CARROLLTON

RAIDER



HALLEN

Team Run



Team Run

Instruction(s): The Team Run consists of a 1.6 mile cross country course consisting of grass and gravel.

Obstacle Penalty(ies):

Event finish with only NINE cadets (MALE/MIXED) – SEVEN cadets (FEMALE) (3-minute penalty) Interference with another team (subjective time penalty based on circumstances) Team was interfered with, credit for lost time (subjective time bonus based on circumstances) All finishing team members not within 10-yard zone at finish line (1-minute penalty) Team false start (30 seconds)

Note(s):

Teams members must consist of 10 team members
Teams must start and finish together
Mixed team must have a minimum of 4 females
Teams may wear ABU/OCP and team T-Shirt with tennis shoes or boots
Team members may not carry, pull, or push any cadet.



Trojan Horse

Instruction(s): Begin by climbing the 10 foot cargo net, traverse across the 4x4 beams, then climb the 20 ft ladder. You will complete the obstacle by climbing over the top and climbing down the cargo net. (the dangling rope may not be used)

Obstacle Penalty(ies): Not completing this event results in a 1 minute penalty.

Note(s): This obstacle is 30 ft high.

Litter/Rucks will be placed in designated area on this obstacle.



8 Foot Wall

Instruction(s): Traverse the 8 ft wall.

Obstacle Penalty(ies): Not completing this obstacle will result in a 30 second penalty per cadet. There is a 30-second penalty for dropped equipment.

Note(s): All Rucks must go over the wall.

The team will go over the wall in any manner they choose, pick up their ruck, and continue the course.

Rucks must be passed down to a cadet on the ground.

Litter will be placed in designated area on this obstacle



Creek Crossing

Instruction(s): Every cadet must cross the creek by going across the wooden poles.

Obstacle Penalty(ies): The cadet must start the obstacle over if they fall off of the crossing, which will result in time lost due to the re-start.

Note(s): Cadets may not assist each other on this obstacle.

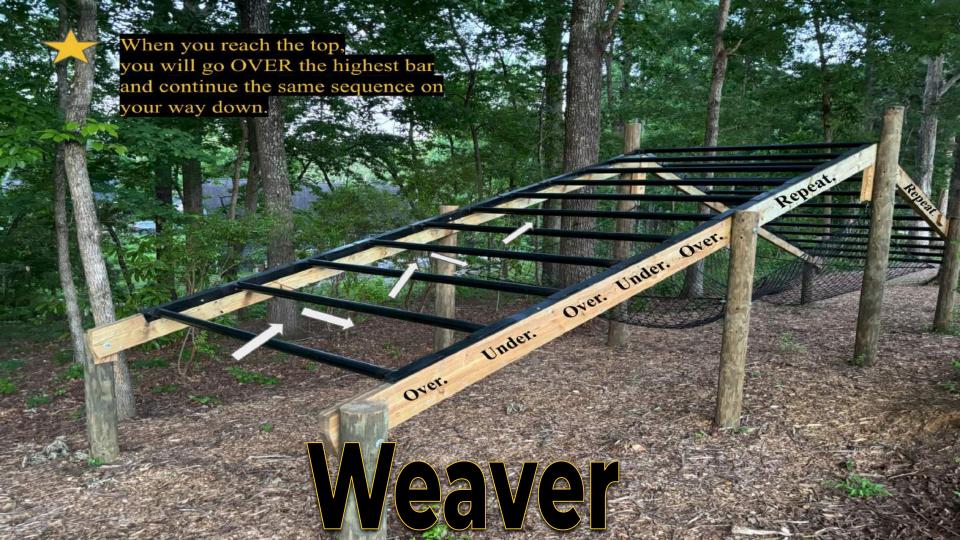


Rope Swing

Instruction(s): Every cadet must swing from the first platform to the second platform, moving FORWARD off of the obstacle.

Obstacle Penalty(ies): A 30 second penalty is awarded after the second attempt.

Note(s): Falling backwards off of the second platform requires the cadet to restart the obstacle.



Weaver

Instruction(s): As the name suggests, cadets must weave in and out of the bars. Begin this obstacle by going over the first bar and then under the second. Weave through the obstacle until complete.

Obstacle Penalty(ies): Touching the ground, falling into the net, or not completing the obstacle once the cadet has began the obstacle results in a 2 minute penalty.

Note(s): Begin the obstacle by going over the first bar and under the second bar. Repeat the sequence until the obstacle is completed.



Tarzan

Instruction(s): Traverse the uneven logs leading to monkey bars. Complete the monkey bars.

Obstacle Penalty(ies): falling off of the obstacle requires the cadet to restart the obstacle. After the second restart, a 45 second penalty will be assessed.

Note(s): Cadets MUST touch EVERY bar on the monkey bars.



Rope Climb

Instruction(s): Five cadets must climb the rope unassisted.

Obstacle Penalty(ies): Failure to climb the rope results in a 30 second penalty per cadet.

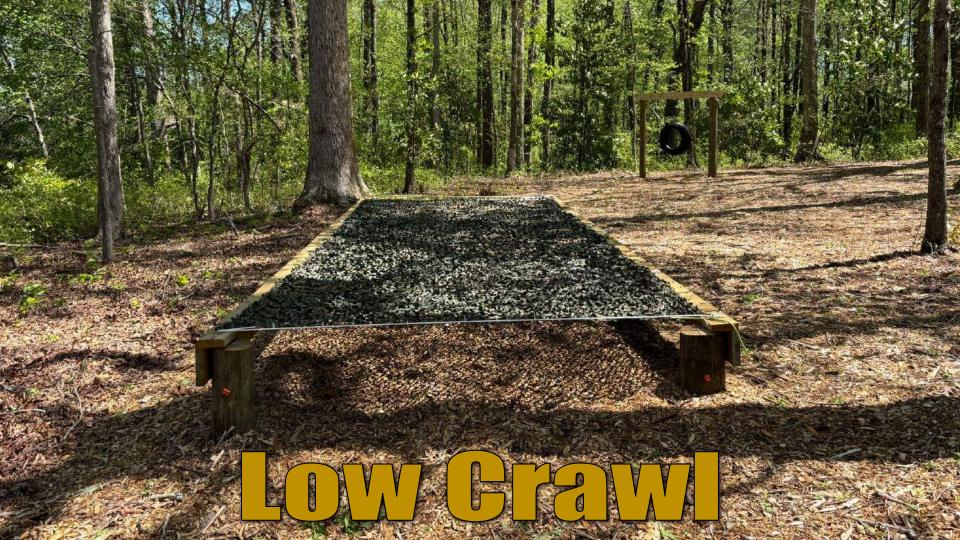
Note(s): Male teams will use the un-knotted rope

Female teams will use either rope

Male cadets on the mixed team must use the un-knotted rope

Female cadets on the mixed team may use either rope

Litter/Rucks will be placed in designated area on this obstacle



Low Crawl

Instruction(s): All Raiders and rucks will navigate the low crawl.

Obstacle Penalty(ies): There are no penalties for touching the wire/rope, but 30 second penalty will be assessed if the wire is torn/pulled down.

Note(s): All raiders must go under the low crawl.

There is wire/rope on top of the low crawl.

Touching the top is not a penalty; however, snagging or pulling the net will result in a penalty.

All equipment must go under the low crawl.



Suspended Tire

Instruction(s): Every cadet must go through the tire. Cadets may assist other cadets once through the tire.

Obstacle Penalty(ies): A 30 second penalty will be awarded to each cadet that fails to complete this obstacle. Cadets fail to place rucks through tire. Grabbing the top of the tire to swing through the obstacle.

Note(s): The first cadet must make it through the tire on his/her own. Once they do so, they are allowed to help the rest of the cadets get through.

Litter will be placed in designated area on this obstacle



Island Hopper

Instruction(s): All cadets must begin at the first painted stump. Navigate through the obstacle by hopping from one stump to the next without touching the ground. Cadets will end this obstacle by touching the last painted stump.

Obstacle Penalty(ies): A 30 second penalty will be awarded to each cadet that fails to complete this obstacle.

Note(s): Litter will be placed in designated area on this obstacle

Litter will be placed in designated area on this obstacle



Reverse Climb

Instruction(s): Climb the incline (underside) of the obstacle. Once at the top, climb over and climb down the opposite side.

Penalty(ies): A 30 second penalty will be awarded to each cadet that fails to complete this obstacle.

Note(s): Litter/Rucks will be placed in designated area on this obstacle



Tunnel Climb

Instruction(s): Every cadet must climb up through the tunnels and jump OVER the anchor pole at the end.

Obstacle Penalty(ies): A 30 second penalty will be awarded to each cadet that fails to complete this obstacle.

Note(s): All equipment must come through the tunnel.

Once all cadets have completed this obstacle they will follow the designated path to finish the course.