

2023
NATIONAL ALL-SERVICE JROTC RAIDER CHAMPIONSHIPS
STANDING OPERATING PROCEDURES

15 MAY 2023 – REVISION #1 – ALL-SERVICE

ARMY JROTC – MARINE CORPS JROTC – NAVY JROTC – AIR FORCE JROTC

<http://raider.thenationals.net>

NOTE: TEAMS WHO DO NOT READ THE ENTIRE SOP ANNUALLY ARE DOOMED TO FAIL!

THIS DOCUMENT HAS BEEN REVAMPED FROM PAST YEARS – PLEASE READ CAREFULLY!

Event Manager: Sports Network International
388 Muddy Creek Lane Ormond Beach, Florida 32174
Toll-free) 800/327-9311 / E-mail) raider@thenationals.net
<http://raider.thenationals.net>

Competition Site: Gerald I. Lawhorn Scouting Base
1166 Dripping Rock Rd. Molena, GA 30258
For all site questions, please contact SNI
<http://www.flintrivercouncil.org/sitecore/content/Council095/Camp.aspx>

1) GENERAL OVERVIEW

- a. Thank you for preparing for the All-Service Raider Nationals! This SOP will allow you to review all rules & procedures needed to compete safely & effectively within the arduous events of Raider. The All-Service Raider Nationals Weekend will showcase the finest Raider talent anywhere. It will provide all cadets with an opportunity to compete against the best JROTC teams in the nation in a first-class environment.
- b. **Sports Network International** of Ormond Beach, Florida will provide all support for competition related items across the weekend. Various experts and local schools have volunteered their time and expertise to prepare and grade the competitions. We are sure you will have the finest overall Raider experience for your cadets available anywhere!
- c. **General entry into the Raider Nationals weekend will begin 15 May for most all schools. This allows schools to gain their slot before their school year ends this year.** All JROTC units wishing to obtain a competition slot should register to attend as soon as they know they are planning to compete! Registration is done on-line from the event website. When the slots are filled, the event is full. We cannot save any slots for any school for any reason so please do not ask! Your school registration **IS NOT SOLIDIFIED** until the FEE and PPWK are completed, submitted and received by SNI – not simply by registering!
- d. The **Masters Level** of the event is featured as a two-day Raider event all day on Saturday 18 NOV & Sunday morning 19 NOV. The **Challenge Level** of the held the held as a single-day event all day on Friday, 17 NOV. The competition is held at the stunning Gerald I. Lawhorn Scouting Base, Molena, Georgia (roughly 80 minutes SOUTH of Atlanta). The southern climate will be welcome and likely give the cadets a fantastic, warmer, dry day for Raider! The general directions & park layout for the Raider Nationals will be posted to the official website for download/review, along with all other required paperwork & spectator info as the event gets closer.
- e. **OVERNIGHT CAMPING IS ENCOURAGED AT THE SCOUTING CAMP.** While camping is highly encouraged, hotels are just 15-20 minutes away from the venue but fill quickly. Schools may attend the All-Service Raider Nationals as a “commuter school” (driving in to compete w/o camping), or by camping at the venue. As stated, the facility has unlimited camping for those with their own tents but pre-existing tents ARE plentiful but limited. **Again, we remind teams they cannot arrive to camp earlier than the day PRIOR to their scheduled competition date.**
- f. Full details on camping and campsites in general is found later in this document under Section 9, “**CAMPING DETAILED INFORMATION**”.
- g. Early event registration will begin the day prior to your competition start date. It will be held at the Raider HQ Building in the center of the competition. Same day registration will occur the morning of the event at the same facility. **ALL SCHOOLS MUST REGISTER ON-SITE** prior to beginning any aspect of competing. Exact times will be released to competing schools in the competition details as the event nears.

2. TEAM COMPOSITION & ENTRY RULES

- a. **The Masters Level will be limited to 70 teams every year. The Challenge Level we try to keep at 50-52 max.** The Masters Level will host **THREE DIVISIONS** of competition (Male, Mixed and Female). The Challenge Level will host **TWO DIVISIONS** (Male & Mixed teams). Therefore, if you have a Female Raider team, your team will compete in the level open to all Female teams.
- b. Competition Team Rules: **MALE & MIXED TEAMS** at all levels will consist of 14 members MAX, but only 10 participate in each event, with the added (up to) four cadets considered “event alternates”. Those team events will require 10 cadets and these can be comprised of any combination of your 14 person team. NOTE: Mixed teams should have both a male & female alternates where possible, just in case! **FEMALE TEAMS** will maintain a maximum of 12 cadets with only **8 participating in each event.**
- c. **MIXED TEAMS** must have a minimum of **FOUR** females in every event. Increased numbers of females are not generally recommended as you will be competing against teams that are made up with 6 males and 4 females in each event and this may place your team at a disadvantage. **MALE TEAMS** are generally comprised of all male members, however due to injury or personal preference; the team may contain females in any quantity. **FEMALE TEAMS** are just that, teams comprised solely of female team members.
- d. Cadets will substitute only within the team they are assigned on a roster. Male team members cannot substitute onto the Mixed Team, etc. Substitutions can be done **ONLY** prior to the start of a specific competition event and can be done for any reason. You do not have to go through a medic, nor does it have to be a medical need. You have alternates to form your best Raiders team for that event.
- e. Schools may enter ONE complete raider team into EACH of the three competition divisions, **providing that no individual cadet competes for more than one team.** This rule allows any school to initially enter up to THREE complete teams, *but NO individual cadet may compete on both the male (or female) and Mixed Team.* Select schools may add a 2nd team within a division.
- f. **Raider Policy on Transgender Student-Athlete Participation:** The rule on this is very simple. The Raider Nationals follow the guidance of the school district where the competing team comes from. If the districts recognize someone to be a gender different than their born gender, SNI will as well. Therefore, to ensure no issues come up the day of the competition that could possibly single-out or embarrass a competing cadet, we strongly urge Army Raider coaches to reach out to SNI in advance.

3. SCHEDULE OF EVENTS (*schedule final one week prior*):

- *16 November:* Initial **Challenge Level** early school registration at Lawhorn Scoring HQ (afternoon).
- *17 November:* Final **Challenge Level** registration at Lawhorn Scoring HQ (early morning).
- *17 November:* Rotation of all **Challenge Level** Team Events will begin just after sunrise – to roughly 2pm.
Challenge Awards Ceremony held at roughly 4pm in the Grand Pavillion Grass Area
- *17 November:* Initial **Masters Level** early school registration at Lawhorn Scoring HQ (afternoon).
- *18 November:* Final **Masters Level** registration at Lawhorn Scoring HQ (early morning).
- *18 November:* Rotation of all **Masters Level** Team Events will begin just after sunrise – all day to one hour before sunset.
- *19 November:* Awards Ceremony begins after the Ultimate Raider event concludes. Location: in the grass Grand Pavilion area (note: inside the Grand Pavilion is the INCLEMENT WEATHER LOCATION).



FOR PLANNING PURPOSES, THE TENTATIVE WEEKEND SCHEDULE IS FOUND ON-LINE AT THE OFFICIAL EVENT WEBSITE. THE **FINAL EVENT SCHEDULE** IS POSTED **ONE WEEK PRIOR** WITH MINOR TIME ADJUSTMENTS.

NOTE: NO SCHOOL IS ALLOWED TO BE ON THE CAMPSITE PRIOR TO 9am ON THURSDAY, 16 NOVEMBER. A few schools have made their excursion to the Raider Nationals event a mini-JCLC arriving even before SNI arrives to host the event! This can no longer be done.

Please adjust your plans to ensure you **DO NOT** arrive before this permitted day and time.

- a. The week prior to the event, schools will be emailed with the team competition schedule, with any late breaking event info & emphasis.

4. COMPETITION EVENTS & GENERAL INFORMATION

- a. All Raider Nationals events are governed under this SOP and the guidelines of the U.S. Army manuals referenced herein. These manuals are gained here: <http://raider.thenationals.net>.
- b. History dictates Fall weather will likely be gorgeous. Nothing but lightning or other dangerous conditions will delay a team event. Teams must prepare for every type of weather condition.
- c. **The competition will maintain an ON-LINE COMMANDER'S CALL ZOOM CONFERENCE the week prior to the event. The Commander's Call will be designed to cover the biggest competition and safety aspects of the event. IT WILL NOT be a review of items plainly gained from this SOP).**
- d. The competition utilizes a "shotgun start"; therefore all events start across the facility at roughly the same time. The Ultimate Raider event and the closing awards ceremony happens on Sunday.
- e. The All-Service Raider Nationals are comprised of FIVE total events in both the CHALLENGE and MASTERS Levels. These events are designed to test your cadets' physically as well as their ability to work as a team. Teams must enter and score in all five events in their division to be eligible for the overall title. The event overviews are as follows:
 1. **Physical Team Test (PTT):** Held at Fincher Pond, the PTT will consist of numerous items that require individual and team agility, strength, balance and stamina.
 2. **Rope Bridge:** Held at the river, a standard one rope bridge is built according to this SOP and FM 3-97.61 (Military Mountaineering). Rope length must be **at least 150'**; low stretch ropes (Kermantle) may be used (NOTE: **YOU MUST HAVE YOUR OWN ROPE** or make arrangements to borrow a rope from another team).
 3. **4-Kilometer Team Mountain Run:** Uphill near campsites, teams run together without gear of any kind. Teams run to halfway point, entire team gets a turn-around marker, and then the team retraces their path and ends at the starting point. Team must all be within the 10-yard box at the completion to finish without penalty.
 4. **Raider Gauntlet:** Low, wet and marshy area, the team maneuvers carrying rucksacks and crates through roughly 1 mile of woodsy terrain while overcoming numerous technical obstacles that require great teamwork & strategy to complete.
 5. **Cross Country Rescue:** (MASTERS LEVEL ONLY) – Near Primitive area camping, the event will be a cross country rescue to simulate an injury transport. Cadets will be carrying rucksacks and one weighted stretcher.
 6. **Team Tire Flip (NEW!):** (CHALLENGE LEVEL ONLY) – By the Team Picture Area, the event will have a team of cadets broken into groups of three, flipping a tire over a specified distance and manner for time.

NOTE: Other meets may use many other events within their Raider competitions. This is the beauty of Raider that it can be tailored to meet the wants of attending schools. Schools are cautioned that the USACC has limitations on what JUNIOR ROTC Raider is supposed to be all about (it is NOT a mini-Ranger event). Those hosting Raider should ensure their events meet USACC Guidelines.

- f. Along with these five team events, the "Ultimate Raider" competition is held for the single best male & female cadet from each SCHOOL. All weekend competitors are eligible. Details on all events are found later in this document.
- g. **To compete SAFELY and EFFECTIVELY, all schools must READ & UNDERSTAND THIS SOP!** All schools must also check the SOP Update/Clarifications page on the Raider Nationals website throughout the Fall. Major & minor changes, clarifications and general event news is posted there first.
- h. **AGAIN WE STRESS TO ENSURE TEAMS USE PROPER TECHNIQUE** in coming down off any/all walls. **Hang and drop remains the standard in use for all team events at the Raider Nationals. ONLY during the ultimate Raider competition are individuals authorized to execute any other form of departure from the wall.** This is only because these cadets are designed to be your most athletic, most skilled and most heavily practiced cadets on your team.

- i. Any cadet who curses or utilizes other unsportsmanlike acts may subject their team to a penalty in any event. Acting in this manner is unbecoming a JROTC Raider cadet or coach.
- j. A team can finish an event with one less cadet without a DQ (one gets injured in route). See event score sheets for exact penalty. Teams competing with two less, or those teams found competing with incorrect gender configurations will still be disqualified (receive a last place finish with a 99 minute time and/or a zero score depending on the event). A team DISQUALIFIED in any event renders them INELIGIBLE to compete for the overall title in that division.
- k. Teams are ENCOURAGED to bring canteens or water bottles with them during ANY event they feel it may be needed (i.e., 5K run, Gauntlet, CCR, etc.). Teams may make water available to their teams during any event as well.
- l. All services differ on working uniforms for competition. Therefore, “ACUs” are a term for the Army. Where requires, other services will use their JROTC closest equivalent.
- m. Within this SOP, standard terms are used for common Raider equipment teams will bring to the event for use. “Snap-links”, “boots”, “rope” and many other items are types of this gear. It must be emphasized in 2023 and beyond that this gear must be the common type and style of gear used for Raider. It cannot be manufactured in any way to gain an advantage or be specially designed over what the term means in common parlance of the words (i.e., a carabiner or snap-link with pullies, etc. would be a no-go for example) or anything else designed OUTSIDE the standard construction of the item. If your team maintains ANYTHING that could POSSIBLY fit in this category, approval for use MUST be gained from the Competition Director at SNI well before the competition date.

5. SAFETY WHILE AT RAIDER

- a. SNI views the safety of Raider competitors and spectators as paramount. For the general health & safety of everyone involved, all teams should be aware of ready areas and other prep situations to maintain distance from other teams and spectators where possible.
- b. Having people in positions of authority that have been doing these events for decades of practical Raider competitions with high school JROTC cadets is hugely beneficial. While the manual was never written as a competition manual AND it was never written for teams of high school cadets, we adhere closely where applicable and only deviations outlined herein are permissible. To that end, SNI has plenty of wise heads on the course to ensure compliance within all rules and regulations.
- c. Cadre are responsible to ensure a continuous, rigorous safety program is in place for your team. **NEVER HAS THIS BEEN MORE IMPORTANT!** This begins with discussions on hand washing, hydration, reporting all injuries, checking for fevers, campfire safety and the like. All units are required to read the [SNI Raider Risk Overview \(https://thenationals.net/raider-Risk_Overview.pdf\)](https://thenationals.net/raider-Risk_Overview.pdf).
- d. While Covid is no longer the scourge it once was, it is **STRONGLY RECOMMENDED** that teams maintain hand sanitizer and take time out to wash their hands after every competition at the Raider Nationals. Should any cadet feel unwell during the day, isolation is still the best medicine regardless of the type of sickness maintained.
- e. As the Event Director for the Raider Nationals, Sports Network International (SNI) maintains sole judgment pertaining to competition items in consultation with the USACC. All decisions made by SNI regarding rules, procedures or other matters are final. All competitors, instructors, and supporters are subject to comply with all of the rules & procedures of this SOP and of the Raider Nationals. Any items not specifically covered by your service manual(s) or by this document are enforced at the sole determination of the SNI Judging Director. If you have any questions regarding this event, please ask either via phone or email Sports Network International in advance.
- f. Weather will determine special daily risk assessments and changes to events for safety reasons.



- g. On-site medical support via a medic and/or ambulance. **This support is designed for urgent medical need only.** Teams are STRONGLY encouraged to bring basic first aid materials with them on the bus and to keep these items handy at all times during the Raider Weekend (including bringing this medic bag to every site where your cadets gather), Additionally for back-up, SNI maintains a well-stocked medical bag filled with “bump, bruise & cut” items (located at the Event HQ).

6. RAIDER PREPARATION – EVENT INTERRUPTION

- a. **ALL of the events are physically demanding, and stressful weather conditions (heat, cold, damp, etc.) can make this harder on your cadets than planned back home!** However, any team that has trained hard for several months and prepare themselves for these events will do just fine. Please remember to hydrate BEFORE the day of the competition – solid hydration starts 48 hours prior!
- b. **Instructors and their cadets ARE ENCOURAGED to recon any/all competition sites the day prior to their event** after the completion of the Army JROTC Raider Challenge Division event ending in the midday. Schools are allowed and encouraged to: 1) recon the site map to find the location of every event, as well as 2) walk the course(s) with an instructor to ensure all competing cadets are prepared for the layout and any obstacles they may face (NOTE: No running the course or rope bridge construction will be allowed on the actual course areas – this is a visual walk-through only). Masters Level teams, **DO NOT get in the way of teams competing on Friday during your course review.**
- c. As stated, cadets may not "practice" on the courses by any means. One exception to this will be the wall located at the CCR Course (available all-day Friday to sunset), and the Gauntlet Course (available after Challenge Level competition ends Friday) and also for the Ultimate Raider competition Sunday morning. Because this item is difficult for all teams to prepare and practice for back home, all schools will be allowed to physically practice safely scaling the wall and dismounting on Friday on the time hacks listed above. ONLY SCHOOLS WHO MAINTAIN ADEQUATE ADULT SUPERVISION & SPOTTERS WILL BE ALLOWED TO PRACTICE - NO EXCEPTIONS! Cadets found practicing at the wall by themselves without ADULT SUPERVISION will risk having their unit disqualified from the CCR competition and/or their Ultimate Raiders withdrawn from the event.
- d. No participant may leave any assigned racing area or “take a short cut” outside the marked racing area. Any cadet/team doing so and found to have gained an advantage by these actions will cause the team to receive a subjective penalty. If the shortcut was determined to be completely accidental, the penalty will be the estimated amount of seconds saved by going “off-course”, plus an additional 10%. If the short cut was determined to be intentional done, the team will likely be disqualified.
- e. TWO cell phone contacts will be required PER SCHOOL to ensure in an emergency all schools can be reached 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.
- f. In the event of severe storms or lightning, competition will be immediately suspended (NOTE: not cancelled) at that point. Teams that are on the course will continue to completion unless directed otherwise by event officials. Judges, coaches, and ALL raider teams will move to the nearest safe area and wait for instructions. At that time, a weather decision will be made based on the best information available. **After a minimum 20 minute pause,** a weather decision will be made based on the best information available. If the competition must be ended, there rules apply:
- Overall championship trophies will be presented and declared ONLY if all events have been held and all teams provided the ability to compete. If the event is cut short for any reason, event team trophies will be provided among those teams competing ONLY.
 - Due to the nature of the event, all funds paid are non-refundable if for any reason the event is halted due to weather.



NOTE: SNI reserves the right to cancel the Ultimate Raider competition or move Saturday team events remaining to Sunday morning if needed to complete any suspended events.

7. COSTS/PAPERWORK REQUIRED TO ATTEND:

- a. Schools gain information regarding the Raider Nationals from the Raider Nationals official website: <http://raider.thenationals.net>. Here you can learn everything about the event and then download needed materials to register your school to attend and compete. After registration, you will be emailed acceptance and then download all your competition paperwork from the website. The website is easily organized but internet access including working email is required to be able to attend the event.
- b. To attend, all schools submit required paperwork and pay a School Registration Fee of **\$200 per school** to enter the Raider Nationals. Costs as you know are skyrocketing and this level still represents a great value for what you get at this competition. This entry fee will allow a school to enter UP TO one team in each competition division (again, so long as no cadets cross over to compete in multiple divisions). Additionally, every cadet eligible to compete attends through the Team Package. The cost of the Team Package will remain at just \$20 per cadet. For this money, each cadet will receive a specially designed event medallion on a chest ribbon, custom event t-shirt (ordered to size), a beautiful 8" x 10" Raider team photo, and the ability to compete at the event. **THIS REGISTRATION FEE AND PER CADET FEE ARE REQUIRED COSTS (no exceptions) and are the only other required costs to attend.**
- c. Each Raider Team will provide the Covenant Not to Sue required of each cadet. Each School/Coach should make a duplicate copy of these forms and provide the original to the Meet Director and keep the copy of these forms for his/her records.
- d. Each cadet will receive a color-coded bracelet to identify which LEVEL and TEAM they are eligible to compete within. Any school found using illegal cadets competing outside their specified roster may have their entire school removed from the Raider Nationals event without recourse, and likely WILL have them placed on probation from attending the event in the future. It is the responsibility of every Raider instructor to stress to their cadet leaders the purpose and inflexibility of this reg!
- e. Each school is required to submit in advance all money/paperwork as required to be able to compete. *There is no exception to this requirement.* Schools should plan ahead for unit inspections, snow days or other items that can hamper the ability to meet payment and paperwork deadlines. Only a rare, unforeseen exception would allow a school to bring a non-essential item on arrival with pre-approval, so please plan your paperwork/finances accordingly.
- f. Once you have read this SOP and agree to all of its terms and conditions, you must electronically sign all of the required forms on-line. **No school or individual may compete in any facet of the Raider Nationals event without the proper submission of these forms and required funds.** If you have a question regarding any facet of the Raider Nationals, especially regarding the money and/or paperwork required, please call/email and ask BEFORE registering to attend the event. Competition spaces are very limited and we want to ensure all schools fully understand what they will need to do to attend BEFORE they go to the effort of registering. In most cases, the answer is maintained in print in this document. If you do not find the answer or you need a clarification, please feel free to call/e-mail Sports Network International at the numbers listed herein.
- g. PLEASE ensure you become VERY FAMILIAR with the dates and deadlines when money and/or paperwork submission is required. Ensure any unit inspections or other large-scale items do not interfere with your timely entry. **PLAN AHEAD!** Failure to submit these items when required can have your school dropped from the event and/or removed from camping. Little is more important!



8. FACILITY DETAILED INFORMATION:

- a. Gerald Lawhorn Scouting Base is a private Boy Scout facility and is rented by Sports Network Int'l exclusively for the Raider Nationals. Their hard work and support has made hosting this event on their facility possible. We ask that you respect all property, equipment & rules while attending. A complete list of camp rules will be furnished to all schools upon entry.
- b. The huge 2,400 acre scouting base maintains two sites adjacent to each other. **Camp Thunder** is the base area for the competition and has several hundred fixed campsites organized into small individual areas from 16 to 64. The **Flint River** is down the main road and also maintains fixed campsites in the same manner as Camp Thunder. **Those camping at Flint River will require ground transport to get to the adjacent competition areas.** Every named camping area has a fire pit available, showers, low-power electricity and toilet facilities with water close by (conditions and weather permitting).
- c. The Lawhorn facility proudly features an indoor Dining Hall, Camp HQ, children play area (off-limits to high school cadets), and other fine amenities. All of these amenities make not only for a fantastic competition site, but a great site for those wishing to bring the family to watch.
- d. The facility provides both affordable pre-paid meals AND affordable concessions during the day of the event. Specific menus and prices are provided to teams in the month prior to the competition.
- e. **PAID SPECTATOR PARKING will be in effect this year.** This nominal fee provides portable lighting and much appreciated security to assist in parking vehicles. PLEASE urge your parents to carpool to save money and save parking spaces!
- f. Spectators are encouraged to bring their own chairs to comfortably view the events. The terrain is rugged so be prepared to walk a good distance from any parking areas to the event areas. Also, the facility is a scout camp and therefore is NOT in most ways handicap friendly.
- g. Numerous bathrooms with running water are available to fill canteens/water bottles across the camp. We STRONGLY URGE all units and spectators have personal water available constantly. Also, porta-potties and fresh drinking water has been placed near the primitive camping areas for those overnight camping in those areas.
- h. Those wishing to see the Raider course can go here: <https://thenationals.net/raider-photos.htm>.
- i. Pre-paid meals for the schools will be made available if purchased in advance, as well as standard concessions for spectators all competition days. Basic snacks will be made available for purchase throughout the day of the competition, as well as competition T-shirts for spectators (limited availability). Additional vendors, as well as event sponsor displays will be on-hand to give the event a very lively appeal.
- j. Two-way radio communication is provided at each competition area, as well as between SNI, SNI senior judging officials, as well as specific event judges on many of the longer courses to ensure safe and effective medical requests and rule discussion.
- k. Cellular service at the facility maintains a strong signal for those on both T-Mobile and Verizon. AT&T service is spotty but doable, especially for text messages (best reception is by the river near rope bridge! Sprint service is the weakest and had few areas where connection is available.
- l. Hotel billet options are listed for teams, parents and other non-campers roughly 20 to 60 minutes from the Thunder River BSC. These will be listed prominently on the Raider Nationals website.
- m. **You may not ride in the back of an open pick-up anywhere on the facility.** THIS IS A BIG DEAL ON THIS BOY SCOUT SITE. Ensure your shuttling of cadets does not include this method of transport. Also, please do not bring any dogs or other pets as they are not allowed. Service dogs of course are an exception and encouraged. For complete Lawhorn Scouting Base Camp Rules (<https://thenationals.net/raider-camprules.pdf>).



9. CAMPING DETAILED INFORMATION

- a. Schools may attend the Raider Nationals with or without camping. As stated, the facility has unlimited camping for those with their own tents but pre-existing tents do exist but ARE limited. We STRONGLY ENCOURAGE ALL SCHOOLS to maintain transport on-site and have access to their own tents (especially all schools DRIVING to the event) as we cannot possibly have enough fixed tents for the 1,600 cadets and instructors expected to attend. With more and more schools FLYING to attend, these schools will have priority.
- b. **The costs for camping will again be just \$5 per person, per night.** This is a great deal as the pre-set camping facilities are first-rate. **This cost is for ANYONE WITH YOUR GROUP staying overnight in fixed tents provided by the campsite – parents, instructors, or other team followers.** This cost MUST be paid in advance therefore, it is vital all those who will be camping know EXACTLY how many people will be spending the night in their facility and pay the appropriate amount of money. Those entire teams attending with their own tents and staying in the primitive camping area(s) WILL ONLY PAY FOR CADETS AND INSTRUCTORS. **Any parents staying with the team in their own tents or vehicles in these areas will sleep overnight at no charge.**
- c. Most schools competing on Friday at the Challenge Level staying just a single night may arrive anytime AFTER 9am on Thursday but must have their campsite vacated and general area cleaned before proceeding to the Awards Ceremony that afternoon. Therefore, while Masters Level competing schools may come to the scouting base anytime on Friday for their event, these schools MAY NOT begin their camp set-up until the Challenge Level awards ceremony begins and their campsite is clear. Schools may then gain access to their campsite **around 2pm - 3pm** for their stay.
- d. **Schools attending with their own tents and staying in the primitive camping area(s) have the benefit of bringing RVs, 5th wheels and other larger vehicles into their camp area.** This is not a campground and there are no hook-ups. **TEAMS MAY NOT HAVE COOKING/TENTING, ETC. SET-UP IN ANY OF THE GENERAL PARKING AREAS!**
- e. Tents set-up throughout the facility are not climate controlled. Therefore, all schools planning to camp should watch the local weather forecasts for Molina/Thomaston, Georgia AND prepare to bring all items you may need to keep warm should the temperatures be exceedingly cold.
- f. Should pre-constructed tent areas fill, SNI may be forced to provide personal style temporary tents to complete needed camping assignments for attending schools. These will ONLY be used in case of a completely filled situation in both cabins and tents on site.
- g. “10-yarder” trash containers are available near the dining halls. Please ensure the trash in your camping area is collected and placed IN the metal dumpster (not simply bagged and left). This has NEVER been an issue as most teams leave the facility CLEANER than it was when they arrived!
- h. There are shower facilities available within an easy walk from every named camping site with HOT and COLD water (weather permitting). Please turn both the lights & water off every time you leave.
- i. All non-primitive campsites have low amp electric available. THIS ELECTRICITY CANNOT BE USED TO RUN **ANY FORM OF HEATER or HEATING ELEMENT COOKTOPS!** Do **NOT** bring or utilize any high-amp cookware or electric space heaters. Damage to the electrical system by those using space heaters and similar will be billed to your program.
- j. All camping assignments will be coordinated via Sports Network International in advance of the event. **Camp sites will be awarded largely considering the distance of travel for the attending team, with those FLYING gaining the priority as it is unreasonable to expect them to bring camping gear and ground transport.**



- k. Those looking to camp MUST note during Raider Nationals initial registration their desire to camp along with the following information: 1)Number of expected campers w/genders estimated, 2)Whether you will use your own tents AND 3)Whether you will have transportation with you on-site the entire time. **Camping facilities for those schools WITHOUT their own camping tents, gear or local transportation on-site will be limited as outlined above.** Therefore, for those schools looking to camp with the fixed tents, we STRONGLY ENCOURAGE you to register early.
- l. Cars/vans may be driven directly to the campsite to unload cadets, gear and other needed items. Vehicles should stay on the driving paths to ensure no damage occurs to septic fields which are located nearby and are nearly impossible to spot. All vehicles must then leave and park in the nearest labeled parking area during their stay.
- m. Historical weather patterns will likely allow the use of the fire pits on-site in each camping area. This call will be made the week prior by the camp officials and the local fire department.
- n. Full safety procedures regarding proper care and use of the fire pits, lanterns and other items are best found on the SNI website (<http://raider.thenationals.net>). **Schools should ensure ALL TRAVELING MEMBERS ATTENDING are FULLY BRIEFED and will CARRY THROUGH WITH ALL PROCEDURES CONTAINED HEREIN.** Full safety procedures are shown here: https://thenationals.net/raider-fire_safety.htm.

10. COMPETITION EVENTS & AWARDS

- a. All teams are eligible to win team trophies within each specific event entered. Each Division and event will offer 1st through 5th place team trophies (unless less than 10 entrants are in place in all events, whereby 1st through 3rd place will be awarded. The trophies will be spectacular. Along with Team Trophies, Champion and Runner-up OVERALL DIVISION trophies will be presented.
- b. Additionally, each SCHOOL will be eligible to enter TWO cadets maximum into the Ultimate Raider event (one male, one female). This event will be strictly for individual awards and will not factor into any team scoring. Top five male & female competitors will each receive chest medals.



11. EVENT SCORING & TIMING

- a. An official timekeeper will keep the official performance time at every event. All event timing will begin when the starter says "GO". The time will not end until the last competing cadet AND ALL REQUIRED EQUIPMENT finalizes the task required.
- b. The overall team finish (for the crowning of Overall Championship and Overall Runner-up titles) 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 PTT; 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 this team would be computed as: $1+7+3+6+3=20$. Therefore, "20" would be the aggregate score regarding overall placements.
- c. There are NO ties at the Raider Nationals. The tie breaker for the overall trophies will be: 1) Team winning more events; 2) most team trophies earned; 3) Lowest time on the PTT event. The tie breaker for individual team events will be: 1) Team w/least penalty points, 2) Team competing EARLIEST in the day on the schedule in that event. SNI reserves the right to implement these tie breakers into similar but not exactly identical layouts in the spirit of the original rule to break any ties if still needed.



12. SCORESHEETS & SCORE TABULATION

- a. All event score sheets can be found in advance of the competition on the “Paperwork HQ” section of the event website. A complete scoring package maintaining all of 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 emailed to your team immediately following the event along with your team photos. Questions regarding Raider Nationals scoring are welcomed and addressed after you have received your completed score sheets.
- b. It should be noted that every score sheet will be double & even triple-checked where trophy placement is involved by SNI personnel using a computer program specially designed for the Raider Nationals Weekend by SNI.
- c. Each unit will be judged by the SAME JUDGES within each event where any subjectivity is in play. All judges' scoring & decisions are final.
- d. Teams should feel free to discuss items with judges that pertain to correct procedures, or to double check that correct timing or other issues were in play. In any event where TIMING is done, we ENCOURAGE the instructor to TIME THEIR TEAM and to gain the official time from the judge to ensure they are CLOSE and that no mistake was made timing the wrong team. If there is any concern in these areas however, do NOT belabor a point with a judge. If you have any question about proper procedures, scoring/timing, etc., these are handled by the Event Director located in the Event Headquarters as directed under protests within this manual.
- e. Any related questions from parents, cadets, or instructors regarding any portion of this competition should be directed to the Judging Director of the Raider Nationals at the Event HQ building on-site. Please keep in mind any questions, comments and criticisms that are best entertained at the event are those needing a timely or immediate ruling on the CURRENT event. The event is action packed and the ability to sit around and “shoot the breeze” about the future is rare. These discussions can often be best left to post-event phone calls, emails or after-action reports which are greatly welcomed to make the event better for the future.



13. COMPETITION EVENT DETAILS - GENERAL

- a. The following items pertain to every event held at the Raider Nationals. All schools should review these items to ensure their team is in full compliance:
 1. Spectators or others should refrain from “coaching” the team and/or running with the team while they compete. This can interfere with a race official and cause the team to be penalized, especially finish line judges. Violation of this rule may cause the team to be disqualified/penalized. Teams MAY pre-position cadets on the course to encourage and/or watch their teammates so long as they are not obstructing any other teams performing.
 2. Only competing team members may execute any aspect of the event(s). Competing team members can assist each other in most events (NOTE, for safety no cadet can be truly CARRIED), but MAY NOT interfere with another team. Any such interference may result in a subjective time deduction from the offending team (up to and including disqualification) and possibly a time subtraction from the team interfered with.
 3. The course will be well marked with cones and engineer tape. Additionally, cadets/staff will be positioned along the route to ensure all teams are heading in the correct direction and following the rules. However, teams should review the route the day prior to ensure no confusion is present.
 4. Teams MAY NOT utilize any “tools” in any event to include but not be limited to: ropes, chairs, steps, knives, bags, sticks or other items – all courses must be completed without the aid of anything. WATER BOTTLES are however strongly ENCOURAGED! Gloves are FULLY PERMITTED and ENCOURAGED in ALL RAIDER EVENTS for safety.
 5. All schools should ensure they do not run late to a competition area. Any team attending an area late without just cause may be subjectively penalized and/or removed from that segment of the competition (disqualified) at the discretion of the Competition Director.
 6. No schools live particularly close to the competition site, but it should be worth noting that **NO SCHOOL OR CADET IS PERMITTED TO PRACTICE ON ANY AREA OF THE LAWHORN SCOUTING FACILITY in the time leading up to or AFTER the event.** Anyone doing so will jeopardize having their entire school DQ’ed from the competition.
 7. All timed racing events will desire a clean start. If a team jumps the start early, a "false start penalty" will be assessed to those teams. No re-start will occur. All events will start with a judge stating, “GET SET, GO!” or similar. With this sound, time will start.
 8. Should any protest, dispute or appeal of a judge’s scoring/ruling or any other similar circumstance arise, SNI will decide the question/issue. No further appeal is available. Protests will be submitted either verbally or in writing to SNI at the Raider HQ within 30 minutes of the protested event/action occurring and only by a Cadre member from that school/team.
 9. Although discipline problems are not expected at a meet of this caliber, Sports Network International, Inc. as the Competition Director, reserves the right to remove any individual, group or entire unit from any event or the facility at any time for destructive, profane and/or immoral conduct, or any other actions unbecoming JROTC representatives or conduct detrimental to the overall Raider Nationals. These decisions are NOT subject to appeal.
 10. All Raider teams are expected to compete with honor befitting military JROTC cadets. Teams are expected to proactively come forward to admit guilt on any known rules violations they may incur. Teams are expected to tell the head official any cadet shortages or other known rule issues BEFORE competing in their assigned event. Failure to do this WILL JEPARDIZE the ability of that team and that instructor to compete at the Raider Nationals in the future.
 11. **NO CADETS MAY “HURDLE” ANY VAULT!** All cadets must make supportive contact with the vault either with their hands or any other body part as they go over. Failure to follow this rule will result in a penalty. This is a safety issue – train your cadets!

14. COMPETITION EVENT DETAILS - SPECIFICS

a. Physical Team Test (PTT)

1) General Scenario:

- a. The PTT is the team event to test the strength, stamina, strategy, and endurance over a distance under ½ mile total using a variety of physical obstacles. To compete well, cadets must use teamwork and technique! 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.
- b. Teams will compete singularly on the course. 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.



2) Specific Details:

- a. The uniform for this event: ACU/BDU pants, t-shirt & boots. Jacket may be worn if weather dictates (team decides). No Athletic attire allowed.
- b. Each team will compete on the course by themselves to eliminate any interference. Well-prepared schools should be able to complete the course in less than 6 minutes. A team may be removed from the course at the 8-minute mark for failure to progress.
- c. The team will be assembled behind a starting line. The grader will command, “Get Set, GO!” or similar. The GO command will start the clock. At that point, the team begins the course.
- d. The course will consist of the following items over a roughly .4 mile course:
 - a. A 30- yard Water Can carry (15 cans) & 60lb. Ammo Can carry (5 cans).
 - b. A 42" Team Vault
 - c. Speed Agility Maze (a tight zig-zag maze accomplished in column formation)
 - d. TWO, 6', 30" diameter tunnel crawl
 - e. Agility tires placed on the ground in a staggered pattern
 - f. 250lb. weighted, 30' flat bottom canoe
 - g. Tire Flip / Turn Around Pole
- e. The event begins with all cadets crawling through a tunnel. Then running roughly 50 yards to then pick-up & carry 15 water cans and 5 ammo cans for 30 yards. Cadets then run roughly 50 yards and approach a 4' wide, 40" high vault. All go OVER the vault (Cannot “HURDLE”, i.e., jump over without supportive contact) any vault. Cadets then run 50 yards to navigate through a serpentine maze designed in a back & forth pattern approximately 20 yards in length. This maze is accessed ONLY in column formation. Cadets then immediately navigate 8 staggered tires. Every cadet will ATTEMPT to run through the tires (no penalty for stumbling or accidentally missing a tire so long as the attempt is made). Teams then run forward another 50 yards and reach the flat-bottomed canoe. **The canoe can be moved using as many or as few cadets as your require!** It will maintain 250 lbs. of ballast placed in the center for all teams. The team will MOVE the canoe (note: push, pull, drag, your call) roughly 60' to the far marker (entire boat must CLEAR the marker). The boat is released and the cadets then run 30 yards to the Tire Flip Area. They will flip ONE large tire, ONE TIME in the tire flip box, then move a short distance to the Event Turn Around Point. ALL CADETS MUST circle this point in either direction, and run through the entire course in reverse (moving the canoe back, moving the water/ammo cans back, to the starting position where they were found) thereby completing the course.
- f. **NOTE: FEMALE TEAMS WILL CARRY the canoe obstacle during PTT! And they WILL execute the single tire flip near the turn-around point.)**
- g. ONLY a cadet actively flipping the tire should be inside the TIRE FLIP BOX. NO CADET may be on the "landing side" of the tire (In other words, the tire may ONLY be "lifted and flipped". **The cadets flipping the tire should ensure the tire is flipped and STILL on the ground before running out of the box and continuing the course (we do not want any run away tires or crushed cadets!)**
- h. Unless otherwise specified, where course items need to be carried, they can be carried in any manner but not abused or thrown. Water & Ammo Cans MUST be placed upright as they were found upon placing to the ground. FAILURE TO HAVE THEM STAY UPRIGHT could mean due care was NOT USED in placing them to the ground and a penalty could be enforced.
- i. Strategy is EVERYTHING at this event. Who and how many carry the canoe? Flip the tire? Carry the ammo and water? Nobody has to run together. Planning in advance is the key to success here!

b. ROPE BRIDGE

1) General Scenario:

- a. Rope bridges will be constructed in accordance with the spirit and intent of a real rope bridge situation. SAFETY NOTE: When crossing our creek, a bowline over the head on the opposite shoulder **OR** snapped into the Swiss Seat is **required**. Also, a Swiss Seat OR Waist Harness are allowed.
- b. Two rope bridge sites will be used: a Male Division bridge and a Female/Mixed Division will use the other. These two are directly next to each other in the same general location. Both will use a fixed tree on either side of a creek that is approximately 85' to 95' to the far side. This creek may be dry or may be waist deep, depending upon conditions. As the event nears, we will post this information for teams to best plan.
- c. All of the team members must start & complete the bridge construction and crossing to maintain no penalty. The uniform is: ACU/BDU pants, t-shirt & boots. Jacket may be worn if weather dictates.
- d. ALUMINUM snap links **ARE NOT AUTHORIZED** in transport tightening systems on the Rope Bridge (ONLY STEEL). These links ARE ALLOWED for the Swiss seat/harness used for individual cadets. There is no limit on the number of snap links used in the transport knot.
- e. Teams will use ONLY the rope as outlined and as many carabineers (i.e., “snap links”) as they require to accomplish the task at hand. **Teams MAY use a bag to carry the rope if they wish.** Sticks or other items(s) not listed above may NOT be used at any time.
- f. All teams will provide ALL of their own rope bridge equipment. Teams may use any kind of rope they choose – BUT the rope **MUST BE 150'** minimum! (NOTE: **You must have YOUR OWN 150' ROPES or make arrangements to borrow a rope from another team.**)
- g. If the main rope bridge site cannot be used for any reason, an alternate site will be used. The alternative site will use PINE TREES at a reduced distance. All teams should be prepared for this scenario as a precaution. All other relevant rules for the Rope Bridge will remain in effect.



2) Specific Details:

- a. **Swiss seats and waist seats will be tied prior to reporting to the rope bridge site. Pre-done seats are fine.** The first and last team members can wear sling ropes properly tied around the waist (minimum two wraps around the waist secured with square knot and tied off with an overhand knot on each side of the square knot).
- b. No loops, bights, tape and/or pre-tied knots will be allowed on the rope. For safety reasons, ALL TEAMS will have their Swiss seats and ropes checked. Teams can use any/all team members to splay the rope for the judge but must execute this backlay / backcoil expeditiously just before their start. The rope/bag will be checked as well to begin the event before time even starts (ropes are coiled next to the near side anchor point – **those using a bag can place the rope back in the bag.** The judge can/will assist or may review the team back coiling/laying the rope on the ground.
- c. Upon arrival at the Start Point, the team will check-in and when told, ready the rope as listed above. On the command GO, the clock will start and all cadets will run forward roughly 20 yards from the starting line to the near side anchor point, and build their 1-rope bridge. The team will then cross the river as outlined within these regs and the military manual. Time runs until:
 - i. the entire team and all equipment are out of the water, across the river and on the far bank (to include the rope, bag (if used) carabineers, everything).
 - ii. all knots and snap-links are out of the rope
 - iii. the team has announced in a loud voice, “TIME!”
- d. The team with fastest time to include any penalty points added will be the winner.
- e. Please see the event score sheets for penalties and other limitations in play for this event.

- f. The only knots allowed on the near side anchor point will be:
- i. **Anchor Point Knot** must be a round turn and two half-hitches (NOTE: half-hitches must be over all ropes next to anchor point)
 - ii. **Wireman's Knot** OR **Figure 8 Slip Knot** (no hybrid knots- use FM for correct techniques)
- g. The only knots allowed on the far side anchor point will be:
- i. **Round Turn with TWO Half Hitches**
 - ii. **Tensionless Anchor** (minimum of 4 wraps on anchor)
- h. The picture in Figure 7-10 of TC 3-97.61 (Military Mountaineering) shows a locking loop or "byte" on the figure eight slip knot used in the transport tightening system, but the narrative doesn't specify that it is required. FOR THIS COMPETITION, THE LOCKING LOOP ("byte") WILL BE A REQUIRED PART OF THE FIGURE EIGHT SLIP KNOT. Those schools who fail to maintain the Figure Eight Slip Knot WITH locking loop are in danger of a DQ. We HATE gotcha judging so telling every school this in advance ensures the same standard will be applied to all.
- i. Most Brigades nationally use a single snap link however 6th Brigade mandates two for their local competitions. USACC has authorized only one snap link is required at the Raider Nationals. Those choosing to use two snap links MUST use them with opposing gates.
- j. The manual lists "three people pull the rope". For this competition rope bridge, there is no limitation on the number of people that can pull the rope setting the transport rope.
- k. Quick release for the second half hitch is recommended on both sides but not required.
- l. End of the line bowline or figure 8 is used to attach the rope to the first person to cross the gorge/river and must be attached to the seat or waist rope with a snap link or bowline and/or figure 8 over the shoulder. (Loop is over both the head & shoulder and must be under the opposite arm).
- m. All cadets in all divisions all weekend will wear headgear while executing rope bridge. These helmets will be similar to those worn during rappelling. You can bring your own or we will have helmets available for use. No cadets may execute rope bridge without the use of a helmet. Disinfectant will be available for teams to use on the helmets after each use.
- n. A rope bridge that fails will not be counted or scored and will disqualify that team from that segment of the event. Judges will notify the team immediately on a bad rope to end their effort and avoid injury. Judges may stop a team at ANY TIME if a faulty bridge constitutes a safety hazard.
- o. All cadets crossing the rope bridge must be hooked onto the rope and pull themselves across using their hands, feet or both. The snap link (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. Therefore, the requirement of one hand/foot in contact with the rope at all times is negated.
- p. Cadets awaiting transport: The snap link 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 completed.
- q. Any "dead zone" or out of bounds area near the far side anchor tree will be clearly covered within the Commander's Call briefing and also by the on-site judge prior to your competition. These areas will be dictated by water depth and other factors not determined in advance.
- r. 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 Military Mountaineering (2012), chapter 7 fig 7-17.
- s. Teams are encouraged to inspect the Rope Bridge site to develop strategies and to plan safe execution. However, NO ROPE BRIDGES or simulations may be done on the competition area.
- t. 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 99:99 (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.
- u. **REMEMBER**, only three Raiders may be snapped into the rope at a time. A 1-minute deduction for EVERY violation on the score sheet will occur for teams who violate this safety measure.



c. CROSS COUNTRY RESCUE (MASTERS LEVEL ONLY)

1) General Scenario:

- a. Your team is “rescuing” a casualty with gear. The “rescue” course is roughly one mile in length through a wooded terrain with obstacles.



2) Specific Details:

- a. The course has been changed slightly in the past few years for safety and a better flow of traffic. Please read carefully and prepare.
- b. The team will select **SIX RUKS filled with sand each weighing 35lbs.** and wait behind the starting line. When the command of “GET SET, GO” is made or similar, all teams will immediately travel OVER an 8’ wall (NOTE, yes at the beginning). **TREAT THE BAGS like they have a \$1,000 radio inside.** You can DRAG this under the low crawl but if you drop it HARD at the 8’ wall or after, you may be penalized!
- c. After completing the wall, the team will pick-up and continue the course with all of the gear identified previously **as well as the simulated casualty. MALES TEAMS use a litter marked “M” (the 95lb.); MIXED and FEMALE TEAMS use the ones maked “F” (the 75lb.)**. The team will then run down the hill and face a **steeped water/mud pit 30’ long tapered to 4’ deep of water & mud.** The team will set the liter and ruks BESIDE this mud low crawl in a designated area using pallets to keep the equipment more dry. The team will complete this obstacle, get their liter and ruks, then continue through the woods, running roughly 1 mile, then come to a 60’ low-crawl area near the end. They will complete the low-crawl area with all gear and run through the finish line. All cadets & gear must cross the line to stop the time clock and record a score.
- d. There is a right and left side of the low-crawl. Each “side” is roughly 8’-10’ wide. For fairness, **YOUR ENTIRE TEAM MAY ONLY USE ONE SIDE OF THE LOW CRAWL,** even if another team is not using the other.
- e. The low crawl is designed to be 18” high with metal rebar holding light criss-crossed tape and/or yellow rope. **THERE WILL BE NO SUBJECTIVE “FORM” REQUIRED IN THIS LOW-CRAWL AREA.** You may use any method you wish to move under the tape. You can TOUCH the tape accidentally BUT persistent contact means you are not low enough and your team may incur a penalty. Therefore, we would SUGGEST you get LOW, as well as drag both the litter & rucks. Again remember, you have a casualty! Do not BOUNCE the litter – drag it.
- f. Uniform: ACU/BDU pants, t-shirt and boots. Caps and jackets are not required. Jackets will be optional for team members in cold weather conditions. **STRONGLY SUGGEST YOU BRING EXTRA UNIFORM ITEMS.**
- g. **EQUIPMENT WILL NOT BE THROWN!** The Ruks will not be carried by or attached to the litter in any manner. Violators will be DQ’ed. The team can organize themselves in any manner to carry the litter and equipment. Equipment and litter can be exchanged along the route during the movement phase. You can have two, three, or four people carrying the litter. Distribution of equipment and number of raiders on the litter is up to the team.
- h. Spectators must be mindful to keep safe, social distancing guidelines in play. Spectators may ONLY be by the starting and finishing area. They may NOT wander into the woods and onto the course. And like Rope Bridge to assist in clearing congestion, parents should stay with their team and arrive / leave with the team.
- i. Please see the event score sheets for penalties and other limitations in play for this event.



- j. Cadets who **intentionally or simply without any reasonable care** rise to violate the low crawl standard in this obstacle may face an additional, subjective time penalty if they destroy, dislodge or gain advantage by this action in this area.
- k. The wall is a required component of the event. Failure to ATTEMPT this segment of the course is a disqualification. After attempting, a TEAM MAY ELECT and take the penalty and bypass the wall (10 minutes for an entire TEAM / 5 minutes for any one INDIVIDUAL). Judges can MANDATE a team or cadet bypass the wall if they feel he/she is a danger to themselves or others going over the wall.



d. RAIDER GAUNTLET

1) General Scenario:

- a. Raider Gauntlet is now a one mile event through fairly level ground with numerous obstacles that require solid strategy to overcome. The team will select **FOUR rucksacks** (each filled with 35lbs.) and TWO custom-built crates (Male crates are 60lbs./Female/Mixed crates are 40lbs). While Ruks DO go over the wall, **crates DO NOT go over the walls (crates are placed in an area NEAR the wall)**. When the command of “GET SET, GO” is made or similar, teams will begin and time will start.
- b. **TREAT THE BAGS like they have a \$10,000 radio inside**...you can DRAG them through the obstacles but if you drop it HARD at the wall, vaults, etc. you will likely be penalized!
- c. The course starts with a **suspended radial tire obstacle** (all cadets and gear go THROUGH the 23” diameter tire – DO NOT TOUCH the metal cables above or below used to suspend the tire). All teams then face a **11’ wall obstacle TALLER THAN** the wall found on the CCR course. **All MASTERS LEVEL MALE TEAMS will go over that wall with RUKS (again, crates stay on the ground)**. Mixed and Female teams will bypass this obstacle. All teams then GO OVER the smaller 8’ wall to follow. The cadets then face two, 30’ x 23” in diameter drainage tube obstacles that all gear and cadets must go through. Strategy and teamwork are necessary to complete this obstacle.
- d. Rucks will not be dropped to the ground from the top of any obstacle.....ever!
- e. The course is very well-marked and the final paths take the team to the finish line directly adjacent to the starting position. Judges are positioned throughout the course to ensure all teams complete the obstacles listed and stay on the course. The course will be tough with new obstacles shown on the website and pictured at: www.thenationals.net/raider-photos.htm.
- f. As you can see from the link above, the course also maintains two galvanized steel drains. When a team approaches these drains mentioned above, they may only use ONE SIDE and ONE DRAIN for all cadets and gear, **regardless if another team is there using it or not.**
- g. Team members may provide assistance to each other on any/all obstacles in any manner chosen by the teams. WALLS once scaled do not allow a cadet to go back around to help from the ground. The team does NOT have to remain together so plan how you can accomplish these tasks in the best & safest way possible using the personal strengths of your team members. HOWEVER, teams MUST know what side of the drain tubes they have used as all members MUST use the same side.
- h. Uniform: ACU/BDU UNIFORM with boots. Jackets optional. Dress for weather conditions. BRING EXTRA UNIFORMS - YOU MAY GET WET AND MUDDY!
- i. Please see the event score sheets for penalties and other limitations in play for this event.
- j. Parents spectating may ONLY be by the starting and finishing area. They may NOT wander into the woods and onto the course. This has proven problematic as they are often in the way of cadets and race officials as the course is far more “loose”. Teams MAY decide to place additional cadets on the course for safety and supervision of their competitors. Judges will assist these cadets in their placement during the event.



e. 4K TEAM MOUNTAIN RUN

1) General Scenario:

- a. Teams will run together 2-½ miles (4K). No gear of any kind is required to be carried by the team – this is a straight **team run**.
- b. The course is on a traffic free stretch of mountain path that includes a long uphill run and a relatively flat but rocky distance run. It is a straight run with no gear to carry. The course can be narrow in places. Therefore teams must be mindful that running in column formation WILL BE REQUIRED in parts of the course. Care should be taken because of uneven and rocky areas.
- c. The shell road can be a bit uneven and maintain some standing water depending on weather. **THE DECISION HAS BEEN MADE TO RUN THIS COURSE IN BOOTS FOR ALL TEAMS & CADETS REGARDLESS OF WEATHER CONDITIONS. ADDITIONALLY, THE RUNNING UNIFORM WILL BE BDU OR EQUIVALENT.** Please do not ask if there is any option for sneakers, running shoes or shorts – that call has been made at the highest levels. The shoes and uniform are part of the difficulty. Wear thick socks and PRACTICE running in this attire to have the greatest chance of a safe and successful event.
- d. The team will maintain a 2k turn-around point where all team members **MUST BE AMASSED AND COUNTED** before they will be given a marker that identifies the entire team as having reached the half-way point. ALL TEAM MEMBERS MUST mass at the turn-around point **TOGETHER** before they can be given this marker. At that point, the entire team may complete the event. The time will stop when the last team member crosses the finish line with **one member holding the marker**. Failure to maintain the marker at the finish line MAY result in your team being disqualified from the event.
- e. As a reminder, teams MAY if they wish bring water bottles or similar – this is optional. Gloves are suggested in case of falls.



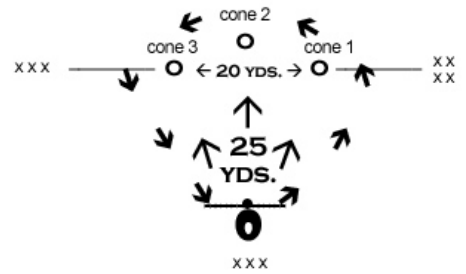
2) Specific Details:

- a. **THIS IS A TEAM MOUNTAIN RUN FOR UNITY AND SAFETY. THIS MEANS THE TEAM STARTS TOGETHER, REACHES THE HALF-WAY POINT TOGETHER, AND FINISHES THE RACE TOGETHER.** Each team MUST cross the finish line with ALL TEAM MEMBERS INSIDE THE 10-YARD BOX when the first cadet crosses the finish line! The zone will be clearly marked to denote this area. To ensure your team executes this correctly, many teams practice crossing the finish line **HOLDING HANDS** to reinforce to the cadets this requirement to be together. Teams failing to finish with all team members within this 10-meter zone will receive a penalty. Teams missing a cadet entirely and finishing with one less cadet will receive a much larger penalty.
- b. It is **REQUIRED** that all team members run within eyesight of each other during the 5K run. This is team run so there is **NO ADVANTAGE** to running ahead – stay with your team!
- c. No cadet may be carried or otherwise **FULLY SUPPORTED** by a team member. Helping is fine. Carrying an injured cadet is not permitted.
- d. Please see the event score sheets for penalties and other limitations in play for this event.
- e. Parents spectating may be “into the woods” but **PLEASE** do not interfere with other teams on the course. This has proven problematic in the past. Teams **MAY** decide to place additional cadets on the course for safety and supervision of their competitors. **THEY MAY NOT PACE THE TEAM AND RUN WITH THEM.** Judges will assist these cadets in their placement during the event.

f. TEAM TIRE FLIP (CHALLENGE LEVEL ONLY)

1) General Scenario:

- A relatively flat, grass area will be in use. A start line/point has been constructed and THREE, tall 36" traffic cones with turn-around flags will be installed exactly 30 yard away. The outside cones are placed 20 yards apart. A 300lb. tractor tire has been placed just behind the line at the midpoint of the starting line which will be just 5 YARDS in length. Two judges will administer the event, a times and course watcher and another judge helping organize teams and maintaining spectator distance and safety.
- Male & Mixed teams will be split into THREE small groups using your 10 competing cadets. With 10 competitors, two groups will likely have three cadets and one will have four, but the only rule is no "group" can have less than TWO cadets! Female teams do not compete here – this event is only held in the Challenge Level and Female Teams compete only in the Masters Level.
- As a reminder, Teams MAY NOT use any form of tools to accomplish the task. Teams MAY if they wish to use Gloves for hand/finger protection and to keep their hands from getting filthy. This is STRONGLY ENCOURAGED!
- Uniform: ACU/BDU pants, t-shirt **and boots**. Caps and jackets are not required. Jackets will be optional for team members in cold weather conditions.
- In flipping tires, NO CADET may be on the side of the tire that is not being LIFTED while other cadets are lifting the tire! A team doing this ONCE will receive a 1-minute penalty. If a judge sees a 2nd occurrence, they will be given a DQ and removed from the course immediately.
- Teams having a tire ROLL that gives them an advantage may be subjectively penalized 1-minute.
- If a tire TOUCHES a cone, it is a 30-second penalty per occurrence. If a team fails to go around a cone entirely, it is a 1-minute penalty.



2) Specific Details:

- All teams leave their cadet Group ONE with the big tire just behind the starting point. Male & Mixed teams pre-place cadet Group TWO outside the wide right cone. They pre-place cadet Group THREE at the wide left cone.
- Group ONE cadets will be standing upright without touching the tire. On the command "GO!", these cadets will bend and grasp the tire and flip it repeatedly, moving it in a counter-clockwise fashion to go around the OUTSIDE of the three cones set, all 25 yards away from the start.
- When Group ONE cadets have the tire CLEARED of the line established to the right of the #1 wide cone and parallel to the start/finish line, Group TWO cadets take over and flip the tire over and around the #2 cone and then to the next far wide #3 line cone 20 yards away (also parallel to the start/finish line). Group THREE cadets take over and flip the tire ENTIRELY OVER the finish line.
- Team time will stop the split second the tire lays motionless and flat on the ground and is COMPLETELY OVER the start/finish line.
- Cadets PLEASE proper form dead lifts and other activities to prepare your body for this type of exertion to safely execute this event.
- Spectators will be back a safe distance, but this will be an event we expect maximum support volume from parents – ne prepared.



f. ULTIMATE RAIDER COMPETITION

1) General Scenario:

- a. For those schools with a truly amazing cadet or two who wish to test their individual prowess AND will be here on SUNDAY morning, the Raider weekend offers each SCHOOL one male and one female cadet to compete in the Ultimate Raider event. These cadets must be on your competing cadet roster to be eligible. This competition is strictly an individual event among the most elite individual cadets attending the Raider Nationals Weekend. The scores are not included into any team awards. The top five fastest male and female times will earn awards.
- b. The course will be roughly 1.55 miles in length with a $\frac{3}{4}$ mile road run followed by a .8 mile run through the woods. It will be grueling and will test both the male & female cadets involved. The competition is designed to have clustered groups of roughly 12-15 cadets each leave the starting line together competing by time. The time will stop when the cadet hits the ground after scaling the wall.
- c. This is an individual competition; however cadets from the same school may be racing together. Cadets **may not assist other cadets** unless they feel a cadet may be in danger of injury. Failure to follow this procedure may result in a penalty up to and including disqualification.

2) Specific Details:

- a. The Ultimate Raider course begins with cadets running counterclockwise roughly $\frac{3}{4}$ mile on a flat, paved circle, then entering the woods to run the CCR course (without water, vaults and other obstacles). The event ends with cadets executing a low crawl area and then scaling an 8' wall (6' wall for female competitors with assisted step).
- b. ALL ENTRANTS leave the starting line carrying a standard Ruck (35 lbs.). MALES will maintain this ruck throughout the entire course, taking it off IMMEDIATELY before scaling the wall at the end. FEMALES will maintain this ruck ONLY on the initial counter-clockwise circle run. Female entrants will place the ruck in the designated drop area before entering the woods to complete the final section of the course. **All competitors ARE REQUIRED to wear BOOTS.**
- c. **NEW POINT OF EMPHASIS IN 2023 - ALL SELECTED CADETS MUST BE ABLE TO CLIMB THE WALL! DO NOT** select cadets that cannot go over the wall unassisted! TRY THE WALL THE DAY PRIOR to ensure this condition can be met. **Failure to do this will jeopardize your ability to enter cadets in the future.**
- d. Any cadet failing to progress after repeated attempts may be forced to wait for following traffic to have their shot. Also, SNI can MANDATE a cadet bypass the wall if they feel he/she is a danger to their self or others going over the wall, or if their continued attempts could hinder other cadets getting over the wall.
- e. Spectators are allowed primarily on the starting/finishing portion of the race to allow all attendees to cheer on their finest cadets as they start and end the race.
- f. As stated above team members **MAY NOT ASSIST** another runner **in any manner** to include dragging, carrying, etc., unless they are doing this to prevent injury (i.e., assisting a runner from the middle of the running course, etc.). In no way should this assistance involve reducing a competitor's time. Failure to follow this procedure will result in a likely DQ penalty for both the assisted cadet and the cadet assisting the runner.
- g. **UNLIKE PAST YEARS, SNI will NO LONGER ALLOW ONE cadet to run WITH their cadet for safety.** Too much interference and course confusion occurred doing this in the past. As stated previously, cadets SHOULD spread out THROUGH the woods to "spot" their runners.
- h. Failure to follow the course as laid out will be cause for a subjective time penalty or disqualification depending on the infraction.

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