U.S. ARMY CADET COMMAND (USACC)
JUNIOR RESERVE OFFICERS' TRAINING CORPS (JROTC)
NATIONAL RAIDER CHALLENGE COMPETITION
STANDARD OPERATING PROCEDURES (SOP)
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Any changes, deviations or additional information will be posted on the SOP Updates section of the main event website found below:

NATIONAL RAIDER CHALLENGE COMPETITION SOP

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USACC JROTC NATIONAL RAIDER CHALLENGE COMPETITION STANDARD OPERATING PROCEDURES (SOP)

1. GENERAL OVERVIEW:

a. Purpose. This SOP provides the rules and procedures for USACC's JROTC National Raider Challenge Competition held annually at Fort Knox, Kentucky. This SOP will prepare JROTC programs for the event, to include registration, arrival on Fort Knox, and competing in all events. USACC will update this SOP as required and provide updated information at https://www.usarmyjrotc.com/fortknoxRaider/ and social media sites.

b. The JROTC National Raider Challenge Competition is a 3-day event held on Fort Knox, Kentucky. USACC will hold the Challenge Level (novice) Division competition and Masters Division Army Fitness Test Event on Friday and the All-Services and Masters Level Division competitions (including the Ultimate Raider Team competition) on Saturday and Sunday. Within each division, there will be a male, female, and mixed team competitor categories. The Masters Level is for the more experienced Army JROTC teams. Less experienced Army programs should consider the Challenge Level Division or even the All-Service Division.

c. All teams should plan on arriving Thursday, 22 October, before the competition starts. However, due to circumstances beyond a team's control, teams can check-in the day of their competition. All Masters and Challenge Division teams must check-in with all required documents NLT 0600 on Friday, 23 October, All-Services teams must check-in NLT 0600 on Saturday, 24 October. Teams will check in and complete registration at building 5942, 140 15th Calvary Drive, Fort Knox, KY 40121. The team coaches are responsible for completing registration and providing all required documents at time of check-in.

d. Lodging: Fort Knox offers a variety of lodging options for competitors, JROTC instructors/ coaches, and family/spectators. USACC will provide barracks for Cadets, coaches, and a single civilian chaperone per gender specific team and 2 chaperones of one gender each for mixed teams. Teams must coordinate for barracks before arrival and provide accurate information during the registration process that states the number of Cadets/Adults by gender and expected DTG of arrival. USACC will also provide primitive and RV camping sites near the competition. Coordination for RV parking or tenting areas must be made NLT four weeks prior to arrival. Please reference the RV camping areas in the welcome packet for authorized camping sites. Families can also stay at one of the Fort's hotels (based on availability) or off post in the nearby towns of Radcliff, Elizabethtown, or Muldraugh. Spectators are responsible for setting up their own lodging arrangements. Full details on Cadet/coach/chaperone billeting, camping and campsites in general are found later in this document under paragraph 8, FORT KNOX DETAILED INFORMATION.

2. TEAM COMPOSITION and ENTRY RULES:

a. Brigade commanders will approve all teams attending based on the Brigade's selection criteria and process.

b. Competition Team Rules: Every team in each division will consist of 10 (minimum) - 14 (maximum) members. However, only 10 can participate in each event. The other four Cadets are alternates. Teams can task organize with the 10 best Cadets for each event to give them the most competitive team.

c. Any Army JROTC team that placed in the Top 3 overall in the April 26 Raider Challenge All Service or Challenge Divisions MUST register for the Masters Division. This includes all Cadets that were rostered on the trophied teams. Those individual Cadets **CAN NOT** be rostered on new teams that are competing within the Challenge or All Service Divisions.

d. Mixed teams must have a minimum of four females in every event and no more than nine females total performing. Male teams may contain females due to injury or personal preference. However, if they register as a male team, they cannot compete as a mixed team. Female teams are comprised solely of females. Mixed teams should have both female and male alternates to ensure they have the required number of females for both events. Mixed teams that do not have at least four females or males available for each event will be redesignated to an appropriate category or disqualified.

e. Cadets can substitute only within their assigned team. Male team members cannot substitute onto the Mixed team, etc. Teams can substitute a member only before an event and can do so for any reason (it does not have to be for a medical reason). Therefore, teams can organize the 14 members as desired to have the best 10 Cadets available for each event.

f. Schools may enter a Raider team into each competition division with any mix of a male, female, or mixed teams. However, a Cadet cannot compete on more than one team during the entire competition. A school can enter a total of six teams (three complete teams in each division if each team has separate rosters with separate Cadets).

3. SCHEDULE OF EVENTS (SCHEDULE FINAL ONE WEEK PRIOR):

a. **22 October**:

(1) In-person registration opens at 0700, Fort Knox, Building 5942 and ends at 2000.

(2) The event director can permit a late registration after 0700 on the day of a team's competition based on extenuating circumstances.

(3) No school may compete without going through in-person event registration.

(4) Optional, individual Army Fitness Test for all divisions. The top Male and Female in the Challenge and All-Service divisions will be recognized at the respective awards ceremony.

(5) **The first coaches brief will occur at 2000 at Olive Theater.**

b. **23 October**:

(1) 0600-0700, Masters and Challenge Divisions team final school registration at Fort Knox, Building 5942.

(2) 0600-1000, All-Service Division team final school registration at Fort Knox, Building 5942.

(3) Challenge Division rotation through all events beginning just after sunrise – all day.

(4) Masters Division Army Fitness Test begins at the 1-Mile Track.

(5) **The second coaches brief will occur at 2000 at Olive Theater.**

c. **24 October**:

(1) 0600-0700, All-Service Division final school registration at Fort Knox, Building 5942.

(2) Masters and All-Service Divisions rotation through all events beginning just after sunrise – all day.

(3) Challenge Division award ceremony **(1200/1-Mile Track)**

d. **25 October**:

(1) Ultimate Raider Team competition

(2) Masters and All-Service award ceremonies **(1200/1-Mile Track)**

e. Teams will find the tentative weekend schedule on the official event website. The final event schedule is posted one week prior with minor time adjustments.

f. No later than the week prior to the event, USACC will publish the team competition schedule and any updated information.

4. COMPETITION EVENTS and GENERAL INFORMATION:

a. All National Raider Challenge Competition events are governed under this SOP and the guidelines of the U.S. Army and USACC manuals referenced herein.

b. Inclement weather. Only lightning or other dangerous conditions will delay a team event. Teams must prepare for every type of weather condition.

c. The National Raider Challenge Competition is comprised of five (5) scored events for the Challenge Division, six (6) scored events for the All-Service Division, and seven (7) scored events for the Masters Division. These events are designed to test a Cadets' physical fitness, critical thinking, and their ability to work as a team. USACC will recognize the top three (3) teams in each scored event by team category and division. However, teams must enter and score in all five (5) events in their division to be eligible for the overall title. In addition to the five required events, Masters Division and All Services Division teams will compete in the Ultimate Raider Team challenge on the last day. The Ultimate Raider Team challenge results will be factored into the overall scoring. Masters Division and All Services Division teams that do not compete in the Ultimate Raider Team competition will not be eligible for their divisional overall title. In addition to the five (5) required events and the Ultimate Raider, the Masters Division will also compete in the Army Fitness Test. The event overviews are as follows:

(1) Physical Strength Test (PST): (Paragraph 10a., PST): 10 TEAM MEMBERS; The PST will consist of numerous tasks that require individual and team agility, strength, balance, and stamina.

(2) Rope Bridge: (Paragraph 10c., Rope Bridge): 10 TEAM MEMBERS: Cadets will construct a rope bridge over a water obstacle and have the team cross (IAW this SOP and FM 3-97.61, *Military Mountaineering*).

(3) Cross Country Rescue: (Paragraph 10c., Cross Country Rescue): 10 TEAM MEMBERS: The event will be a cross-country run carrying rucksacks and weighted stretcher.

(4) Raider Gauntlet: (Paragraph 10d., Raider Gauntlet): 10 TEAM MEMBERS: Team maneuvers through 1-mile of wooded terrain while overcoming numerous technical obstacles that require teamwork and strategy to complete.

(5) 5-Kilometer Team Run: (Paragraph 10e., 5K Team Run): 10 TEAM MEMBERS. Team runs a 5K looped route without any equipment. Team must all be within the 10-yard box at the completion to finish without disqualification.

(6) Ultimate Raider Team Challenge: The teams will be released in five 5 team waves. Teams from the top 5 Masters and top 3 All-Service Male, Mixed, and Female Sub-Divisions will be selected to compete in the Ultimate Raider (24 total teams). The Ultimate Raider results will be tabulated into the competing teams overall scoring totals. This event is not weighted higher than Saturday events. Teams will be given their equipment and 30 min to create a load plan for the event. Teams navigate a 4-mile cross country course with equipment and four grueling obstacles to which each team member must traverse. Teams will use critical thinking skills to complete obstacles with the equipment provided. Teams must start and finish with all equipment. At the completion of the course, the time will stop for the team, and they will move to a nearby staging area to complete a final equipment layout. Penalties will be assessed for failure to complete an obstacle, not finishing with all members of your team, and not having all your equipment after you cross the finish line.

(7) Army Fitness Test: Masters Division Teams are required to complete the Army Fitness Test on 23 October, and the teams scores **WILL BE** factored into the overall competition scoring. This event grades individual performance as it contributes to the team's overall collective score to complete the 5 events prescribed in the Army Fitness Test. Teams will select 2 Cadets per team to execute a single event. All 10 Cadets must execute an event. For Mixed teams, 4 females must compete in a single event of which 3 of those events must be the 2-Mile run, hand release pushups, and the Sprint-Drag-Carry. It is the team's discretion to determine which event each Cadet will conduct. The events are as follows:

- **3 Repetition Maximum Deadlift:** Cadets are provided numerous weight options in which they can select the maximum weight in which they can deadlift 3 times, with proper technique.

- **Hand-Release-Push-Up:** Cadets will complete as many repetitions as possible within 2 minutes.

- **Sprint-Drag-Carry:** Cadets conduct five 50-meter shuttles that include a 25 meter down and back sprint, a 25 meter down and back 90lb sled drag, a 25 meter down and back lateral movement, a 25 meter down and back movement carrying two 50lb kettle bells, and another 25 meter down and back sprint,

- **Plank: Cadets will hold a plank for as long as possible with a maximum score being achieved at 3 minutes and 40 seconds.**

- **2-Mile Run: Cadets will conduct a 2-mile run in the fastest time possible.** .
  The team score is an aggregate of all 10 team members' scores. . Executing the Army Fitness Test is optional for individual performance in which the entire test is performed independently for Master, All-Service, and Challenge Division Teams on 22 October and their scores **WILL NOT** be counted towards their overall competition score.

- **Event Tie breaker criteria:** in the event of a tie between teams, final placement will refer to the tie breaker criteria in the order listed below.

  - **1st criteria:** The first criteria will be the fastest average 2-mile run time.
  - **2nd criteria:** If the first criteria still result in a tie, the second criterion will be the most overall hand release pushups.
  - **3rd criteria:** If the second criteria still result in a tie, the 3rd criterion will be the fastest average Sprint-Drag-Carry time.

d. All schools must read and understand this SOP. Schools should also check the website leading up to the competition for changes, clarifications, and general event news.

e. Any Cadet who utilizes other unsportsmanlike acts will subject their team to a major penalty and/or expulsion from the event.

f. Any coach who violates the JROTC Coach Code of Conduct could result in a major penalty or could jeopardize their team's ability to continue the event or future attendance at the National Raider Challenge Competition.

g. Any Team Captain (Cadet wearing the transponder) who finishes the course before any other members of the team, the team will receive a 1-minute penalty for each Cadet the Team Captain finishes ahead of.

h. A team can finish an event with nine Cadets but will receive a major penalty (e.g., one gets injured in route). The only exception to this will be the 5K run event where all 10 team members must finish within a 10-yard box. If a Cadet is injured along the 5K route, teams must move the injured Cadet to a designated checkpoint before continuing. Teams competing or finishing with eight or fewer Cadets or those teams who compete with unauthorized gender configurations will be disqualified. Any team that is disqualified in any event is ineligible to compete for the overall title in that division.

i. Uniform: JROTC Cadets will compete in the Army Camouflage Uniforms (ACU) with boots. These can be either the old UCP or the new OCP pattern uniforms. Other service JROTC teams must compete in their equivalent uniform. They cannot compete in physical training shorts and/or athletic shoes. They are not required to wear a pistol belt or a canteen. However, teams are required to bring canteens or water bottles with them during all events (i.e., 5K run, Gauntlet, CCR, etc.). Teams may make water available to their teams during any event. Teams can choose to compete in t-shirts or wearing the uniform shirts based on weather. All team members will compete in the same uniform combination. Teams will get wet and muddy competing in one or more events during the competition. Bringing extra uniforms, staying dry and planning your day will be essential for a safe and fun experience during this Raider competition. Teams will receive team numbers and corresponding color wrist bands to wear during final registration on 22 October. The team numbers will be pinned to the competitors back of the T-shirt or uniform jacket and **not be obstructed from view**. The color wrist band will be worn on the right wrist.

5. SAFETY:

a. The safety of Raider competitors and spectators is paramount. For the general health and safety of everyone involved, all teams should remain in ready areas and avoid interference with other teams and

spectators until they are ready to start the event. Spectators must also avoid interfering with teams on the courses.

b. USACC Safety Office will conduct risk assessments and provide mitigation factors to minimize risk to Cadets and viewers. Teams and coaches will take direction from the people in charge of each event station and assistants throughout the lanes. Failure to follow these directions will result in a penalty and could result in a disqualification.

c. Coaches are responsible for a continuous safety program for their team. This includes hand washing, hydration, reporting all injuries, observing for illness, and general sanitation.

d. USACC will provide on-site medical support via a medic and/or ambulance during competition hours. This support is designed for urgent medical needs only. Teams are encouraged to bring basic first aid materials with them to treat minor cuts, bruises, and bumps.

e. A Deliberate Risk Assessment Worksheet (DRAW) will be followed with guidance provided by the USACC Safety Office. Weather will determine special daily risk assessments and changes to events for safety reasons.

f. Each team must have two identified cell phone contacts to ensure emergency calls can reach schools in the fastest possible manner. “Shelter in Place”, “Take a Head Count” or other safety requests may be given in the event sudden bad weather, active shooter, abduction or other unlikely scenarios.

g. In the event of severe storms or lightning, the event OIC will suspend the competition immediately. Teams that are on the course will continue to completion unless directed otherwise by event officials. Judges, coaches, and all other Raider teams will move to the nearest safe area and wait for instructions.

6. RAIDER PREPARATION – EVENT INTERRUPTION:

a. Each event is physically demanding and stressful weather conditions (heat, cold, humidity, etc.) can make this harder. Teams that have trained hard will be prepared. Teams should ensure proper nutrition and begin hydrating 48 hours before the event and continue to eat properly and drink water throughout the competition.

b. Event site recon will not be permitted, and teams will not be allowed on the course until conducting the graded event. Any team conducting a reconnaissance of the event sites other than the start/finish line and authorized viewing areas to gain an advantage will be considered for disqualification from the event. Teams may practice in open areas. Before any practice, team coaches should clear it with the event OIC to ensure they do not use an off-limits area.

c. Teams must remain in the designated event lanes or areas while competing. No participant may leave the assigned event area to take a short cut outside the marked areas. Any Cadet/team taking a short cut will receive a penalty. If the shortcut was determined to be completely accidental, the penalty will be a 10-minute Major penalty. If the short cut was determined to be intentional, the team will be disqualified and given a time of 99:99 minutes for the event. **Neither penalty is subject to protest.**

d. If the competition ends early due to weather/safety, these rules apply:

(1) Overall championship trophies will be presented only if all events have been held and all teams have had the ability to compete.

(2) If any event is cut short for any reason, event team trophies will be provided only among those teams who completed that event.

7. REGISTRATION:

Online registration. Online registration will be provided from 01 to 30 September. The registration link will be provided in future updates to the Brigade JROTC Chief.

a. Registration is free

b. Each Raider Team will provide the Hold Harmless/Covenant Not to Sue waiver required of each Cadet (signed by legal guardian if Cadet is under the age of 18). Each school/coach should make a duplicate copy of these forms and provide the originals during the in-person team registration at Fort Knox. Failure to maintain this form will not allow the Cadet to compete at the event – no exceptions.

c. Each Cadet must have a completed Sports Physical IAW CCR 145-2 signed by their physician. Each school must report to their brigade that this requirement has been met. It is the brigades' responsibility to provide a signed Memorandum for Record (MFR) validating this prerequisite and each team will submit a copy at registration.

d. After a team has completed registration to include submission of all required items, each Cadet on your competition team(s) will receive a color-coded bracelet and a numbered bib to identify which group or chalk they are assigned based on division and team. Cadets must wear this bracelet and number throughout the competition. **Any school found having Cadets competing on both single-gender team and a mixed team or within different Raider Division teams will be disqualified from the event without recourse.** Also, the school may be placed on probation from attending the event in the future. Instructors must ensure Cadets understand this rule, so they do not look to problem-solve in an illegal manner causing a team/school to be disqualified.

e. Each school is required to submit in advance all documents as required to be able to compete. There is no exception to this requirement. Schools should plan for unit inspections, snow days or other items that can hamper the ability to meet administrative deadlines.

f. Team coaches must agree to all terms and electronically sign all the required forms. No school or individual may compete in the National Raider Challenge Competition without the proper submission of these forms. If you have a question regarding any facet event, especially paperwork required, please call/email and ask before registering to attend the event.

8. FORT KNOX DETAILED INFORMATION:

a. Entrance into Fort Knox. All spectators 18 or older must have an individual pass to enter Fort Knox. Spectators that do not have a military ID can register in advance for a fast pass **within 60 days of the event** that will cover the duration of the event. **All non-DOD ID card holders must have a Real ID to enter post.** Spectators that do not get a fast pass must stop at the visitor's center and register. Under no circumstances will someone receive access to the post that is not eligible for a post pass. Spectators that are non-US citizens must be sponsored and accompanied by a DoD ID Card holder to access the instillation. USACC will not provide any sponsors or escorts for spectators that are non-US citizens. Detailed instructions for accessing the post are found here: https://home.army.mil/knox/index.php/about/Garrison/directorate-emergency-services/physical- security-division/access-control

b. Staying at Fort Knox (Billeting/camping):

(1) USACC will provide barracks to house Cadets, JROTC instructors, and designated chaperones. The number of participants and coaches or chaperones must be accurately depicted by gender during the registration process to ensure adequate accommodations are resourced. Barracks are off limits to spectators (including family members unless identified as an official chaperone). Male and female Cadets will be housed separately. **Linen will not be provided in the barracks.**

(2) USACC will provide complimentary primitive camping sites to both teams and families. Camping sites near the event venue will have port-a-johns (no showers). Campfires are not authorized at these sites. If contracted tents are arranged, prior coordination must be made with USACC prior to arrival.

(3) USACC will provide complimentary RV parking for families. These sites are near the venue but **will not have an electrical hook-up, water hook-ups, sewer connections, or dump station**. For families planning to utilize the free RV parking, they must notify their team's coach who will subsequently notify their brigade **NLT 20 September 2026**. For a small fee, RV campers can use the dump station at Camp Carlson. (https://knox.armymwr.com/programs/ carlson-campgrounds).

(4) Nearby Camp Carlson offers a tent and RV camping for a fee. Camp Carlson has electricity, sewer, running water, and dump stations. These sites are on a first come, first serve basis. Find out more here: https://knox.armymwr.com/programs/carlson-campgrounds.

(5) All campers (teams and spectators) will need to provide their own tents and camping equipment. USACC will provide port-a-johns for services. USACC will not provide showers or flush toilets for any campers using either the complimentary primitive or RV camping sites. Also, USACC will not provide any tents for teams. If teams wish to use camping sites, they will provide their own personal hygiene articles (towels, washcloths, baby-wipes, soap, etc.).

(6) On-post lodging. Fort Knox offers on-post lodging through IHG Army Hotels. The Newgarden Inn is the closest facility (less than 10 minutes from the event location). These locations are available at https://www.ihg.com/armyhotels/content/us/en/installations#scmisc=nav_installations_ma. Reservations and transportation to/from hotels is an individual responsibility.

(7) Off-post lodging. There are numerous off-post options available for various price ranges in nearby Radcliff, Muldraugh, and Elizabethtown. Reservations and transportation to/from hotels is an individual responsibility.

c. Parking. Fort Knox will have free parking available near the event location. **Spectators and competitors are expected to walk to and from events sites and viewing areas.** Driving in and around the competition footprint is unauthorized. Dedicated transportation assets will be available for mobility impaired spectators that will routinely transport spectators to and from the event sites.

d. The use of golf carts, All Terrain Vehicle (ATVs), or Utility Terrain Vehicles (UTVs) is unauthorized for use on the Fort Knox Military Instillation.

e. Meals. All competitors will be provided a **Fort Knox MWR breakfast voucher and one lunch MRE daily to ensure adequate nutrition intake occurs from 23-25 October 2026.** The dinner meal is the responsibility of the coaches to coordinate with their respective brigade. Spectators are responsible for their own meals. Fort Knox offers a variety of food options around the post including fast food and casual dining. Food trucks will be available near the event sites. Food trucks and MWR can take cash or card for payment. Please reference the welcome packet for a complete list of restaurants and dining options within the local area.

f. Transportation. Most of the events are a short walking distance from the barracks/camp sites. Spectators are encouraged to walk between the event sites as roads will be closed to vehicle traffic for safety reasons. USACC will provide bus transportation to any event sites not within walking distance. The terrain between event sites and viewing locations can be rugged and not always handicap friendly. USACC will have limited handicap parking identified. Teams and spectators are responsible for all movement outside of transportation to the event sites during a team's actual competition day.

g. Army and Air Force Exchange System (Post Exchange) facilities will be open to all attendees to purchase items except for alcohol and tobacco products. These include Shopettes, gas stations, the Main PX, and Commissary. Additional vendors, as well as event sponsor displays will be on-hand at the 1-mile track event site.

9. COMPETITION EVENTS AND AWARDS:

a. The following events are counted towards a team's Overall Championship point totals:

(1) Physical Strength Test (PST)

(2) Rope Bridge

(3) Cross Country Rescue (CCR)

(4) Raider Gauntlet

(5) 5-Kilometer Team Run (5K)

(6) Ultimate Raider Team run (Masters and All-services Division only)

(7) Army Fitness Test (Masters Division only)

b. Teams must enter and gain a score in every division team event to be eligible for the overall title.

c. All teams are eligible to win team trophies within each specific event entered. Each division and event will offer 1st through 3rd place team trophies.

d. Event Scoring and Timing.

(1) An official judge/timekeeper will keep the official performance time at every event. All event timing will begin when the starter says “GO”. The time will end when the team completes all required tasks.

(2) All events at this competition are scored for time, Therefore, to ensure proper order of finish, a team is assigned a time for scoring purposes if they did not finish. Example: if a judge removes a team from Rope Bridge for “failure to complete the event”, they will receive an assigned time of 79:99 minutes (essentially, Did Not Finish *DNF), Any DISQUALIFIED team will receive a 99:99-minute time and will appear below a DNF team.

(3) The overall team finish within every division at the event is awarded based on a value earned through placements within each team event. A team’s placement in all team events will produce an overall placement point total. The lowest point value earned will be considered the highest finisher. Example as follows: a team earns: 1st place finish in PST; 7th place in Rope Bridge; 3rd place Cross Country Rescue; and a 6th place Gauntlet; 3rd place 5-Kilometer Team Run. The aggregate value for those five events for this team would be computed as: 1+7+3+6+3=20. Therefore, "20" would be the aggregate score regarding overall placements.

e. There are NO ties at the National Raider Challenge Competition. The tie breaker for the overall trophies will be:

(1) **First Criteria:** Team with the most first-place finishes in individual events.

- If each team has equal amount of first place finishes, the tie breaker will go to the secondary criteria.

(2) **Secondary Criteria:** Lowest time on the Rope Bridge event will be the secondary criteria if the first criteria still results in a tie.

- If the secondary criteria still results in a tie, the tie breaker will go to a third criteria.

(3) **Third Criteria**: Fastest time on the 5K run.

f. Scoresheets and Score Tabulation

(1) A complete scoring package maintaining all the time/score sheets, as well as team placement information is designed to be available immediately following the Awards Ceremony (if time permits to prepare them for distribution) or they will be mailed to your team immediately following the event. Teams can send questions regarding scoring after reviewing packets. Questions can be sent to the POC located in this SOP, Mr. Keith Williams.

(2) Each unit will be judged by the same judges within each event where any subjectivity is in play. All judges' scoring and decisions are final.

(3) Team coaches are the only authorized personnel that can discuss items with event judges that pertain to correct procedures or to double check timing. Team coaches are the only authorized personnel to initial scoresheets for their team on the lanes after competing, bring questions about proper procedures, scoring/timing, etc., to the event OIC at the competition site. It is strongly recommended team coaches take a picture of the initialed scorecard before departing to the next event. Any score or results protest will only be at the event competition site. No protests will be permitted at the Raider Challenge HQs. **Team coaches**

will at no time contest or protest any items with obstacle lane judges. These protests can disrupt the flow of the competition and distract the judge from performing their duties. Protest with lane obstacle judges can result in a major penalty or team disqualification. Reference coaches protest flowchart for a complete description of the process.

10. COMPETITION EVENT DETAILS:

a. Competition Event Details – General

(1) The following items pertain to every event held at the National Raider Challenge Competition. All schools should review these items to ensure their team is in full compliance:

(2) Spectators must not interfere with any teams competing at the events as well as event judges, timekeepers, safeties, etc. All spectators must remain in the designated viewing areas.

(3) Competing teams may receive several penalties on both obstacles or courses by a judge or event official. These are shown below:

- **Disqualified (DQ)** - The team performed in a manner where the judge or event official removed the team from the competition scoring process for that event. The team would no longer be eligible for any overall awards or any awards in the event they are disqualified from. The penalty assessed will be 99:99 for that event.

- **Did Not Finish (DNF)** - The team performed in a manner where a judge or event official directed the teams to end their competition on a specific course either due to time or injury. The penalty assessed will be 79:99 for that event.

- **Failure to Attempt (FTA) –** The team was deemed by a judge or event official to have failed to properly attempt an obstacle. Attempt will be defined as, “to make a significant effort to accomplish the task given”. A Major Penalty assessed for an FTA.

- **Failure to Complete (FTC) -** The team was deemed by a judge or event official to have Failed to Complete an obstacle. This is after two attempts, or a judge may direct them past an obstacle **due to time, injury or improper technique which may cause injury**. A standard penalty will be assessed for an FTC.

  - **Minor Penalty** (MINOR) - 30 second time addition to the team’s overall event time per occurrence.

  - **Standard Penalty** (STANDARD) - 1 minute time addition to the team’s overall event time per occurrence.

  - **Major Penalty** (MAJOR) - 10 minutes time addition to the team’s overall event time per occurrence.

(4) Only 10 team members may compete in each event. All 10 competing team members will show their team numbers on their back and raise their right arm to display their colored wristband to the judge before the start of every event so the judge may sign off on the correct team formation regarding both number and gender.

(5) Non-competing Cadets can and should cheer on their team but cannot assist in any way. This will include running with the team in any manner. Non-competing Cadets will be considered spectators and will be limited to view the event in those designated areas. If non- competing Cadets interfere with any competing teams, their team will be disqualified. As a reminder, mixed teams must have at least four females and no more than nine females competing in each event. Additionally, Cadets can only compete on one team.

(6) Each event course will be marked. Additional Cadre will be positioned along the route to ensure all teams are heading in the correct direction and following the rules.

(7) Teams may not use any tools (to include but not be limited to ropes, chairs, steps, knives, bags, sticks or other items) unless the event SOP specifically calls for them (e.g., rope bridge). The penalty for violation may range from Minor to Major depending on advantage gained. Teams are recommended to carry water bottles/canteens and use gloves and eye protection in all events.

(8) Teams will adhere to the published schedule by showing up on time at all event start points. It is highly recommended that all teams and coaches recon routes to event sites prior to their designated start times. Teams that arrive late without just cause will receive a DNF penalty and not be allowed to execute the missed event. If a team's schedule is disrupted, they may be provided with a new schedule and number/color designation. There are two types of causes to warrant a schedule redesignation, Team induced or OIC induced. Below are descriptions of each:

- **Team Induced:** Failure to adhere to the schedule that is solely the responsibility of the team. If this occurs, teams will receive a DNF for each event they did not arrive in time for. They, however, may be provided with the opportunity to compete in the remaining events and are eligible for specific event trophies but no overall or missed event trophies.

- **OIC Induced:** Teams cannot meet their prescribed timeline due to variables outside of their sphere of influence. If a team cannot meet their timeline, they should report to the TOC and request a new schedule. The NRC OIC is the final approval for schedule redesignation. Teams are still eligible for all event trophies and overall placement.

(9) All timed events will have a clean start. If a team jumps the start early, a Minor "false start penalty" will be assessed to violators. No re-start will occur. All events will start with a judge stating, **"GET SET, GO!"** With this sound, time will start.

(10) Team coaches should handle any/all protests or disputes on site with the event OIC immediately following the event in question when they are shown the scoresheet. If you fail to get a resolution that you are satisfied with, you may bring your issue to the site OIC. Only team coaches can bring a dispute to the operations center at each site. Here the Site OIC will review your protest. **Site OIC's decision is not subject to appeal or protest.**

(11) Although discipline problems are not expected during the competition, the competition OIC reserves the right to remove any individual, group or school from the competition for destructive, profane, immoral and/or conduct unbecoming a JROTC Cadet/instructor or competition spectator. **The competition OIC's decision is not subject to appeal or protest.**

(12) Teams should inform event judges of any Cadet shortages or other known rule issues before competing in an event. While this may result in a penalty, failing to notify judges before an event will be seen as an act of unsportsmanlike conduct and may result in disqualification for your team.

(13) Cadets may not hurdle any vault. All Cadets must have supportive contact with the vault, using either hands or another body part as they go over. Failure to follow this rule will result in a Major penalty per occurrence.

- An event judge can mandate a team or Cadet to move off a wall or other obstacle to allow a faster team to not have to wait and slow their time. The judge may direct the team to move to the side to let a team behind them navigate the wall and push on and then allow that team BACK onto the wall in the same condition they were previously (i.e., four have completed but six still need to get over – they do NOT have to start over). In this case, no penalty is assessed since their "penalty" is having to wait and then execute the obstacle after.

- A judge may order a team to bypass an obstacle after making two failed attempts. The team was deemed by a judge or event official to have Failed to Complete an obstacle. This is after two attempts, or a judge may direct them past an obstacle due to time, injury or improper technique which may cause injury. A standard penalty will be assessed for an FTC.

- On the events that maintain multiple teams on the course at a time, it is possible, even likely that a faster team may approach your team from the rear and seek to pass. as a slower team, **you must allow the faster team to pass, or you will face a major penalty.** During such a pass, the team behind should call out loudly to notify the lead team they are seeking a pass. The team in the lead should continue running, move to one side and form a column to allow sufficient room for the rear team to pass. Doing this ensures you are not blocking the team(s) behind. This will ensure interference is not placed on the slower team in the lead. (Major penalty, per occurrence).

(14) Every event course has been developed to accommodate multiple teams simultaneously to sustain throughput. Where there are obstacles, there will be two sets. Therefore, two items come into play for all teams:

- Every cadet on a single team must use the same obstacle (i.e., teams cannot send half their cadets over one wall, and the other half over the adjacent, identical wall. (Major penalty)

- If there are two obstacles and both are in use, the judge will direct the team that has spent the most time at the obstacles to "stand down and make way" and your team will be allowed to complete the obstacle when your entire team is ready**. A judge will not take an entire team down off an obstacle if your entire team isn't ready to negotiate the contested obstacle.**

(15) Injuries: If a Cadet is injured along a course and cannot safely continue, depending on the severity of the injury, the competing team should ensure the Cadet is either shielded from following runners and not moved at all (head or neck injury); carefully moved to a nearby position out of danger of being further injured by following runners (strained or twisted ankle, possible broken ankle or similar) or assisted and brought to the closest forward checkpoint and left with a judge maintaining a radio where medical assistance can be summoned before the team moves on. In all cases, the teams must complete the course with a minimum of nine Cadets to receive a scoring time. Failure to adhere will subject your team to disqualification from the event.

(16) Task, conditions, and standards for each event will be published. The event descriptions that follow provide an overview of what to expect. The sequence of the actual obstacles and stations may be different in all events held at the Raider Competition Weekend. Teams that prepare for the event will be successful regardless of the order of the stations.

b. **PHYSICAL STRENGTH TEST (PST)**

(1) General Scenario: The PST is a team event to test strength, stamina, strategy, and endurance over approximately a half mile using a variety of physical obstacles. The team score is the time it takes to complete the tasks, put all course items back in their starting positions, and finish the course. **Competing teams must stay together throughout the course and cannot move to the next obstacle until every team member has completed the current obstacle.**

(2) 10 Cadets must start the PST. The time to complete the course will be kept and recorded for each team. Judges will be stationed along the route to ensure compliance with all rules.

(3) Multiple lanes will be in use. Teams will be assigned a lane by the event judge. Teams will only utilize the lane assigned. Interference with another team will result in a Major penalty.

(4) Unless otherwise specified, Cadets can carry items in any manner if they do not abuse, drop or throw the items. Cadets must place water and ammo cans upright in the marked area where they were received or designated, or they will receive a Minor penalty.

(5) Teams may not move or adjust equipment on the lane(s). The lane personnel will ensure any portable lane equipment is placed in the exact, identical manner for each team.

(6) Specific Details:

- The team will be assembled behind the starting line. The grader will command, "GET SET, GO!" The GO command will start the clock. At that point, the team begins the course.

- The PST is a half mile loop event. Each event within the course is a down and back performance. Cadets will carry all items back to their original position as this will reset the course for the next team. Time will end once all items are in their start position and the last team member (Team Captain with transponder) crosses the finish line. Event judges will be placed at each obstacle to ensure safety and rule compliance throughout the course.

(7) The course will consist of the following items. The sequence shown below may vary:

- 10' long, 30" diameter tunnel crawl.
- 30-yard Water Can carry (six (6) cans) and 60lb. Ammo Can carry (four (4) cans). **(**15-yards down and back)
- 40" Team Vault
- CONNEX Medicine ball lift and climb
- Atlas Stone Lift
- Tire Transport
- 250lbweighted drag.
- 40lb Sandbags Lift and drop

(8) General Run Overview:

- All members must go through the tunnel crawl. The Water Cans and Ammo Cans will then be picked up from a designated area and placed upright and inside that area upon return. Teams cannot continue until all equipment is properly placed. All team members will go OVER the 40" vault. All team members then move to the first CONNEX where teams must lift and place a 25lb medicine ball on top of the CONNEX before the entire team then climbs up and over the CONNEX. Before moving to the next group of CONNEXES, the team or team members must drop the medicine ball off the CONNEX and have it land in a 2.5' circle. If the medicine ball fails to land within the circle, the team will be assessed a Standard penalty. "Within the circle" means that no portion of the ball may be touching any line of the circle. The team will then move to the next CONNEX in which they will repeat the same sequence of events as the previous CONNEX, except using a 35lb medicine ball. A Standard penalty will also be assessed for this sequence if the medicine ball fails to land within the 2.5' circle. All team members must be safely off of the last CONNEX before moving towards the Atlas stones. Eight (8) Atlas Stones consisting of two (2) each weighing 40lb ,60lbs, 80lbs & 100bs, must be lifted and placed atop of a 55-gallon drum. Three tires will be placed on pole embedded into the ground. The teams must move the tires to another pole connected by a piece of rope without losing control of the tires. A 250lb. weighted drag is then moved from behind a line on the ground over another line on the ground in a looped distance. Once the weighted drag is placed back on the original starting line, the team then proceeds to the Sandbag Lift where there will be a 4'X4' platform in which teams must lift and set 10x 40lb sandbags onto a 56" high platform before removing and placing them back onto the ground before continuing.
- The team will decide how many and which Cadets to devote to both pulling the 250-lb. weighted drag and lifting and lowering sandbags before continuing to the finish line.

- Cadets will be required to execute every obstacle within the parameters of this SOP. Team members may assist other team members. Any/every Cadet who fails to complete any obstacle will receive a Minor penalty, per occurrence.

(9) Uniform and Equipment

- The uniform is OCP pants, t-shirt and/or OCP blouse, and boots. Caps and jackets are not required but optional in cold weather conditions.

- Teams can and are recommended to carry a water source such as water bottle, hydration bladder, or canteen when negotiating the course. Water points will also be staged throughout the course at designated checkpoints.

- Gloves and eye protection are recommended to further reduce risks of scratches or cuts from vegetation throughout the course.

- Unless otherwise specified, Cadets can carry items in any manner if they do not abuse or throw them.

- Cadets must place water and ammo cans upright to avoid Minor penalty per occurrence.

(10) Assistance, Support, & Organization

- Once a Cadet completes a task (i.e., crosses the finish line after completing the course), they may not return to the course to help other Cadets. Minor penalty

- Team members may aid each other on any obstacle in any chosen manner.

- Teams may not carry or fully support a Cadet on the course unless it is to facilitate moving an injured Cadet to a designated checkpoint.

(11) Spectators:

- Judges and Cadre are the only authorized personnel on the entirety of the PST course. **Coaches and spectators must remain in designated spectator areas.**

- Any non-participant found on the course and not in a designated viewing area, will be escorted from the course and potentially from the event entirely. If the team affiliation of the unauthorized spectator is determined, consideration for penalties can be assessed on the participating team.

c. **ROPE BRIDGE**

Reference: Army TC 3-97.61, MILITARY MOUNTAINEERING dated 28 November 2025, and TC 21-24 TOWER AND AIRCRAFT RAPPELLING dated 28 February 2025.

(1) **General Scenario**: Rope bridges will be constructed in accordance with Army field manuals. **All gear used in this event will be the common type and style of equipment listed. This equipment cannot be manufactured in any way to gain an advantage on the course. This includes carabiners or snap-links with pullies or anything else that is outside of the standard construction of the required item. All questions pertaining to equipment that might fall into this category must be cleared with the competition OIC NLT 02 October 026. All inquiries must be sent by that date to kieth.d.williams.civ@army.mil for approval.**

(2) SAFETY NOTE: Safety is foremost in this event. There is no alternate rope bridge site for this competition. All Divisions will use the same crossing sites which will have multiple lanes available. **Examples and detailed instructions for the tying of authorized knots and crossing techniques are provided in TC 3-97.61 and TC 21-24 and are the standard for this event with exceptions as noted in this SOP.**

(3) **Summary of event execution**: Upon arrival at the Briefing Area**,** the team will receive the Task, Conditions, Standards brief from the event OIC. The team will then validate their start time and receive an equipment safety inspection. Once inspected, teams will be placed in the holding area until a lane opens. When it is their turn to execute, the team will line up at the start line on the **NEARSIDE** and be given the command go. The team will then have eight (**8) minutes** to successfully build a one rope bridge and cross the obstacle as outlined in this SOP. Time does not stop until all team members and equipment are located on the FARSIDE and all knots and snap-links are off the rope. The team will then announce in a loud voice, “TIME!”. Lane Cadre will validate that all standards have been met and adjust time based on any penalties assessed. Time and penalties will be announced by Lane Grader to team.

(4) **Task, Conditions, Standards**:

a. Task: The task is to construct a rope bridge following the National Raider Challenge SOP, ensuring safety and utilizing proper techniques. The team must start and complete the bridge construction and cross it within eight (8) minutes to successfully complete this task.

b. Conditions:

- The one rope bridge site at Fort Knox, KY consist of four lanes consisting of two telephone poles placed approximately 100' feet apart with a stream crossing that is approximately 3'-4' deep.
- Teams will consist of 10 Raiders. Team categories are outlined in the overarching NCR SOP.
- Teams will only have one attempt to cross the obstacle and will be timed. Time will only stop when a team completes the one rope bridge or goes over the 8-minute time limit.
- The uniform is: ACU pants, helmet, t-shirt and boots. Jacket may be worn if weather dictates and gloves are recommended.
- Teams are responsible for bringing their own rope bridge equipment, including a minimum of 150 feet of rope. USACC will provide safety helmets, but teams can use their own helmets if desired. All equipment that the team plans to use must be inspected by USACC Cadre. Only common equipment is authorized; no altered or handmade equipment will be allowed in the construction of the rope bridge. The only equip permitted is Locking/non locking carabiners and rope.

(5) No loops, bights, tape, or pre-tied knots are allowed on the rope.

a. Standards:

- Swiss seats and waist seats must be tied prior to reporting to the rope bridge site. Swiss seats, ropes, and equipment will be checked for safety compliance. **Swiss seats are required for this event and will be graded at the inspection station for Masters teams only. Challenge and All-Service Teams are still required but will not be a graded event. No Swiss Seat will be allowed to proceed without being checked for safety compliance. If a correction is made it must be addressed before continuing to the starting point staging area.**
- First and last Raider are authorized to wear an Australian Rappel Harness all other Raiders will be in an improvised Rappel Harness (Swiss Seat). Locking Carabiners must be used for all Raiders crossing the obstacle.
- Once assigned a lane team will have two minutes for two raiders to situate their static rope in their lane. At the end of the two minutes teams will be directed to drop their rope and get ready to assume the starting position.
- On the command of **GO**, Raiders will begin construction of the One Rope Bridge. The only authorized knots for this competition are the following. First and last Raider: must be secured with an anchor knot (Double Figure Eight, Bowline) and on belay.
- Far Side Anchor: One Round Turn with two half hitches or a tensionless anchor (Min of 4 complete wraps around).
- Transport Tightening system must consist of a figure eight slip with half hitch of wireman's knot. Steel Carabiners must be used in the transport tightening system.
- Near Side Anchor One Round Turn and Two half hitches.
- All Carabiners that attach a Raider or have a load applied to them must be a locked carabiner or two non-locking carabiners with gates opposite and opposed.
- Once the One Rope Bridge is constructed, no more than 3 Raiders can be attached to the rope with carabiners at a time. No Raider, other than the first raider, can be attached to the rope prior to the construction of the One Rope Bridge. The Time will stop when all Raiders and equipment cross the far side danger area, untie all knots, have all carabiners unhooked from the rope and the Team Leaders yells **time**.

(6) General Information:

- TC 3-97.61 states that "three people pull the rope". For this competition there is no limitation on the number of people that can pull the rope while tightening the rope installation.
- Quick release for the second half hitch is authorized and recommended at both anchor points but is not required.
- All Cadets will wear protective headgear while executing rope bridge. These helmets will be like those worn during rappelling. Teams can bring their own helmets or use the USACC provided helmets. No Cadets may execute rope bridge without the use of a

helmet. Helmets will be sprayed with disinfectants after every use. Teams must return helmets to the staging area upon completion of their event before moving to any other location. Failure to return helmets may result in team disqualification.

- A rope bridge that fails will not be counted or scored and will disqualify that team from that segment of the event. Judges may stop a team at any time if they recognize any safety hazards. In the event of a safety hazard, the team will be permitted to correct the hazard while time continues to run. If the team cannot correct the hazard, or the maximum time is reached, the team will cease the event and receive a did not finish score.
- All Cadets crossing the rope bridge must be hooked onto the rope and pull themselves across using their hands, feet or both. The Locking Carabiner (steel or aluminum allowed for snapping Cadets in for transport) when properly snapped on the rope is considered a safe transport system for the Cadet. Only **three** Raiders may be snapped into the rope at a time. A standard penalty deduction for every violation will occur for teams who violate this safety measure.
- Cadets awaiting transport: The carabiner is **NOT** above the rope **OR** open prior to the far side knot being completed. This reduces subjectivity. Teams have in the past had the snap link open hovering above the rope prior to the near side knot being completed.
- Any “dead zone” or out of bounds area at the near and far side anchors will be clearly covered within the Commander’s Call briefing and by the on-site judge prior to your competition. These areas will be dictated by water depth and other factors not determined in advance.
- There is no requirement for the feet to be above the rope so there will not be a penalty if feet fall below the rope while crossing. See TC 3-97.61, chapter 7 fig 7- 17.
- Teams are encouraged to inspect the Rope Bridge site (prior to the competition start and during periods of daylight) to develop strategies and to plan safe execution. However, teams may not practice at the competition area and must stay within the spectator viewing areas.
- The maximum time a team will be permitted to complete the bridge is 8 minutes. At that point, the team will be given a DNF (did not finish) and a max time listed at 79:99 (tied for last). This is required because a team that completes a bridge in 7 minutes but maintains 2 minutes in penalties will finish ahead of these teams.
- Competition Rules and Scoring can be changed by Lane OIC/NCOIC, or the Event OIC up to the first team starting the event. It is imperative that Team Coaches attend the coaches meeting prior to the start of the event to get the latest information.

d. **CROSS COUNTRY RESCUE**

(1) General Scenario: Your team is “rescuing” a casualty with gear. The “rescue” course is one mile in length through a wooded terrain with obstacles. **Competing teams must stay together throughout the course and cannot move to the next obstacle until every team member has completed the current obstacle.**

(2) 10 Cadets must compete in this event. Teams will receive a penalty if they are missing one team member (Major penalty). Teams will not be allowed to compete with less than 9 team members (team will be disqualified).

(3) There will be a staggered start. This does not preclude a team from passing a slower team on the route.

(4) Specific Details: The team will select six rucksacks filled with sand each weighing 35lbs. and wait behind the starting line.

- On the command, “GET SET, GO,” the team will immediately go over an 8’ wall with all team members and the rucks. Rucksacks **CANNOT** be thrown or tossed over the wall and a standard penalty will be assessed for each thrown ruck. The wall is a required component of the event. Failure to attempt this segment of the course is FTA penalty. After two (2) attempts, a team may elect to take a penalty and bypass the wall (Major penalty).
- After completing the wall, the team will pick up a simulated casualty located directly next to the wall in a pre-designated area. Male teams will use a litter marked “M” (the 130lbs.).

Mixed and Female teams will use the ones marked “F” (the 100lbs.). The team will then run to a 40’ long water/mud pit. The team will negotiate the obstacle with litter and rucksacks. Once the team is complete, they will continue along the marked trail.

- The team will encounter a series of over and under obstacles. These are 4’ wide with the over obstacles 40” high and the under obstacles 24” high. The team will go over and under all gates with the litter and rucks.
- After the over/under obstacles, the team will move to the tire swing obstacle. The obstacle will have six tires suspended 3’ off the ground. **Six (6) of the 10 members will have five (5) minutes to negotiate the obstacle. The other members will hold/wear the six (6) rucks and litter at the end of the obstacle until their team is complete or their five (5) minutes is up, whichever comes first. The rucks and litter will never touch the ground. If a team chooses, they can utilize a team member to assist the six members executing the obstacle by swinging tires to better help transition from tire to tire. If a team member assists, they cannot physically help members executing the obstacle or hold tires in place. They are only permitted to swing tires. No equipment will enter the obstacle area.** The six (6) members must negotiate the obstacle without contacting the ground. If they touch the ground, they must go to the back of their team’s line on the obstacle and then attempt to negotiate the obstacle again. At the competition of the five (5) minutes, if every member hasn’t successfully negotiated the obstacle the team will continue with no penalties assessed for incompletion as the entire 5 minutes constitutes as a self-induced time penalty.
- Once complete, teams will secure their litter and move to the finish line with rucks and litter. Once the last person (Team Captain with transponder) crosses the finish line with all gear having crossed the line, the time will stop.

(5) Uniform: ACU pants, t-shirt and boots. Caps and jackets are not required. Jackets will be optional for team members in cold weather conditions. Gloves are recommended.

(6) Teams may not attach the rucks to the litter in any manner as this will result in the team being disqualified. The team can organize themselves in any manner to carry the litter and equipment. Team members may exchange the rucks and litter during movement. Teams can have as many people as desired carry the litter. Therefore, distribution of equipment and number of Cadets on the litter is up to the team. Dropping or throwing either of these items anywhere on the course will be enforced as a Major penalty.

(7) Gloves and eye protection are recommended to further reduce risks of scratches or cuts from vegetation throughout the course.

(8) Penalties and Limitations:

- Judges will be positioned throughout the course in designated areas of responsibility to ensure teams stay on the designated route, attempt and perform the obstacles safely, and to assist with any medical incidents.
- Adjudication of any contested scores lies within the decision of the lane OIC on- site at the competition event.

(9) Spectators:

- Judges and Cadre are the only authorized personnel on the Cross-Country Rescue Course. Spectators are not authorized to enter the course at any time.
- Spectators may observe at the designated spectator areas.
- Any non-participant found on the course will be escorted from the course and potentially from the event entirely. If the team affiliation of the unauthorized spectator is determined, consideration for penalties can be assessed on the participating team.

e. **RAIDER GAUNTLET**

(1) General Scenario: Raider Gauntlet is a one-mile event through rolling terrain with numerous obstacles throughout the route. **Competing teams must stay together throughout the course and cannot move to the next obstacle until every team member has completed the current obstacle.**

(2) The course will consist of the following items over a one-mile course (order of sequence may vary):

- 12’ wall. All teams will go over that wall. Teamwork is necessary to safely complete this obstacle.
- Agility Tires: Teams must traverse a series of tires where every team member places a foot in each tire on their lane.
- 2x 30’ long, 30” diameter culverts, one suspended and free swinging, that all Cadets must go through
- L Shaped Culverts. Two sets of two, 30’ long, 30” diameter culverts that all Cadets must go through.
- Suspended 23” diameter radial tire obstacle that all Cadets must go through.
- Horizontal Ladder in which teams must negotiate without losing their grip and falling.
- A series of over/under vaults. Cadets will go over the 4-feet wide 40” high obstacles.
- 3.5’ square window obstacle that all Cadets must go through.
- A 7’ ramp wall with ropes.
- 30’ low crawl
- 8’ wall. All teams will go over that wall. Teamwork is necessary to safely complete this obstacle. Upon completion of the final obstacle, the team will cross the finish line with time stopping when the last Cadet (Team Captain with transponder) crosses.

(3) On the command of “GET SET, GO,” time will start, and teams will begin. The latter starting team may pass the earlier starting team on the course should they catch up to them.

(4) Time will end when the last Cadet (Team Captain with transponder) in the team crosses the finish line.

(5) The course is marked, and the finish line is adjacent to the starting position. Judges are positioned throughout the course to ensure all teams safely complete the obstacles listed and stay on the course.

(6) Team members may aid each other on any/all obstacles in any manner chosen by the teams. However, once a Cadet scales a wall, they may not return to the backside to help other Cadets over. Major penalty

(7) Uniform: The uniform is OCP pants, t-shirt and/or OCP blouse, and boots. Caps and jackets are not required but optional in cold weather conditions. Teams can and are recommended to carry a water source such as water bottle, hydration bladder, or canteen when negotiating the course. Water points will also be staged throughout the course at designated checkpoints. Gloves and eye protection are encouraged to further reduce risks of scratches or cuts from vegetation throughout the course.

(8) Penalties and Limitations:

- Judges will be positioned throughout the course in designated areas of responsibility to ensure teams stay on the designated route, attempt and perform the obstacles safely, and to assist with any medical incidents.
- Adjudication of any contested scores lies within the decision of the event OIC.

(9) Judges and Cadre are the only authorized personnel on the entirety of the Gauntlet course. Spectators may observe at the designated spectator areas. Any non-participant found on the course will be escorted from the course and potentially from the event entirely. If the team affiliation of the unauthorized spectator is determined, consideration for penalties can be assessed on the participating team.

f. **5K TEAM RUN**

(1) General Scenario: 10-member teams will run as a team on a 5K route through rolling terrain. This is a straight team run with no gear required. The course is on a path through woods that goes through varying terrain. At points, the path can be narrow, necessitating a single file.
Teams need to be careful due to uneven terrain and rocky areas.

(2) Specific Details:

- This is a team run for unity and safety. The team will start together, run together and finish together. The last team member to cross the finish line will be the Team Captain with the transponder. Each team must cross the finish line with all team members inside the 10-yard box at the finish. Teams that fail to finish with all members will be disqualified. Since this is a team run, there is no advantage to running ahead.
- Teams may not carry or otherwise fully support a Cadet on the course. Teams can help a struggling or injured team member.

(3) Uniform and Equipment:

- Cadets will run the course in OCP and boots. Cadets can wear t-shirts on the course or ACU shirts. Due to the vegetation on the route and the narrow path, wearing ACU shirts will help protect against scratches and cuts, but it is the team's choice. Cadets may also wear gloves to protect hands from branches and other risks.
- A water source such as water bottle, hydration bladder, or canteen is recommended when negotiating the course. Water points will also be staged throughout the course at designated checkpoints.
- Gloves and eye protection are encouraged to further reduce risks of scratches or cuts from vegetation throughout the course.

(4) Penalties and Limitations:

- A team finishing with only nine cadets in the 5k Team Run will receive a Major penalty.
- Judges will be positioned throughout the course in designated areas of responsibility to ensure teams stay on the designated route and to assist with any medical incidents.
- Adjudication of any contested scores lies within the decision of the event OIC.

(5) Spectators:

- Judges and Cadre are the only authorized personnel on the 5K course. Spectators are not authorized to enter the course at any time.
- Spectators may observe from the designated spectator areas at the start and finishing points of the course.
- Any non-participant found on the course will be escorted from the course and potentially from the event entirely. If the team affiliation of the unauthorized spectator is determined, consideration for penalties can be assessed on the participating team.

g. **ARMY FITNESS TEST**

(1) General Scenario: This event is a required team event for the Masters Division only and optional for individual performance for the Masters, All-Service and Challenge Division at predetermined times.

- For the Master's teams, the event will be conducted at the one-mile track on 23 OCT 26 and will assess a team's ability to conduct two (2) minutes of hand release push-ups (HRP), 3-rep max hex-bar Deadlift (DL), Sprint-Drag-Carry (SDC), Plank (PLK), and Two-mile run(2MR).
- Individuals will be able to conduct a "for record" Army AFT on 22 OCT 26. This event will not be scored against the competition, but individual scores can be used for accessions purposes.

(2) Specific Details

- The Army Fitness Test will be conducted with 10 lanes. One grader for each lane and 2x Competitors from a team on each lane with 10x executing an event simultaneously.
- Competitors will execute events as a buddy team, with all competitors executing a single event. (i.e. 2x on HRP, 2x on DL, 2x on SDC, 2x on PLK, and 2x on 2MR.)
- The all events within a group will begin at the same time.
- When all are complete competitors will move to the holding area.
- For Mixed teams, 4 females must compete in a single event, of which 3 of those events must be the 2-Mile run, hand release pushups, and the Sprint-Drag-Carry.

(3) Uniform and Equipment:

- Competitors can compete in APFU. Unit or school shirts or sweatshirts are authorized replacements for the APFU top. If a Cadet does not have an issued APFU, similar fitness apparel is authorized.

- A water source such as water bottle, hydration bladder, or canteen is recommended. Water points will also be staged throughout the push-up and sit-up location as well as the start/finish line of the 2-mile start point.

(4) Scoring & Penalties

- Team scores will be an aggregate of the 10 members and will be calculated into the overall competition scores for the National Raider Challenge Competition.
- **If a Cadet fails to complete their event, a total score of 0 will be factored into the team aggregate score.**
- **Event Tie breaker criteria: in the event of a tie between teams, final placement will refer to the tie breaker criteria in the order listed below.**
    - **1st criteria**: The first criteria will be the fastest average 2-mile run time.
    - **2nd criteria:** If the first criteria still result in a tie, the second criterion will be the most overall hand release pushups.
    - **3rd criteria:** If the second criteria still result in a tie, the 3rd criterion will be the fastest average Sprint-Drag-Carry time.

h. **ULTIMATE RAIDER TEAM COMPETITION:**

(1) General Scenario: The culminating event for the Masters and All-Services Division competitions will be the Ultimate Raider Team competition on Sunday morning.

- Teams that do not compete in this competition will not be eligible for any overall competition trophies.
- This is a team competition. Teams that do not cross the finish line together will be disqualified from this event and therefore, not eligible for any overall competition trophies.
- Cadets will wear ACUs with boots for this event. Teams can select to wear ACU shirts if they are all in the same uniform.
- The Ultimate Raider will be executed in five (5) waves of five (5) teams. Time will end when the team has crossed the finish line together after completing all the tasks. Teams that deviate off the course will be disqualified.
- Teammates can and should assist each other to complete the course in the best time possible. Any Cadet failing to progress after two attempts will move on to the next obstacle and receive an FTC penalty.

(2) Specific Details. The top five **(5) Masters division and the top three (3) All-Service teams overall from the Male, Mixed, and Female Divisions (24 Total Teams) from the Saturday competition will be selected to compete in the Ultimate Raider Team event**. In this way, Masters Division and All-Service Division teams will battle for these slots. Without direct competition against each other, event times will be used in a common event(s) to make these selections.

(3) The Ultimate Raider Team results will be tabulated into the overall scoring totals. All teams not earning a place in this prestigious event will have their placements computed and frozen from their five or six event competition the day prior. The Ultimate Raider scoring will be used to help determine the overall Masters and All-Service top finishers and ultimately the Event Champions.

- The Ultimate Raider results will be tabulated into the competing teams overall scoring totals. This event is no longer weighted higher than Saturday events.
- Teams will be given their equipment and 30 min to create a load plan for the event.
- Teams navigate a four (4) mile cross-country course with equipment and four grueling obstacles to which each team member must traverse.
- Teams will use critical thinking skills to complete obstacles with the equipment provided. Teams must start and finish with all equipment.
- At the completion of the course, the time will stop for the team, and they will move to a nearby staging area to complete a final equipment layout.
- Penalties will be assessed for failure to complete an obstacle, not finishing with all members of your team, and not having all your equipment after you cross the finish line.

(4) Spectators. Spectators may not interfere with any team and should remain in the viewing

areas. Spectators must stay clear of the start and finish points so judges can keep accurate time.

(5) The final awards ceremony for both the Masters Division and the All-Service Division will be held at the 1-Mile Track, adjacent to the Ultimate Raider endpoint.

11. EQUIPMENT/OBSTACLE LIST:

a. **Physical Strength Test (For 2 parallel lanes)**

(1) **Obstacles**

- 2 ea. 10-foot long, 30" diameter tube/culverts
- 2 ea. 40" high, 6' wide wall (hurdle event)
- 1x 40' container
- 2x 20' containers
- 8x 4" high poles with rope connected
- 12x HMMWV tires (3x per every 2x poles)
- 4x 56" high platforms
- Equipment 30x water cans (filled)
- 10x 20mm ammunition cans filled with sand.
- Skedco with 250 lbs.
- 4x rope and pully system
- 400lbs of weight
- 120x 40lb sandbags
- 18x Orange traffic cones – PER LANE USED
  - (to denote the start/finish line (2),
  - Two sets of four to create two "boxes" for the water & ammo can placements.
  - Two sets of two for creating the distance of the Skedco pull.
  - One set of four to create the 10-yard box for the tire flip.

b. **Rope Bridge (teams provide their own rope, Swiss seats, and carabiners)**

(1) 30 climbing helmets per lane (up to 120 total)

(2) Disinfectant spray for helmets after use

c. **Cross-country Rescue**

(1) **Obstacles**

- 8-foot tall, 8-foot-wide wall
- 40-foot-long mud/water pit
- Four 4-feet wide, 40" high "under" obstacles
- Four 4-feet wide, 24" high "over" obstacles
- Four 6 suspended tire swings

(2) **Equipment**

- 60x rucksacks weighing 35 lbs. each.
- 8x litters, each with 130 lbs. for male teams + one spare litter
- 8x litters with 100 lbs. for female/mixed teams + one spare litter
- 4x Orange traffic cones – PER LANE USED
  - One set of four to create the starting box for the teams to begin their event

d. **Raider Gauntlet**

(1) **Obstacles**

- 23" diameter opening tire, suspended between 2 poles with bottom edge of the tire 3' off the ground.
- 12' wall
- 16x tires
- 8' wall
- Four 4-feet wide, 40" high "over" obstacles
- Four 4-feet wide, 24" high "under" obstacles
- 9' Cargo Net

- Horizontal Ladder
- 8 30-foot long, 30" diameter tubes/culverts
- 7' ramp wall with ropes attached to assist in getting over
- Window obstacle, 3.5' wide, 5' high with bottom sill 2' off ground

(2) **Equipment**

- 4 Orange traffic cones – PER LANE USED
  - One set of four to create the starting box for the teams to begin their event

e. **5K Team Run**

(1) **Equipment**

- Running bibs with numbers to track team completion and avoid confusion.
- 6 Orange traffic cones – PER LANE USED
  - One set of two to create the start line for teams to use
  - One set of four to create the 10-yard finish box for the teams to end their event

f. **Ultimate Raider**

(1) **Obstacles/Tasks**

- 3 Fulda Gap obstacles with 2 lanes on each
- Water can carry
- Ninja Warrior obstacle with 3 lanes (1 lane per team)
- Casualty Transport

(2) Equipment

- Running bibs with numbers to track team completion and avoid confusion.
- Two sets of 2 TALL Orange traffic cones (to better denote the two finish lines)
- 120x rucks
- 24x talon litters
- 24x SKEDCO Rescue System
- 24x "Rescue Randy" casualty dummy or rogue sandbags
- 264x 2 qt water canteens
- 240x MRE
- 120x Swiss Seats or sections of rope
- 24x compasses

12. CADET PACKING LIST: Cadets should bring the following items to the event.

a. Personal Gear:

- Hydration system (Camelbak Canteen or water bottle)
- Personal identification documents (ID card, driver's license)
- Watch
- Personal hygiene kit
- Towel
- Shower Shoes
- Toothbrush
- Toothpaste
- Soap
- Deodorant
- Disposable or reusable razor
- Shaving cream or gel
- Comb or hairbrush
- Hair ties or clips (if applicable)
- Feminine hygiene products (if applicable)
- Nail clippers or nail file
- Tissues or toilet paper
- Hand sanitizer
- Sunscreen and insect repellent
- Hat or cap for sun protection or black fleece cap (weather will dictate headgear)

- Spare clothing and extra socks
- Comfortable and sturdy footwear (running shoes or issued service boots)
- Rain jacket or poncho
- Cold weather gear (jacket, hat, gloves)
- Combination lock for wall locker

b. Uniform and PT Gear (Cadet uniforms must be worn IAW CCR 145-2, Chapter 8):

- School t-Shirt
- OCP Top
- OCP or ACU Bottoms
- PT gear (shorts, t-shirts) (School Shirts are allowed)
- Athletic shoes for PT activities or sleeping.

c. Recommended Equipment for Course Preparation:

- Good attitude
- Rugged notebook and pen for notetaking.
- **All required equipment needed to execute the 1-rope bridge event. USACC will provide a helmet for all competitors.**
- Eye protection (goggles, Sunglasses, or Approved eye protection)
- Gloves with good grip

d. Emergency Communication:

- Personal cell phone for emergency calls
- USACC Contact List (Will be provided in Welcome Packet.)

e. Event Registration and Documentation (Team Coach and Captain):

- Event registration confirmation and paperwork
- MFR for physical requirements met.
- Paper Signed waiver form (signed by parent if Cadet is under 18 years of age)

f. Sleeping and Camping Gear: (Barracks will be available for competitors)

- Pillow, linen, and blanket for barracks **(Army will not issue linen).**
- Sleeping bag
- Tent or shelter (if camping on-site)
- Sleeping pad or air mattress
- Pillow
- Flashlight or headlamp with spare batteries