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MEMORANDUM OF INSTRUCTION: PUMA Challenge Raider Meet hosted by Dalton Academy JROTC on 3 October 2026 at Dalton Academy.

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 Puma Challenge is open to the first 40 teams that register. Mail in advance is the preferred method, please add **ATTN: PUMA 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: **Dalton Academy JROTC**. Registration form is attached (**Annex B**).
2. **RSVP with an email with projected teams. Payment may be made day of event.**
bill.jinright@dalton.k12.ga.us
3. There will be a brief coaches and team commanders' meeting that will take place at 0745, JROTC 322. (Banner will be posted for location) The first event will begin at approximately 0815. Awards ceremony to follow the last team/event.
4. Trophies will be given to the top three in each event and top team overall in each category.
5. Please Park in designated parking areas only. See Event Map Annex F.
6. Concession stand will be open at the football field. Food trucks will be on site.
7. **Instructors are strongly advised to validate times with judges immediately after the event**, prior to the team commander signing the score sheet.

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 14 members, only Ten (10) will be allowed to compete on any event.** Mixed teams must have a minimum of four and maximum of 6 females competing in each event.
3. **Competing cadets will only be allowed to compete on one team only;** meaning a cadet on the male team cannot be a 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 fall 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 Obstacle courses. There will be an observation area marked off for spectators within the Obstacle Course. **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 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 CPT Jinright.
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 decides not to compete in an event, please inform CPT Jinright 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 any concern, contact CPT Jinright.
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.
11. There will be a certified EMT onsite. In the event of an injury notify a judge, instructor, or any cadet in a 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.** The Heritage Park Pavilion will be available for spectators and restrooms. It is a covered area with many picnic tables. This will not be used as a TEAM AREA, however the area surrounding provides a playground and grassy area for Team tents. There are several areas in parking Area 5, see Annex F, for Team areas as well.
2. **Lighting:** Lightning 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 F – Event Map**, for event locations. The Raider Competition will consist of five 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:** The team run will be a distance of 1.3 miles on the CCR/Obstacle Course trail. **Guides will be posted along the trail for direction.** All cadets not running and spectators must remain outside the track area. **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.
 - c. Coaches will time your own team(s). Stopwatches will be available if needed.
2. **Cross County Rescue:** The course length is roughly .8 mile. The event will take place on uneven terrain with possible water and mud. Obstacles include an eight-foot wall and a steep hill descent and incline. 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 and 1 litter. **The rucksacks will weigh approximately 30 lbs. and the litter will weigh 100 pounds for male & mixed teams and 80 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 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).
 - g) **All Raiders will be required to pass under the low crawl with litter.**

3. **Obstacle Course (see Annex E):** Raiders will negotiate 12 obstacles around a .5-mile course. Obstacles include incline/decline balance beam, 10-foot rope climb then a sloped descent, ladder climb, 12-foot wall (with ropes), single cargo net climb, staggered tires, 30" tunnel crawl and a steep hill ascent, suspended tire, hurdles, and double cargo net to the rally point. Uniform will be ACU/OCP Trousers and boots. Details of rules and penalties will be explained on the score sheet prior to the event.

- a) **Raiders cannot assist teammates on bold, underlined obstacles below.**
- b) **Monkey Bar obstacle.** Must touch first and last bar. All Raiders must cross bars or receive penalty.
- c) **Cargo Net Climbs:** Only two Raiders on each side of the net at once for single climb and three on double side.
- d) The **Rope Climb** will have two slick ropes. Raiders must grab and go under the wooden bar at the top of the platform. The following rules will apply to prevent a log jam at the rope climb obstacle:
 - **All team members MUST climb a rope.**
 - **All Raiders** must go down backwards on the 12 -foot wall with ropes slope with **3-point contact at all times.**
 - **A one-minute penalty will be given if all Raiders do not climb the rope or a Raider fails to go down the sloped wall. Do not slide down the sloped wall.**
 - **Raiders must crabwalk down opposite side. MUST NOT walk down frontwards or jump from sloped beams.**
- e) Teams will start every 10 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) 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.**
- g) **For safety, all danger or risk areas will be painted yellow. Safe areas will be marked with white paint. Raiders must not jump from obstacles.**

4. **Raider Fitness Test:** This 10-Raider activity has the Raider team breaking up into two groups of five. Raiders 1 through 5 will move ten, 30-pound kettle bells (six for female division) from Circles A through F. Raiders 6 through 10 reset the course. Time stops when all bells are returned to Circle A. To start, Raider 1 will grab up to two bells from Circle A, carry them around a cone 25-yards away, and then run the bags to Circle B where they will be set (not dropped or thrown!) down. Raider 1 will then return to Circle A in the most direct manner possible to repeat this process until all ten bells have been moved to Circle B. Raider 2 will carry any available bags from Circle B to Circle C by carrying them around a cone 25-yards away. As soon as Raider 3 has any bells to carry in Circle C, Raider 3 will carry those bells around a cone 25-yards away and place them in Circle D. This process will continue until all ten bells have been moved by Raider 5 from Circle E to Circle F. At this point, Raiders 6 through 10 repeat the process in reverse Circle order until all bells have been returned to Circle A. For mixed teams,

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females will be Raiders 4 through 7. Raider 4 will only take six of the ten bells brought to Circle D, leaving the other four, and move them to Circle E where female Raider 5 will take the bells around the cone to Circle F. Female Raider 6 will take the six bells from Circle F around the cone to Circle E where female Raider 7 will take the six bells from Circle E around the cone to Circle D. At that point, Raider 8 needs to move all ten bells around the cone to Circle C and so on. Three notes worth mentioning here. First, every Raider will only carry the appropriate number of bells (ten or six). In other words, no Raider can do the course twice so a weaker Raider does not get a turn. Second, if a mixed team uses more than four females for this event, only female Raiders 4 through 7 carry six bells. In other words, any additional female will be required to carry all ten. Last, also for mixed teams, because female Raiders 4 through 7 are carrying six bells, this means that there are four bells waiting in Circle D as mentioned above. Raider 8 cannot begin moving those bells early in an effort to get a head start on getting those bags moved from Circle D to Circle C. Raider 8 can only begin carrying bells when female Raider 7 starts bringing the bells from Circle E to Circle D.

5. **Rope Bridge:** 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. 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 laid back 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 Cadet's 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 into 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. Dalton Academy is located off I-75 at exit 328 approximately 50 miles north of Cartersville, GA and off I-75 at exit 336 30 miles south of Chattanooga, TN. We are located on the Mack Gaston Parkway (Dalton Bypass) at Heritage Park.
2. POC for this memo is CPT Bill Jinright (Ret.). For any questions, please email bill.jinright@dalton.k12.ga.us or call 706.876.4700 ext. 9661

Annex A: Rope Bridge Scoresheet

SCHOOL:	MALE 1 2		FEMALE 1 2	
	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			
Steel Snap link not 9kn or higher / Rope not 7/16 diameter (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	20 SEC			
Far Side Raider not clipped in with snap link prior to entering dead zone (VERIFY)	10 SEC			
Far Side Raider not belayed properly across the dead zone	10 SEC			
Dead zone violation (touching obstacle during loading/unloading, equipment dropped)	10 SEC			
Far Side anchor knot not 2 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			
Two half hitches on near side knot are not between the anchor point and steel snap link	1 MIN			
CROSSING				
Any Raider hooked up before near side or far side is complete	20 SEC			
More than three (3) Raiders clipped into the bridge rope at any one time	20 SEC			
Dead zone violation (touching obstacle during loading/unloading, equipment loss)	10 SEC			
Crossing Raiders FEET or HANDS touch the dead zone to gain an advantage	20 SEC			
Transport Tightening System steel snap link opening gate not positioned up and away from knot loop	10 SEC			
Transport Tightening System snap link not locked during crossing	20 SEC			
BREAKDOWN OF ROPE BRIDGE				
Breaking down rope bridge before last cadet is off rope	20 SEC			
Near Side Raider not clipped in with snap link prior to entering dead zone	20 SEC			
Near Side Raider not belayed properly across the obstacle	10 SEC			
Near Side Raider bowline w/overhand safety or figure 8 incorrect while crossing (If using)	20 SEC			
Near Side Raider not snapped into Transport Tightening System Knot, Figure Eight, or Bowline w/overhand safety when crossing	20 SEC			
Rope or any item left in the dead zone OR Far Side after time is called	20 SEC			
Knots or snap links left in the rope after bridge break down and "TIME" is called	20 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(no lift)	DQ			
Use of Speed Tighteners (do not twist snap-links or stick)(tell them to stop)	30 SEC			
LESS THAN 8 Raiders CROSS ON BRIDGE (Female teams 6)	DQ			
Sportsmanship violation (profanity, disrespecting judge, etc)	30 SEC / DQ			

TIME	
PENALTIES	
FINAL TIME	

Annex B: Registration Form

Dalton Academy PUMA Raider Meet
Dalton Academy
1250 Cross Plains Trail
Dalton, GA 30721

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: Dalton Academy JROTC)

Signature of POC: _____

Mail checks and forms to: Dalton Academy
Attn: CPT (R) Bill Jinright
1250 Cross Plains Trail
Dalton, Ga. 30721

or

Scan and email form to bill.jinright@dalton.k12.ga.us

Annex C – Evacuation Plan

PUMA Raider Meet Evacuation Plan

Purpose: Annex C – 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 lightning in the area
- b. Man-made threat

1. The following evacuation procedures will be briefed and utilized for the meet:

- a. Lightning – 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/buses, or if the school building is closer, to enter the school/pavilion 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/pavilion for shelter. Host will announce all clear to the attendees once the lightning 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 – CCR



Low Crawl



8' Wall

Annex E – Obstacle Course



Monkey Bars



Incline/Decline Balance



10' Rope Climb



Ladder Climb



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Annex E – Obstacle Course (con't)



12' Rope and Wall Climb with descent
Raiders Must not walk down frontward (3-point contact)



Single Cargo net



Staggered Tires

Annex E – Obstacle Course (con't)



30" Tunnel and ascent



Suspended Tire



Hurdles



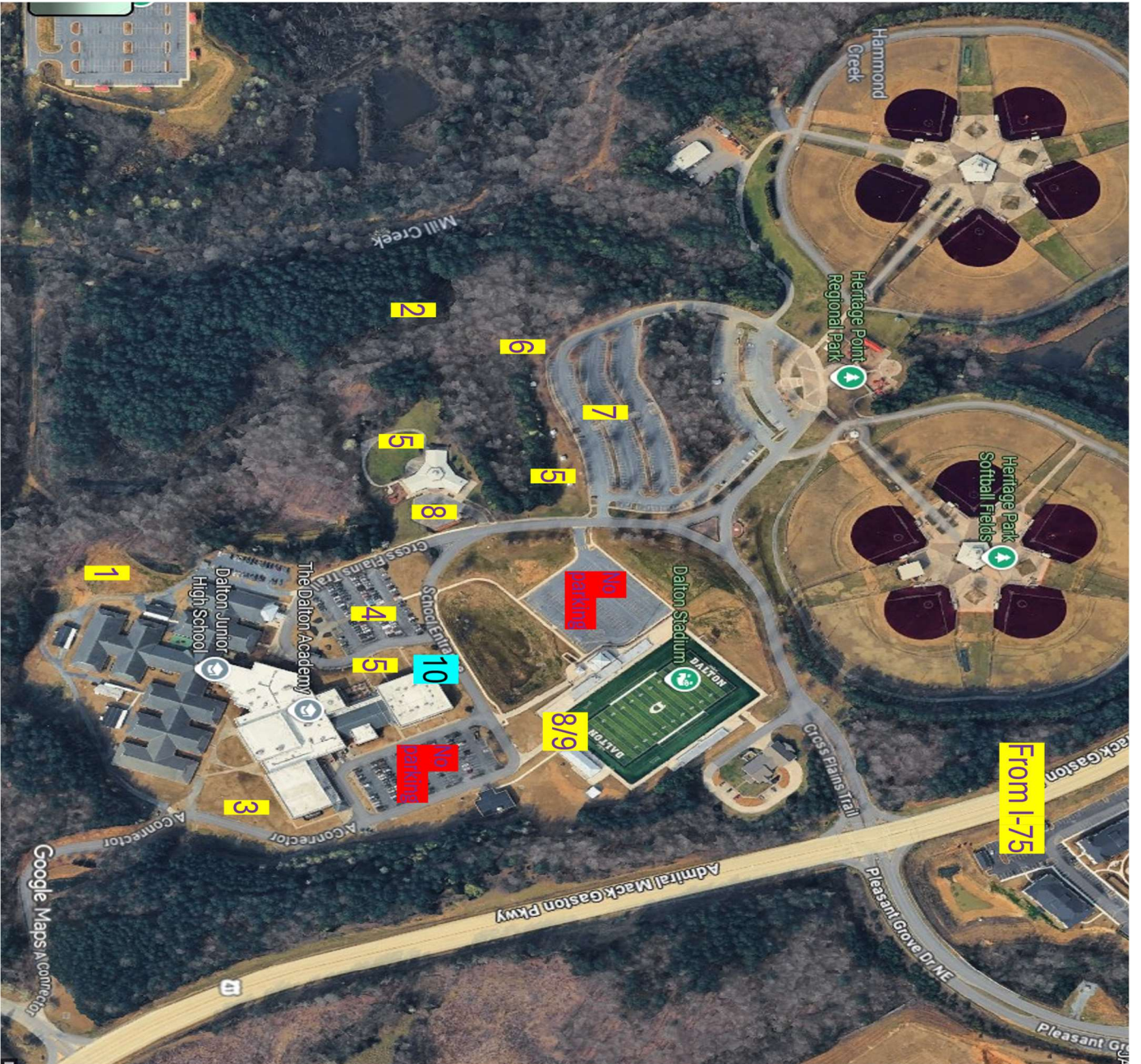
Double Cargo Net

Annex E – Obstacle Course (con't)



Incline/Decline Balance

Annex F - EVENT MAP



Annex G- Event Map

1. Team Run/CCR/Rope Bridge
2. Obstacle Course
3. Kettlebell Carry
4. Team Bus Parking
5. Team setup areas
6. Entrance to Obstacle Course
7. Visitor/Spectator parking
8. Rest Area/bathrooms
9. Concessions
10. JROTC Area/Judges/Coaches meeting

The Dalton Academy
1250 Cross Plains Trail
Dalton, Georgia 30721

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