



North East Independent School District (NEISD)  
Army JROTC Department  
8961 Tesoro Drive, Suite 402.3  
San Antonio, TX 78216-2499



## Letter of Instruction (LOI) for **VFW/JROTC Raider Skills Competition 22 MAR 2022**

**1. GENERAL.** This LOI outlines the rules, regulations, and general requirements for the competition to be held on **13 May 2022**, at the NEISD Camp Henson Raider Urban Confidence Course located at 4303 Post Office Drive, San Antonio, Texas (See Appendix A). For liability reasons, practice and/or walk throughs are prohibited on the course property prior to 0700 of competition day unless coordination is made with NEISD/JROTC personnel.

a. **Qualification, Registration, and Payment.** The competition is open to all JROTC units regardless of service affiliation. However, the competition will be limited to the first **20** teams to register for the event. All teams must be registered no later than **15 APR 2022**. There is no late registration, however, if your team is registered, you may deliver payment on the competition day, during team check-in. **Be advised that all payments are final and that if you are registered to compete, you may be financially liable whether your team competes or not.**

b. **Arrival and Check In.** Check in occurs between 0730 and 0830 on the day of competition. Teams will register on site near the black headquarters trailer located near the entrance to the competition site on Post Office Drive (See Appendix A). All paperwork must be submitted and verified by a competition official at the time of registration. Teams missing required paperwork may be disqualified from competition.

c. **Pre-Briefing and Team Preparation.** The pre-briefing will take place in the open area on the west side of the obstacle course near the registration tent. The competition will begin with a general event briefing that will include an overview of the major events and specific requirements for each phase/obstacle. Immediately following the pre-briefing, teams will be directed to move to their respective start locations as per the competition matrix (*Matrix will be published three days prior to the competition*).

d. **Closing/Awards Ceremony.** Weather permitting, there will be an awards ceremony upon completion of the competition. The awards ceremony will be located at/near the registration tent on the west side of the obstacle course.

e. **Facilities and Support.** There will be portable restrooms and potable water available near the Registration Tent and Cross Country Rescue. Food and drinks may be available for sale on site by the host school booster club. If you would like to pre-order lunches/drinks for your teams, please contact the competition coordinator.

## 2. SPECIFIC INFORMATION.

a. **Categories of Competition.** Schools may enter as one teams as they like into the following categories of competition: **Mixed.**

b. **Team Composition.** **All teams consist of 10 Cadets (8 competitors and 2 substitutes).** **Mixed Teams must include at least 2 females to participate in each phase of the competition.** All team members (including designated substitutes) must be registered prior to the start of the competition. Substitutes may only be introduced to replace team members between each of the five major events. No substitutes may be integrated into the teams during an event.

c. **Uniforms.** Much of the obstacle course is situated on rough terrain. It is highly advisable that all teams participate in appropriate boots/shoes, pants, and jackets. However, the choice of uniform is left to the discretion of the senior JROTC instructor, with the following stipulations:

c (1). Each team is required to bring four packs/rucks with a minimum of 25 pounds of weight for use during the competition. There are a limited number of rucks/packs available to loan (contact the event POC prior to arrival to make arrangements to borrow a rucksack). **Rucks will be weighed prior to beginning of the event.**

c. (2) Individual teams should be dressed similarly to avoid confusion and to enhance team unity throughout the competition. It is highly advisable that teams carry camel backs, canteens, or some other means of transporting water throughout the course. \*Gloves are optional but recommended for all events.

## 3. SCHEDULE OF EVENTS AND LOCATIONS.

### a. Timeline.

Now	- Registration Period Opens
15 1600 (L) APR 2022	- Registration Closes
13 0700 (L) MAY 2022	- Competition Site is open for team walk-throughs
13 0800 (L) MAY 2022	- Team Check In
13 0900 (L) MAY 2022	- Team Briefing and Question/Answers
13 0930 (L) MAY 2022	- Teams staged at designated competition start points
13 1600 (L) MAY 2022	- Awards/Closing Ceremony

**b. Locations.** The competition is located at 4303 Post Office Drive, San Antonio, SA. There is limited parking available at the competition venue; however, additional parking is available on the west side of Heroes Stadium. All five events will be conducted at the Camp Henson Urban Confidence Course site located between Wurzbach Parkway and Post Office Road. **PARKING IS NOT PERMITTED ALONG THE POST OFFICE SIDE OF THE STREET. Post office delivery trucks must be able move freely along Post Office Drive.**

**4. ADMINISTRITIVE REQUIREMENTS.** The competition is designed to test the overall physical fitness, competitiveness, and teamwork of each team. The competition is open to all services and is tailored to prepare teams for both area national level competition. Specifically, the rope bridge requirements are identical to those established for the annual United States Army and All Service National Raider Challenges held annually in Molena, Georgia.

**a. Registration Fee is \$125.00 per team.** The competition deadlines are clearly marked on the registration and entry forms. Instructors are required to download, complete, and submit all documents before the teams will be allowed to compete. Please make checks payable to “**Madison JROTC.**” Checks and entry forms can be mailed to the following address:

**James Madison High School JROTC  
Attention: LTC (R) Scott Koast  
5505 Stahl Road  
San Antonio, Texas 78247**

**b. Waiver of Liability.** Liability waivers are important documents and must be submitted to the registration desk official on competition day. Individuals that do not have a signed waiver of liability will not be allowed to compete. Program instructors are responsible for submitting waivers.

**c. Compliance with Rules and Regulations.** All competitors, instructors, and supporters are subject to comply with all the rules and procedures outlined in this LOI. Any items not specifically covered by the service manual(s) or by NEISD regulations are at the sole discretion and determination of the competition director.

**d. Individual Competitors.** Schools may enter as many complete raider teams as desired. No individual cadet is allowed to compete on more than one team. Teams found to have an individual competing on more than one team will be disqualified.

**e. Authority.** The competition host/director is the final authority and arbiter of any issues that may arise on the day of competition.

**f. Awards.** First through third place awards will be earned for each category of competition (when deemed appropriate based on number of teams at the registration deadline). Placement will be determined based on the overall results reflecting the qualifying times in each area of competition.

**g. Weather Conditions.** The event will only be cancelled or rescheduled in the event of severe weather conditions that pose a safety risk to the cadets such as lightning. The event will not be cancelled due to moderate rain or any other non-threatening weather conditions. Be advised that all payments are final and that if you register to compete and do not show up you will still be financially liable.

**h. First Aid and Medical Support.** All units should possess a basic first aid kit and an ability to transport students with minor injuries to the appropriate medical personnel as needed. The event organizer will have trained medical personnel on staff to cope with first aid and the immediate needs of injured competitors. However, coaches are responsible for the medical evacuation of their competitors in the event of a serious emergency or medical crisis. The event coordinator will make every effort to assist with any sort of emergency or medical crisis. The first aid station will be located on the east side of the obstacle course near the registration tent.

## **5. SCORING, PENALTIES, and GENERAL RULES.**

**a. Event Scoring and Timing.** The NEISD Urban Raider Challenge consists of five events. The events are timed individually, and teams will be ranked ordered based on times. Timing for each event will start on the command “GO” and end when the last team member crosses the finish line or completes the task at each event. Time penalties adjudicated at each event will be applied to the time for that event only. **If the team is unable to complete an event (annotated as “DNF” did not finish) due to injury or accident, the team will receive a + 1 penalty (i.e., if there are 6 teams in that event, a DNF team will receive 7 points) for that event but will still be considered for overall placement. If a team is disqualified (“DQ”), they may continue to compete but will not be considered for overall placement.** If there is a tie in any event the team with the fewest penalties will advance in the placement standings. Overall ties, for final team scoring, will be determined by 5k team run placement (i.e., whichever team had the faster run time will be awarded the higher placement).

**b. Scoresheets and Score Tabulation.** Each team will be judged by the same judge. All judges’ scoring and decisions are final. In the event of an error, discrepancy, or disagreement, the issue should be brought to the competition host/director for adjudication. Judges are considered off-limits, much like jurists during a trial. Any questions from parents, cadets, or instructors regarding any aspects of officiating should be directed to the competition director.

**c. False Start Penalties.** Timed activities all require a clean start. If a team jumps the start, a 30 second penalty for “false start” will be assessed. No restarts will be allowed. A false start is determined if a team crosses the start line before they are directed to do so by the official, or if they begin executing the rope bridge before they are directed to do so.

**d. Coaching.** Once the competition begins, coaches are no longer allowed to physically assist but **are encouraged to communicate and encourage their teams as coaches.** Except for the run event, coaches, supporters, and other Cadets are encouraged to position themselves anywhere along the course that allows the best vantage and the ability to observe and cheer on your teams. All coaches and supporters are encouraged to adopt a healthy spirit of competition and teamwork.

**e. Reconnaissance.** All coaches and teams are encouraged to conduct a recon of the competition site in advance of the competition. Reconnaissance of the site is allowed up until the beginning of the team briefings. Following the briefings, teams should move to their staging areas and prepare for competition.

**f. No Short Cuts.** No participant may leave any assigned racing area or “take a short cut” outside of the established racing area. Any cadet/team doing so and found to have gained a competitive advantage will subject the team to penalty or disqualification, depending on the circumstances. If the shortcut was determined to be completely accidental, the penalty will be the estimated number of minutes or seconds saved by going off the designated course. If the short cut was determined to be intentional the team will be disqualified. All routes will be clearly marked to avoid any confusion.

**g. Arrival.** All schools should ensure they do not arrive late to a competition venue/area. Any team arriving at an event venue late will be subject to penalization or disqualification depending on the circumstances. Every effort will be made by the competition officials to accommodate the teams; however, it is important that all teams are in their staging areas and prepared for competition at their designated times. All start times will be provided to the schools in advance of the competition.

**h. Conduct.** Any cadet who curses or utilizes other unsportsmanlike acts will be subject to a 5 minute penalty or disqualification based on the severity of the infraction. Behaving in a manner unbecoming a JROTC Cadet will not be tolerated. All coaches are asked to help support this rule. Serious infractions should be brought to the attention of the competition director.

**i. Cheating.** Any school/team that purposefully violates rules or cheats will be immediately disqualified and may face a semi-permanent or permanent ban from future competitions.

**k. Results.** A complete results listing will be mailed/e-mailed to your school as soon as practicably possible following the competition.

l. Any questions or concerns should be addressed to LTC (R) Scott Koast at 210.356.1471 (Office), 210.429.8910 (Cell), or via e-mail at [skoast@neisd.net](mailto:skoast@neisd.net)

**6. COMPETITION EVENTS.** The NEISD Urban Raider Challenge is organized into five separate events, including Event I - Team Run; Event II – Physical Team Test; Event III - Obstacle Course; Event IV - Rope Bridge; and Event V - Cross Country Rescue. All teams must compete and complete each event of competition to place. The competition is a physically demanding series of activities, conducted in sequence, based on a rotational schedule. *Cadets are encouraged to arrive early to familiarize themselves with the course and the course requirements.*

**a. Event I (Team Run).** **No headphones or external speakers are allowed during the team run. No substituting cadets once the event begins – you must finish with everyone that started the race.** The run event begins and ends on the west side of the obstacle course near the entrance to the site on Post Office Road. The teams must run together over a designated 3 mile (three laps), cross country and urban terrain, course. The terrain includes rough, unimproved areas as well as urban area. Time starts when the first Cadet crosses the start line and ends when the last cadet crosses the finish line. All cadets must cross the finish line together (no more than 10 meters separation). It is highly recommended that instructors force their teams to carry additional water based on the weather conditions.

**b. Event II (Physical Team Test).** Competition is in the open area west of Heroes stadium, adjacent to the parking lot. The physical team test is a short course designed to test Cadet’s strength, endurance, agility, and teamwork. The physical team test will consist of the following obstacles in order over a roughly .35-mile course. Teams receive one overall time for the entire event. Time starts when the first Cadet crosses the start line and when the last Cadet crosses the finish line. Teams must compete and stay together throughout this event.

**b. (1). 5 Gallon Water Can Carry (50 Meters).** Teams will be required to move a total of 12 water cans (filled) 50 meters. Cans may not spill over or fall to the side. Cans may not touch the ground between the start and finish markers. Teams will be assessed a 1 minute penalty for each occurrence

**b. (2). Speed Agility Maze (10 Meters).** a tight zig-zag maze accomplished in column formation

**b. (3). Tires (3 Meters).** Traverse 8-large tires placed on the ground in a staggered pattern. **The intent is for each cadet to place their feet all the way through the tire.**

**b. (4). Tunnel (6 Meters).** Teams must utilize the tunnel only. Tunnel is 20ft long by 30 inches in diameter

**b. (5). Canoe (50 Meters).** Carry a 250lb. weighted, 30’ canoe 25 meters

b (6). **Cone (15 Meters)**. Run around the cone and complete the rest of the course in reverse order to the finish line.

**c. Event III (The Obstacle Course). See Annex F.** The obstacle course includes 11 military-style obstacles. Teams must navigate the entire course together. Time starts when the first Cadet crosses the start line and ends when the last cadet crosses the finish line. All team members must make an honest effort to successfully navigate each obstacle. Bypassing obstacles is not permissible and will result in disqualification. Team captains are encouraged to conduct a walk-through of the entire course prior to the actual competition to ensure each team member understand the obstacle requirements and safety procedures. For a complete description of each obstacle see Appendix A.

c. (1). **Balancing Logs and Tarzan (Obstacle 1)**. Event III begins with the balancing logs and Tarzan (monkey bars). Team members are required to cross the three interlocking utility poles and Tarzan without falling off. Teams will receive a 30 second penalty for every member of the team that falls off of the balancing logs and/or fails to complete the Tarzan.

c. (2). **Climbing Rope (Obstacle 2)**. Teams will move directly from the Tarzan to the climbing rope where all team members will be required to ascend the 20' ropes and ring the bell at the top of the obstacle. **All team members must make an honest effort to ascend the ropes. Team members that fail to climb the rope and ring a bell will be penalized 1-minute.**

c. (3). **Island Hopper (Obstacle 3)**. The island hopper consists of a series of large poles arranged vertically in the ground. All team members must successfully navigate across the danger area (clearly marked), without touching the ground. Each team member must step on the first red pole and last red pole in the island hopper series. Team members that fail to cross the danger area without touching the ground or fail to step either the first or last red pole, will be assessed a 1 minute penalty. No more than one penalty will be assessed per team member at this event.

c. (4). **Vertical Wall (Obstacle 4)**. The vertical wall is approximately 10 feet tall. The wall includes a rope that cadets may use to navigate the obstacle. All team members must successfully cross the wall. Danger areas are marked in red and are not permitted to be used to assist crossing the wall. Teams will be assessed a 30 second penalty for each member of the team that does not successfully cross the wall and/or touches a clearly marked danger/off limits area. Teams will be assessed a 30 second penalty for each team member that leaps from the top of the wall. Cadets must hang and drop on the opposite side of the wall.

c. (4a). **Ravine Log Bridge Crossing (Obstacle 4a)**. Cadets must successfully traverse the log bridge between the vertical wall and the easy balancer without falling off. The Ravine log bridge crossing is located adjacent to the Rope Bridge site.

c. (5). **Easy Balancer (Obstacle 5)**. All cadets are required to traverse the easy balancer, moving up the near side pole and down the far side pole without falling off. Cadets who fail to cross without falling off will be assessed a 30 second penalty. No more than one penalty per cadet will be assessed.

c. (6) ***Six Vaults (Obstacle 6)***. All cadets are required to cross each of the three feet high horizontal vaults. Cadets who fail to cross the vaults will be assessed a 30 second penalty. No more than one penalty per cadet will be assessed.

c. (7) ***The Tough Nut (Obstacle 7)***. The tough nut consists of a series of six crisscrossing poles which Cadets are required to cross to get from one end of the obstacle to the other. Cadets are permitted to use their hands when crossing the obstacle. Cadets who fail to successfully navigate the obstacle will be assessed a 30 second penalty. No more than one penalty per cadet will be assessed.

c. (7a). ***Ravine Log Bridge Crossing (Obstacle 4a)***. Cadets must successfully traverse the log bridge between the tough nut and belly buster obstacles without falling off. The Ravine log bridge crossing is located adjacent to the Rope Bridge site.

c. (8). ***The Belly Buster (Obstacle 8)***. The belly buster is consisting of a horizontal pole positioned approximately 40 inches off the ground. All Cadets are required to cross over the horizontal pole. Cadets who fail to successfully navigate the obstacle will be assessed a 30 second penalty. No more than one penalty per cadet will be assessed.

c. (9). ***The High Step-Over (Obstacle 9)***. The high step-over consists of a series of horizontal poles spaced at approximately 20 inches apart. All Cadets are required to cross over the poles. Cadets are not permitted to touch any part of the obstacle with their hands. Cadets who fail to successfully navigate the obstacle will be assessed a 30 second penalty. No more than one penalty per cadet will be assessed.

c. (10). ***Balancing Logs (Obstacle 10)***. The balancing logs obstacles consists of three 40 foot logs arranged in series. The logs loosely mounted which makes them somewhat more difficult to navigate. All Cadets are required to cross over the poles. Cadets who fail to successfully navigate the obstacle will be assessed a 30 second penalty. No more than one penalty per cadet will be assessed.

c. (11). ***The Incline Wall (Obstacle 11)***. The incline wall is approximately 9 feet high arranged on a slight vertical angle. All Cadets are required to cross over the poles. Cadets who fail to successfully navigate the obstacle will be assessed a 30 second penalty. No more than one penalty per cadet will be assessed.

**d. Event IV (Rope Bridge)**. Competition is conducted in a manner in accordance with the standards and requirements specified in FM 3-97.61 (Military Mountaineering) and this letter of instruction. All teams are required to provide their own ropes (150 feet) and equipment (harnesses). *The use of Swiss seats in lieu of a harness is not authorized for this competition.* Teams are required to construct the rope bridge in a manner consistent with the spirit and intent of a real rope bridge situation.

d. (1). There are two rope bridge sites located on the NEISD Raider Challenge Course. Team commanders will remain in the holding area until directed to one of the rope bridge sites.

Both bridging sites consist of near and far side utility poles separated by a ravine and approximately 85 feet. The near and far side danger areas will be clearly marked with engineer tape or some other form of marking device.

d. (2). All team members must start and complete the bridge construction crossing. The uniform for the rope bridge event is the same as for the rest of the competition. However, students may opt to wear gloves or additional protective gear to facilitate safe crossing and avoid injury. Team commanders may opt to modify the uniform (removing jackets/hats/etc.) based on weather and competition conditions.

d. (3). Aluminum snap links are not authorized in transport tightening systems on the rope bridge. These links are allowed for the harness used for individual cadet transport. Steel snap links are the only ones that are authorized for use in the tightening system. There are no limits to the number of snap links used to construct the transport knot.

d. (4). Teams are only authorized to use the rope (as outlined) and the appropriate number of snap links required to accomplish the task. Additional items, such as bags, sticks, or other accessories are not permitted.

d. (5). All teams will provide all their own rope bridge equipment. Teams may use any kind of rope; however, ropes must be at least 150 feet in length. If you do not have a rope or bridging equipment you may plan to borrow the equipment before the competition.

d. (6). Absolutely no pre-tied knots are authorized. Teams will be directed to coil their ropes on the near side immediately prior to the competition. No additional measures may be taken to prepare the ropes or equipment. Teams may request assistance from the course official if they have questions regarding set up and configuration prior to competition.

d. (7). Upon arrival at the staging area, the team will check-in and ready their equipment. On the command "Go," the clock will start, and all cadets will run forward from the designated starting line to the near side anchor point, and immediately begin construction of the one rope bridge. The team will then cross the ravine without any personnel or equipment touching any area between the near and far side danger area markers.

d. (8). The official will continue running the time until the entire team and equipment are passed the far side danger area marker; all knots are out of the rope; and the team commander announces, "Time." Removal of harnesses and transport of rope bag is not required (this is an administrative action).

d. (9). The only knots allowed on the near side anchor point will be:

Option 1: Anchor point knot must be a round turn and two half-hitches (the half-hitches must be over all ropes next to the anchor point).

Option 2: Wireman's knot or figure 8 slip knot

d. (10). The only knots allowed on the far side anchor point will be:

Option 1: Round turn with two half hitches.

Option 2: Tension anchor with a minimum of four wraps.

d. (11) Although teams may opt to use two snap links in conjunction with the wireman's knot, only one is required for this competition.

d. (12) There is no limit to the number of Cadets used to tighten the transport rope.

d. (13) A quick release is authorized for both the near- and far-side anchor knots. However, a quick release is not mandatory and failure to use one will not result in a penalty.

d. (14) End of the line bowline or figure 8 is used to attach the rope to the first and last Cadets to cross the danger area (the last cadet can use the wireman knot as well). The rope must be attached to the harness.

d. (15) If the rope bridge fails for any reason, the team will be disqualified for that event.

d. (16) If the team has completed all knots and is preparing to cross the judge may stop the team if there are safety concerns. Depending on the demonstrated proficiency of the team the judge will determine if the team should be allowed to restart or if the team should be disqualified due to a major safety violation. If the team is allowed to restart, the time will continue running and the team will accept the running time as their penalty. Every effort will be made by the scoring officials to ensure that teams are allowed to compete and complete the rope bridge.

d. (17) All team members that cross the rope bridge must be hooked onto the rope and pull themselves across the danger area using their hands, feet, or a combination of both. The snap link used by Cadets to attach themselves to the transport system may be either steel or aluminum).

d. (18) Cadets may not have the snap link open nor snap in prior to the near side knot being completed. Teams violating this rule will be assessed a 1 minute penalty for each violation.

d. (19) The official will point out all danger and off-limits areas prior to the team conducting the rope bridge crossing. Teams will be assessed a 1 minute penalty for every member of the team or piece of equipment that touches the ground in any of the designated danger or off-limits areas.

d. (20) There is no requirement for a Cadets foot to remain above the rope (See TC 3-97.61). However, teams will be assessed a 1 minute penalty if the Cadets touches any area of the danger area while conducting the river crossing.

d. (21) Only three Cadets are permitted to be snapped on to the transport system at any given time. Please ensure that your teams practice this. A 1 minute penalty for every violation will be assessed by the competition official.

d. (22) The team will not begin to untie and breakdown the rope bridge until the last cadet is safely unsnapped from the transport system at the far side. This is a safety violation. Teams violating this rule will be assessed a 1 minute penalty for each violation.

**e. Event IV (Cross Country Rescue).** The Cross Country Rescue will consist of the following obstacles in order over a roughly .35 mile course while transporting four 25 lbs. ruck sacks and one 95 lbs. litter (provided on-site).

e. (1) Port hole – Team members must transport themselves, a litter, and 4 rucks through the porthole.

e. (2) High walls - 11 foot wall and 6 foot wall. (All Males must negotiate the 11 foot wall and transport the rucks and litter over the 6 foot wall) (Females will negotiate the 6 foot wall and transport rucks and litter over the 6 foot wall only)

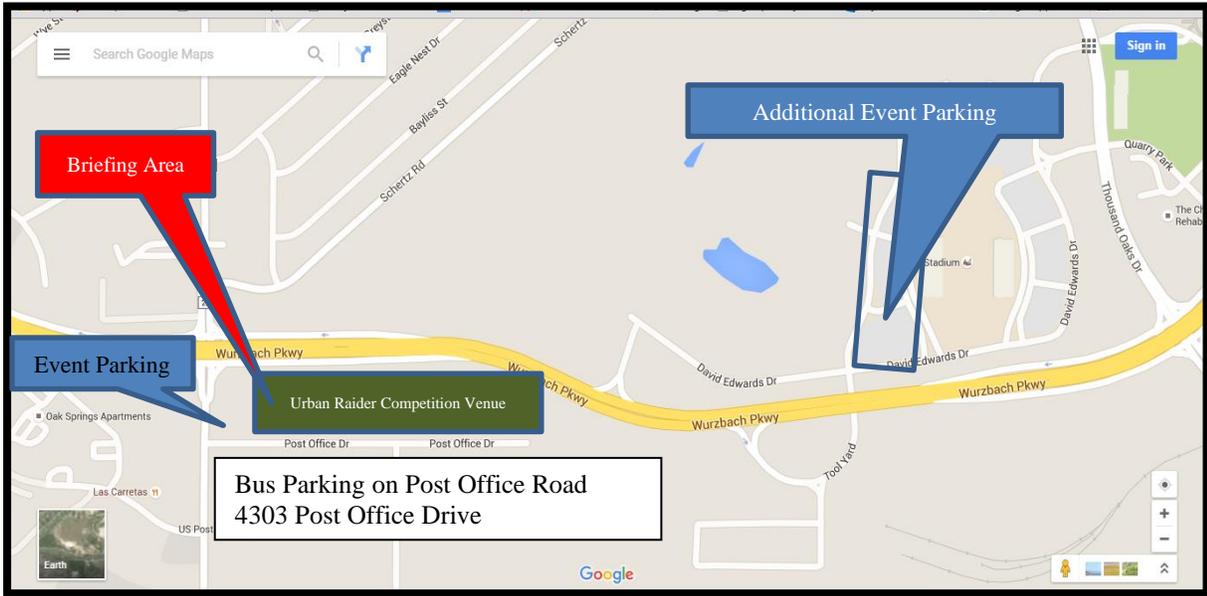
e. (3) 36inch diameter by 30 foot long tunnel. Teams must transport all equipment including the litter through the tunnel.

e. (4) Trench or Gully - narrow path negotiated in column formation.

e. (5) Up and Down - up 6 steps and onto the top platform that is 10 feet X 10 feet. Competitors will be penalized for jumping off the platform.

e. (6) Pit or Low Crawl - Sand Pit with chain link fence cover. Team must crawl, scoot, or drag themselves, equipment, and litter under the cover.

## Appendix A (Location)



The NEISD Urban Raider Challenge will be held at the Urban Raider Confidence Course located near Heroes Stadium on the northeast side of San Antonio.

**NEISD JROTC URBAN RAIDER CHALLENGE  
RAIDER TEAM ENTRY FORM  
(COMPLETE ONE PER TEAM AND SUBMIT DAY OF EVENT)**

**HIGH SCHOOL:** \_\_\_\_\_

**INSTRUCTOR:** \_\_\_\_\_

**CELL PHONE NUMBER:** \_\_\_\_\_

**E-MAIL ADDRESS:** \_\_\_\_\_

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**CATEGORY OF COMPETITION (CIRCLE ONE): MALE / FEMALE / MIXED**  
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**Team Information**

	<b>Last Name</b>	<b>First Name</b>	<b>MI</b>	<b>Gender (M/F)</b>
<b>1.</b>				
<b>2.</b>				
<b>3.</b>				
<b>4.</b>				
<b>5.</b>				
<b>6.</b>				
<b>7.</b>				
<b>8.</b>				
<b>9.</b>				
<b>10.</b>				
<b>11.</b>				
<b>12.</b>				

**Please do not forget to turn in a copy of the required waiver form as well.**

**NEISD JROTC URBAN RAIDER CHALLENGE  
SCHOOL REGISTRATION FORM**

**(Completed Form and Team Registration Fee is due no later than 25 JAN 2022)**

**Make all Checks payable to "Madison JROTC" the sponsor for this event.**

School: \_\_\_\_\_ Phone: \_\_\_\_\_

Address: \_\_\_\_\_ E-Mail: \_\_\_\_\_

**Total Number of Male Teams = \_\_\_\_\_**

**Total Number of Female Teams = \_\_\_\_\_**

**Total Number of Mixed Teams = \_\_\_\_\_**

**Total Number of Teams \_\_\_\_\_ X 125.00 = \_\_\_\_\_  
(Amount Due)**

*I have read, understand, and agree to abide by the rules and regulations set forth in the Raider Challenge competition guidelines and will ensure all military instructors, coaches, chaperones, and parents from my school are knowledgeable, understand, and will follow all rules.*

\_\_\_\_\_  
(Printed Instructor Name)

\_\_\_\_\_  
(Instructor Signature)



## ANNEX F. Team Confidence Course, Illustrated

Obstacles/elements to be negotiated in sequence and specific requirements:

- # 1. **The Tarzan.** Cadet mounts the lowest log, walk the length of it, then each higher log until they reach the horizontal ladder. They grasp two rungs of the ladder and swing themselves into the air. They negotiate the length of the ladder by releasing one hand at a time and swinging forward, grasping a more distant rung each time.



- # 2. **Climbing Rope.** Climb up the rope that is 1 1/2 inches wide and either straight or knotted to the top, ring the bell and climb back down. Do not drop down off the rope to the ground surface.



- # 3. **Island Hopper.** Cadet jumps from one log to another until the obstacle is negotiated.



- # 4. **The Wall.** Cadets climb the wall using rope if necessary. Participating team members can assist in climbing the 7 to 8 feet high wall.



- # 5. **Easy Balance.** Cadets walk up one inclined log, cross over to the opposite side of vertical log and down the log on the other side.



- # 6. **Six Vaults.** Cadets vault over the logs using one or both hands.



- # 7. **Tough Nut.** Cadets step over each X in the lane using hands if necessary.



- # 8. **Belly Buster.** Cadets vault, jump, or climb over the log. They must be warned that it is not stationary. Therefore, they should not roll or rock the log while others are negotiating it.



- # 9. **High Step-Over.** Cadets step over each log while alternating their lead foot or using the same one. Use of hands to get over each log step is acceptable and assistance by participating team members is acceptable.



- # 10. **Balancing Logs.** Cadets step up on a log and walk or run along it while keeping their balance. Cadet must negotiate all three logs and dismount.



- # 11. **Inclining Wall.** Cadets approach the underside of the wall, jump up and grasp the top, pulling themselves up and over. They slide or jump down the incline to the ground. Participating team members may assist as necessary. Run to the finish line to complete the course and stop the clock when all team members are across the finish line.

