksacks**, 1 litter. **The rucksacks will weigh 35 lbs. and the litter will weigh 120 pounds for male & mixed teams and 90 pounds for female teams.**
 - b) Teams do not have to stay together on the course.
 - c) **There will be a Rally Point 20 yards from finish line.** All team members must be there before the team sprints to the finish line. This helps the judges by preventing confusion at the finish line.
 - d) **Do not leave any equipment unattended anywhere on the course to include the Rally Point.** If you go back to help leave your ruck with a teammate. This is to prevent rucks getting mixed up with multiple teams on the course.
 - e) Should team leave equipment on course, the team will receive a **5-minute penalty** per each piece of equipment.

- f) **Crossing the wall:** all cadets and rucks must go over the wall **or a 1 minute penalty will be assessed per occurrence**; the litter will be placed in a designated box while crossing the wall. **If a ruck is dropped or thrown from the top of the wall it will be a 1 minute penalty per occurrence.** Someone should be on the other side of the wall receiving the rucks and sitting them down. (Please take care of equipment)
3. **Gauntlet (new start and finish location):** The course length is approximately 1.25 miles. The event will consist of **10 cadets and five 35 lb. ruck sacks for males and mixed teams and four 25-pound rucks for female teams.** The course will be wooded trails, ankle to knee deep water, ankle deep mud, and steep terrain. **This will be a very challenging event**; the mission is to get all ten team members and all five rucks through the course and through all obstacles quickly as possible. Uniform will be ACU/OCP trousers with boots.
- Each team will start and finish together as a group but do not have to stay together on the course. Teams **must** at least go through the course in buddy teams.
 - There will be a Rally Point about 50 yards from the finish line.** All team members must be there before the team sprints to the finish line. This helps the judges by preventing confusion at the finish line.
 - Do not leave any equipment unattended anywhere on the course to include the Rally Point.** If you go back to help leave your ruck with a teammate. This is to prevent rucks getting mixed up with multiple teams on the course.
4. **Obstacle Course (new start and finish location):** Raiders will negotiate 19 obstacles around a 500-meter course. Obstacles include steep hill descent, staggered tires, **parallel bars**, **cargo net climb (new)**, ladder climb, suspended tire four feet above ground, low crawl, 12-foot wall (with ropes), **incline / decline balance beam**, 8-foot wall, ~~low zig zag balance beam~~, 10-foot rope climb then a sloped descent, staggered log hop, the black hole (20' x 36" sloped culvert with a rope), 8ft tire wall, **sloped 20' bar climb (male teams only)**, a 30" tunnel crawl and a steep hill ascent to the rally point. Uniform will be ACU/OCP Trousers and boots. Details of rules and penalties will be explained on the score sheet and prior to the event. Link to video of obstacle course: <https://www.youtube.com/watch?v=5xfUxJYCxY0> or search Adairsville JROTC Raiders Obstacle Course.
- Raiders cannot assist teammates on bold, underlined obstacles above.**
 - Raiders will not negotiate suspended tire and the low balance beam.
 - Cargo Net Climb:** Only three Raiders on each side of the net at once.
 - The **Rope Climb** will have two slick ropes and two knotted rope. Raiders must grab and go under the metal bar at the top of the platform. The following rules will apply to prevent a log jam at the rope climb obstacle:
 - At a minimum, five of the ten team members MUST climb a rope.**

- The other five team members can climb the rope or climb the ladder (one raider on the ladder at a time). All Raiders must go down the 60-degree sloped wall.
 - **A one-minute penalty (per occurrence) will be given if less than five Raiders climb the rope or a Raider fails to go down the sloped wall. Do not slide down the sloped wall.**
- e) Teams will start every 5-7 minutes. Please brief your teams that this is a competition not a team building activity. Teams must get through the course as quickly as possible to prevent slowing down faster teams behind you.
- f) Raiders will stop after the eight foot wall, once all ten team members are over the eight foot wall, teams can then start the rope climb and continue the course.
- g) You will be given two opportunities at each obstacle, after that you must move on. **Penalty will be 30 seconds for each obstacle failure unless otherwise stated.**
5. **Physical Team Test (PTT) (New location) see Annex F for diagram:** This event is approximately a 200 yard course. Raider teams will pair up in two teams of five. Uniform will be ACU/OCP Trousers with boots. The first team of five will take off from the start line and reach the following obstacles:

Equipment Carry/Push/Pull (water/ammo cans, weighted sled, etc. (transport fifty yards)

Six foot wall Males (all must go over), Four foot wall Mixed and Female Teams

Maze with staggered tires

Tire Flip (all five team members must flip tire twenty five yards)

Once team one has completed the tire flip, team two will reverse the course.

- a) All equipment must be **across the line** when sat down and movement has stopped.
- b) All Raiders must go over six foot wall
- c) **All team members must be touching the tire before it can be flipped.**
- d) Dropping or throwing equipment results in a penalty. If a water can falls over after you sit it down it is not a penalty.
6. **Rope Bridge (same as 2023):** Reference FM 3-97.61, TC 90-6-1 (Military Mountaineering-2002) and the 6th Brigade MOI. Follow this MOI and the attached score sheet (**Annex A**) for rope bridge competition penalties and details pertaining to the Raider Rampage Raider Meet. Below are some basic guidance for common conflicting methods for constructing a rope bridge. Please note the items in **bold**. These are in no particular order.
- a) Distance between poles is 60 feet for male teams and 45 feet for mixed and female teams. Dead space will begin 6-7 feet from both anchor points. All team members and equipment must start behind the nearside anchor point. **Rope can only be back laid in a pile, coiled or placed in a bag. NO laying rope out flat.** Teams will only get one shot at completing the Rope Bridge. No redo's.

- b) If a Cadets back touches the ground while crossing, they **will not** be penalized. If their feet or hands touch they will be penalized **if the judge deems they are pushing off to gain an advantage.**
- c) Aussie Seats and Swiss Seat refer to the FM and TC. (square knot with overhand knots w/ 4” pig tails). Knots will only be inspected for safety.
- d) The Far-Side Raider ties an end of the line bowline **w/overhand knot** or figure 8 and snaps in before crossing into the (dead zone) and is **belayed across the dead zone** (no figure 8 across the body). Belaying means someone is controlling the rope in both hands and watching the raider cross.
- e) **The near-side construction;** A wireman’s knot or figure 8 slip knot on a bite is the only authorized transport Tightening System. Snap links or a stick can be used to aid in the disassembly of the knots. The snap-links or stick may not be used as speed tighteners. Be prepared to tie your near or far side knot after your rope bridge is complete should the judge request it.
- f) Once the transport knot is complete it **must be connected back to the bridge rope with a steel snap link. Steel link must be locked.** If you don’t have a steel snap link we can provide one.
- g) **The far-side construction** must be secured **with two round turns and two half hitches** with or without a quick release or; a **tensionless anchor knot** minimum of 4 wraps around far-side anchor.
- h) The transport tightening system is secured to the anchor using two round turns and two (2) half hitches with or without a quick release. Either way it must have a 4 inch pig tail. The half hitches do not have to pass around all ropes between the anchor point and the wireman’s knot or figure 8 on a bite. No raider can be snapped in to the one rope bridge until the construction is complete.
- i) Near Side Raider disassembles the transport system on the near-side. He/she can tie a bowline **w/overhand knot**, a figure eight in the end of the bridge rope or use the existing Wireman’s or Figure 8 loop and secures the snap-link on his/her waist harness. **The Near Side Raider is then belayed across the obstacle by Raiders on the far-side.**
- j) As long as the Raider belaying has two hands on the rope and is looking at the near and far side raider cross the dead zone no penalties will be assessed.
- k) **Refer to Rope Bridge Score sheet for additional guidance.**

ADDITIONAL INFORMATION:

1. Adairsville High School is located off I75 at exit 306 approximately 40 miles north of Marietta, GA and 50 miles south of Chattanooga, TN.
2. POC for this memo is 1SG Jerry K. Queen (Ret.). For any questions, please email jerry.queen@bartow.k12.ga.us or call 770-606-5800 ext. 4147

Annex A: Rope Bridge Scoresheet

SCHOOL:	MALE 1 2 3 FEMALE MIXED 1 2		
ROPE BRIDGE SCORE SHEET	Time Per Penalty	# of Penalties	Total
EQUIPMENT/PREPARATION/INSPECTION: 5 MINUTES.			
Improper Aussie Seats on far and near side raiders. (on the spot fix)	NP		
Improper SWISS SEAT; Snap link must surround all ropes and when rotated to the "UP" position, gate opening is "away from Raider" (on the spot fix)	NP		
Rope improperly laid out. (Back laid in pile, coiled or IN A BAG) (fix before start)	NP		
CONSTRUCTION OF ROPE BRIDGE			
Far Side Raider –Improper Bowline w/bite or Figure 8 when crossing	30 SEC		
Far Side Raider not clipped in with snap link prior to entering dead zone (VERIFY)	30 SEC		
Far Side Raider not belayed properly across the dead zone	15 SEC		
Dead zone violation (touching obstacle during loading/unloading, equipment dropped)	15 SEC		
Far Side anchor knot not two round turns w/2 half hitches or tensionless anchor	1 MIN		
Improper Transport Knot: wireman's knot or figure 8 knot with a bite	1 MIN		
Near-side not secured w/round turn, 2 half hitches with or without quick release	1 MIN		
Opening gates not opposite (if using two steel snap links)	15 SEC		
Two half hitches on near side knot are not between the anchor point and steel snap link	30 SEC		
CROSSING			
Any Raider hooked up before near side or far side is complete	15 SEC		
More than three (3) Raiders clipped into the bridge rope at any one time	30 SEC		
Dead zone violation (touching obstacle during loading/unloading, equipment loss)	15 SEC		
Crossing Raiders FEET or HANDS touch the dead zone to gain an advantage	30 SEC		
BREAKDOWN OF ROPE BRIDGE			
Breaking down rope bridge before last cadet is off rope	30 SEC		
Near Side Raider not clipped in with snap link prior to entering dead zone	30 SEC		
Near Side Raider not belayed properly across the obstacle	15 SEC		
Near Side Raider bowline w/overhand safety or figure 8 incorrect while crossing	30 SEC		
Rope or any item left in the dead zone after time is called	15 SEC		
Knots or snap links left in the rope after bridge break down and "TIME" is called	30 SEC		
ADDITIONAL PENALTIES AND NOTES			
Improper markings on rope that are obviously an advantage (cheating)	DQ		
Coaching from a non-team member (warning before penalty)	1 Min		
Rope Bridge Failure	DQ		
Use of Speed Tighteners (do not twist snap-links)	30 SEC		
LESS THAN 8 Raiders CROSS ON BRIDGE, 6 for FEMALE teams	DQ		
Sportsmanship violation (profanity, disrespecting judge, etc)	30 SEC / DQ		

TIME	
PENALTIES	
FINAL TIME	

Judge Signature: _____

Annex B: Registration Form

ANNEX A

Adairsville Raider Rampage Raider Meet
Adairsville High School
519 Old Hwy 41
Adairsville, GA 30103

School Name _____

POC (Please Print) _____

POC Contact Number _____

Total number of teams (maximum of 4): _____

Teams per category: Male Teams _____ (limit 2)

Mixed Teams _____ (limit 2)

Female Teams _____ (limit 2)

Total Amount Due _____ (\$100)

Amount Enclosed: _____ (Make checks payable to: Adairsville JROTC)

Signature of POC: _____

Mail checks and forms to: Adairsville High School
Attn: 1SG Jerry Queen
519 Old Hwy 41
Adairsville, Ga. 30103

or

Scan and email form to jerry.queen@bartow.k12.ga.us

Annex C – Evacuation Plan

Adairsville Raider Meet Evacuation Plan

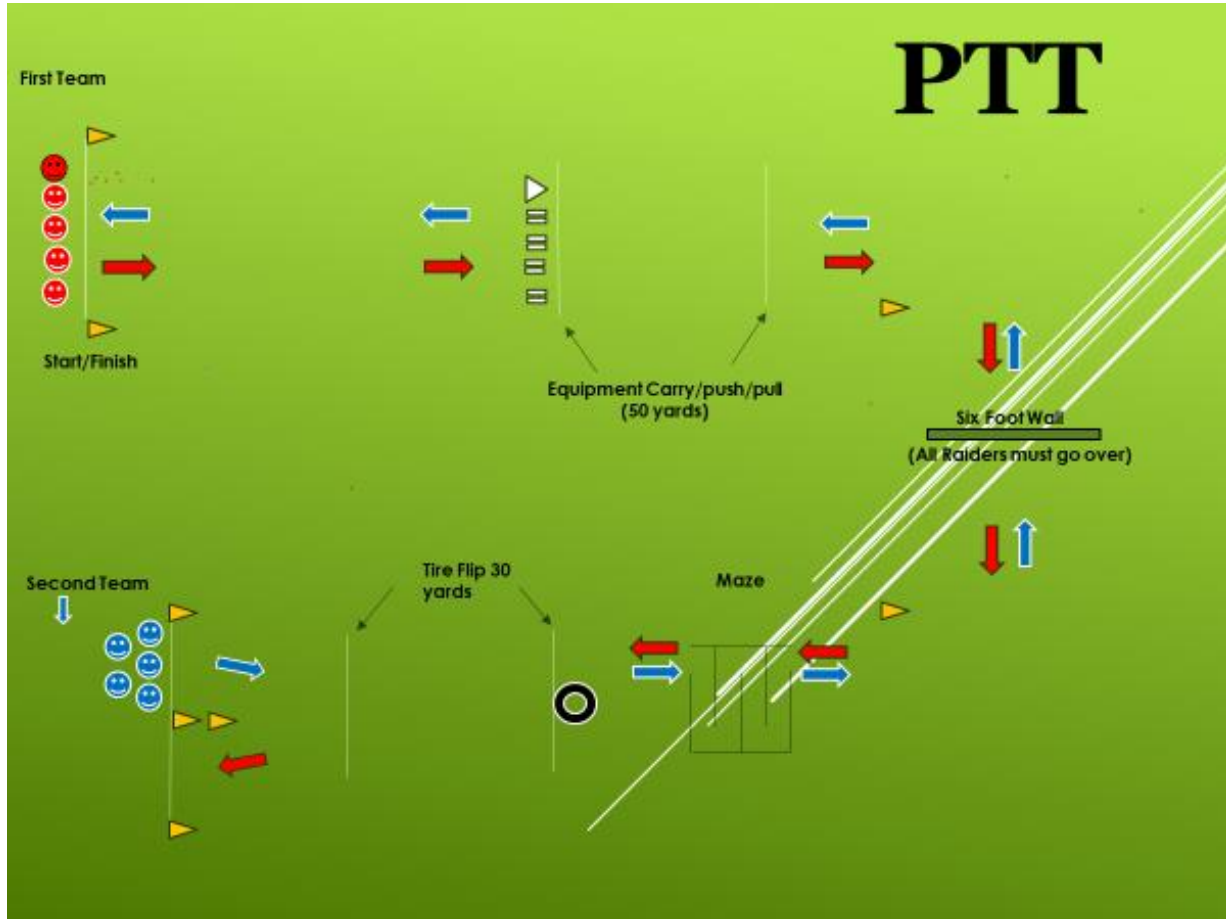
Purpose: Annex K – Detail evacuation plan of raider meet site if required due to lightening or man-made threat

Scope: MOI provides the procedures to be emplaced, heightening the safety for all attendees with regards to:

- a. Inclement weather such as lightening in the area
- b. Man-made threat

1. The following evacuation procedures will be briefed and utilized for the meet:
 - a. Lightening – If lightening is determined to be within 6 miles of the meet, the host will sound an air horn to gain the attention of all participants and spectators. Via megaphone, the host will inform all attendees of the lightening threat and direct them to immediately return to their POVs/busses, or if the school building is closer, to enter the school to seek shelter. For events occurring outside of the megaphone range, the host will notify the event support personnel via radio to stop all competition and have the competitors on the lanes to immediately return to their vehicles or the school for shelter. Host will announce all clear to the attendees once the lightening storm is a safe distance away.
 - b. Man-made threat – If there is a situation in which there is a perceived or actual man-made threat (ie: bomb threat, person carrying a weapon, etc), the host will sound three blasts on the air horn and then notify the attendees of the threat, location and direction they are to immediately evacuate to distance themselves from the threat. The host will also contact 911 for police assistance.

Annex D - PTT



Annex E - EVENT MAP

