

2026 NATIONAL ALL-SERVICE JROTC RAIDER CHAMPIONSHIPS STANDING OPERATING PROCEDURES

ARMY – MARINE CORPS – NAVY – AIR FORCE – SPACE FORCE - COAST GUARD

<http://raider.thenationals.net>

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 1 June for most all schools. This allows schools to gain their slot BEFORE their school year ends for next school 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. A manageable waiting list will also be comprised. **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!** Generally we allow 14 days to complete the registration process without issue. Those needing more time may call and this can be arranged in most cases.
- d. The **Masters Level** of the event is a two-day Raider event on Saturday & Sunday, 31 OCT- 1 NOV. The **Challenge Level** of the event is held as a single-day event all day on Friday, 30 October. The entire competition is held at the stunning Gerald I. Lawhorn Scouting Base, Molena, Georgia (roughly 80 min. SOUTH of Atlanta). The southern climate will be welcome and likely give the cadets a fantastic, warm, 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 draws near.
- 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 that NO TEAM may arrive to the camp earlier than NOON the day prior to their scheduled competition date.** Full details on camping and campsites in general is found later in this document under Section 9, “CAMPING DETAILED INFORMATION”.
- f. 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 area. Same day registration will occur during the early 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.
- g. Team photos will be shot on site but will likely be shipped to all school in the week following the event.

2. TEAM COMPOSITION & ENTRY RULES

- a. **The Masters Level will be limited to 60 teams every year. The Challenge Level will be limited to around 50 teams.** The two-day Masters Level will host **THREE DIVISIONS** of competition (Male, Mixed and Female). The single-day Challenge Level will host only **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 during the Masters Level competition.**
- b. Competition Team Rules: ALL DIVISIONS (Male, Mixed and Female at any/all levels) will consist of 14 team members MAX, but only 10 participate in each event. Therefore, you will have up to four cadet “alternates” in every team event. There is no “required participation”. NOTE: Mixed teams should have both male & female alternates where possible.
- 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 start your best Raider team within each 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. Teams may also enter both a Masters Level (top team) and Challenge Level event (freshman or less skilled type team).
- f. **Raider Policy on Transgender Student-Athlete Participation:** The rule on this is very simple. SNI will follow the policies of the JROTC branches. In doing this, the gender of the cadet will be the gender the home school district assigns for the competing cadet. Therefore, we strongly urge Raider coaches to reach out to SNI in advance for notice & clarity so that our judges will know in advance.

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

- **29 October:** Initial **Challenge Level** early school registration at Lawhorn Scoring HQ (afternoon).
- **30 October:** Final **Challenge Level** registration at Lawhorn Scoring HQ (early morning).
- **30 October:** Rotation of all **Challenge Level** Team Events will begin just after sunrise – to roughly 3pm.
Challenge Awards Ceremony held in the later afternoon in the Grand Pavillion Grass Area
- **30 October:** Initial **Masters Level** early school registration at Lawhorn Scoring HQ (afternoon).
- **31 October:** Final **Masters Level** registration at Lawhorn Scoring HQ (early morning).
- **31 October:** Rotation of all **Masters Level** Team Events will begin just after sunrise – all day to one hour before sunset.
- **1 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, THE DAY PRIOR TO THE CHALLENGE COMPETITION. A few schools have made their excursion to the Raider Nationals event a mini-JCLC. This can no longer be done. Please adjust your plans to ensure you **DO NOT** arrive before this permitted day & time listed above.

- 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

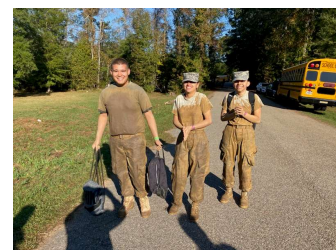
- a. All Raider Nationals events are governed under this SOP and the guidelines of the U.S. Army manuals referenced herein. These manuals are gained here: <http://raider.thenationals.net>.
- b. History dictates Fall weather will likely be gorgeous. Nothing but lightning or other dangerous conditions will delay a team event. Teams must prepare for every type of weather condition. NOTE: YOU WILL GET WET IF YOU ARE A MASTERS LEVEL TEAM!
- 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 obstacles that require individual and team agility, strength, balance and stamina. The best PLAN often wins!
 2. **Rope Bridge:** A standard one rope bridge taking all cadets & gear across a small river. Rope length must be **at least 150'**; low stretch ropes (Kermantle) may be used (NOTE: **YOU MUST HAVE YOUR OWN ROPE** or borrow a rope from another team). We have helmets or you can bring your own – yes, they are required.
 3. **3K (Challenge) and 4K (Masters) Team Mountain Run:** Uphill near campsites, teams run together without gear. 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 through roughly one mile (Challenge) / 1.25 miles (Masters) of wooded terrain while overcoming numerous technical obstacles and carrying a crate and ammo cans as specified. Requires teamwork & strategy!
 5. **Cross Country Rescue: (MASTERS ONLY)** – Near Primitive Area camping, the event will be a cross country rescue to simulate an injury transport.
 6. **Ruck Relay (NEW!): (CHALLENGE ONLY)** – By the Team Picture Area, the event will have cadets moving rucks from place to place and back again for time.

NOTE: Other meets may use these or other events within their Raider competitions. Please read this SOP carefully to ensure that all rules and regulations for this event are followed fully.
- f. Along with these five team events, the "Ultimate Raider" competition is held for the best M/M, M/F, or F/F DUAL from each SCHOOL. Full details on all events are found later in this document.
- g. **To compete SAFELY & 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. 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.
- i. A team can finish an event with one less cadet without a DQ but this MUST be due to injury only on the course. See event score sheets for exact penalty. Teams competing with two less, or those teams found competing with incorrect gender configurations or ineligible cadets are 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 any overall title in that division.

- j. Teams are ENCOURAGED to bring canteens or water bottles with them during ANY event they feel it may be needed (i.e., Team Run, Gauntlet, CCR, etc.). Teams may make water available to their competing cadets as they pass by during an event as well.
- k. All services differ on working uniforms for competition. Therefore, “ACUs” are a term for the Army. Where required, other services will use their JROTC closest equivalent.
- l. 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. This gear must be the common type & style of gear and it cannot be manufactured or modified in any way to gain an advantage or be a specially design 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). If your team maintains ANYTHING that could POSSIBLY fit in this category, approval for use must be gained from the Competition Director at SNI IN WRITING well before the competition date.
- m. All obstacles are INFINITE meaning you can only go around them if directed to do so in this SOP.

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. The event has people in positions of authority that have been doing these Raider events for decades which 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. Instructors 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. It is STRONGLY RECOMMENDED that teams maintain hand sanitizer for “on the go” sanitation. Should any cadet feel unwell during the day, isolation is still the best remedy regardless of the type of sickness maintained.
- e. “Hang and Drop” remains the safest standard for cadets dismounting elevated obstacles for all events at the Raider Nationals. Cadets may dismount walls using other methods, BUT UNDERSTAND your likelihood of injury escalates using other dismount methods.
- f. 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, please ask either via phone or email Sports Network International in advance.
- g. Weather will determine special daily risk assessments and changes to events for safety reasons.
- h. On-site medical support via a medic and/or ambulance will be in place. **This support is designed for urgent medical need only.** Teams are STRONGLY encouraged to bring basic first aid materials with them 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 afternoon prior to their event.** 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).
- 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 afternoon) 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(s) 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” DOUBLED. If the short cut was determined to be intentionally done, the team will likely be disqualified.
- e. TWO cell phone contact numbers will be required PER SCHOOL to ensure in an emergency all schools can be reached via TEXT 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 or other scenarios were to arise via the application EZTEXT.
- 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, these rules apply:
 - i. Overall championship trophies will be presented and declared ONLY if all schools have completed FOUR of the FIVE team events using the first FOUR events the team completed. If the event is cut short for any reason, event team trophies will be provided among those teams who have finished competing only.
 - ii. 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, move Saturday team events remaining to Sunday morning or perform any other logistical changes they believe are needed to complete the event in the best way possible if schedules are modified due to unforeseen circumstances.

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. This is done at the companion site <https://myschool.thenationals.net>. 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 is completely non-refundable to pay for SNI entry work matters and to ensure only teams serious about attending occupy a comp slot.
- c. **Both the Registration Fee and the per cadet Package Fee are required costs to attend and compete at the Raider Nationals event.** They are the only required costs to attend. 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 & paperwork deadlines. Only a rare, unforeseen exception would allow a school to bring a non-essential item on arrival with pre-approval, so plan your ppwk/finances accordingly.
- d. Each Raider Team will provide the *Covenant Not to Sue* required of each cadet on site at check-in. Other forms will be maintained on-line but this is turned in DURING CHECK-IN. Each School/Coach should make a copy of these forms just in case as no cadet may compete without the submission of this form.
- e. Each cadet will receive a color-coded bracelet to identify which LEVEL and DIVISION 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 in the future. It is the responsibility of every Raider instructor to stress to their cadet leaders the purpose and inflexibility of this reg!
- 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 holidays, unit inspections or other large-scale items do not interfere with your timely submissions. **PLAN AHEAD!** Failure to submit these items when required can have your school dropped from the event and/or removed from camping.



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 a snack bar during the competition. Specific menus and prices are provided to teams in the month prior to the event. Competition T-shirts for spectators (limited availability) will also be available. Additional vendors, as well as event sponsor displays will be on-hand to give the event a very lively appeal. We encourage all schools to have their cadets interact with these vendors.
- e. **PAID SPECTATOR PARKING will be in effect.** This nominal fee provides portable lighting and much appreciated security to assist in parking vehicles. **RVs AND OTHER LARGER VEHICLES WILL BE CHARGED A HIGHER FEE. PLEASE** urge your parents to carpool to save money and save parking spaces used!
- 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 ADA or handicap friendly.
- g. Numerous bathrooms with running potable water are available to fill canteens/water bottles across the camp. We **STRONGLY URGE** all units and spectators have personal water available constantly. Also, port-a-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 much of the Raider course can go here: <https://thenationals.net/raider-photos.htm>.
- i. Pre-paid meals for the schools will be made available **ONLY IF sufficient schools make it worth the camp's staff to offer this convenience.** These numbers will be covered with teams in advance of the event.
- 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. 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.
- k. 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.
- l. **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 be just \$7 per person, per night.** Very limited cabins are available for an additional charge, Contact SNI upon registration for details. N-site camping 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.**
- c. 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. Schools are slotted based on the numbers given and this often fits TO THE PERSON. 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.**
- d. 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 Friday 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 after the Challenge Level teams have vacated their camping areas and headed to the awards ceremony. For Masters Level only teams, these schools may plan to gain their campsite area by around **3pm** for their stay.
- e. **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, but these larger vehicles are often used to feed a surrounding program. **TEAMS MAY NOT HAVE COOKING/TENTING, ETC. SET-UP IN ANY OF THE GENERAL PARKING AREAS!**
- f. 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.
- g. 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 tents on site. We do not expect this to be the case.
- h. “10-yarder” trash containers are available near the dining halls on the “far” side of the Lawhorn facility and by the “white house” on the near side. Look for signs directing on site. 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 pre-arrival!
- i. 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.
- j. 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.



- k. 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 from greater distances gaining the priority as it is unreasonable to expect them to “check” camping gear and ground transport.**
- l. 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.
- m. 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.
- n. 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.
- o. 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 on this important aspect of the event 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

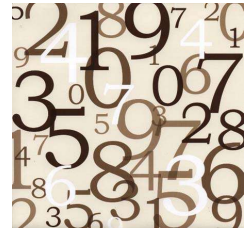
- a. All teams are eligible to win team trophies within each specific event entered. Each Division and event will offer 1st through 5th place team trophies (unless less than 10 entrants are in place in all events, whereby 1st through 3rd place will be awarded). The trophies will be spectacular. Along 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. This event has been modified – please see the details in the rear of this document. The Ultimate Raider will still be strictly for individual awards and will not factor into any team scoring. Top five male/male, male/female and female/female competition teams will each receive trophies.



11. EVENT SCORING & TIMING

- a. SNI is looking to use both ELECTRONIC TIMING (RFID Timing system) and ANALOG TIMING (stopwatches) in one or more events at the Raider Nationals. We have tested the new, elite system and used it at the Spring JROTC Fitness Nationals in Daytona Beach, Florida (<https://thenationals.net/fitness.htm>). We feel it will be very beneficial going forward.
- b. An official timekeeper will keep the official performance time at every event with a stopwatch as well. All analogue timing will begin when the starter says “GO”. The digital timing will begin when the first cadet crosses the start line and both analogue and digital timing will end when the last cadet and any/all required equipment crosses the finish line.

- c. 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: a single 1st place finish; three 4th place finishes, and a 12th place finish. The aggregate value for this team would be computed as: $1+4+4+4+12=25$. Therefore, "25" would be the aggregate score regarding overall placements.
- d. 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. Further, the All-Service Raider Nationals despises needless penalties and tries to ensure judges understand they are there to penalize those deserving but assist those who are not. We want the CADETS to decide the winners wherever possible.
- 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 DO NOT RUN WITH THEM AT ALL or 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 engineering 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 SCHOOL or cadet is permitted to practice on any area of the Lawhorn Scouting Camp days/months BEFORE 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.

14. COMPETITION EVENT DETAILS - SPECIFICS

a. Physical Team Test (PTT)

1) General Scenario:

- a. The PTT is the team event to test a variety of physical & mental disciplines on a course about ½ mile total using a variety of physical obstacles. To compete well, cadets must use teamwork and strategy. The team score is the time it takes to complete the tasks, put all course items back in their start positions, and finish the course. **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 team chooses.
 - a. *TWO, 6', 30" diameter tunnel crawl*
 - b. *A 30-yard Water Can carry (15 cans) & 60lb. Ammo Can carry (5 cans).*
 - c. *A steel 55 gal. drum roll (drum will have 50-75lbs. of aggregate rock/sand inside)*
 - d. *A 42" Team Vault with event logo*
 - e. *A standard table sized vault to go across*
 - h. *two, 4', 30" high plastic traffic barricades to go over. About 30' apart. (CAN BE HURDLED if you wish)*
 - i. *Car tires placed on the ground in a staggered pattern*
 - j. *250lb. weighted, 30' flat bottom canoe*
 - k. *Truck Tire Flip*
 - l. *Turn Around Pole*
- e. The event begins with all cadets crawling through two tunnels (both are yours to use – split your team for speed. The rest of the items will be placed in the course with rough 30 to 40 yards between them. The items will be completed in the order listed, then gone back through in reverse order resetting all the gear/obstacles. The truck Tire Flip will be off to the side just PAST the turn around point in an 20' box drawn with spray paint on the ground. Each team will be required to send cadet(s) to flip the tire ONE TIME to complete that obstacle.
- f. NOTE: Cannot “HURDLE”, (i.e., jump over without supportive contact) either of the two vaults!
- 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. 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. 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 – be careful! IMMEDIATELY AFTER THE TEAM BEFORE YOU FINISHES, your team may send up to TWO representatives (can be other non-competing cadets) to adjust the placements of the cans ANYWHERE INSIDE THE BOX AS THEY DESIRE.
- i. Strategy is EVERYTHING at this event. Who and how many carry the canoe, flip the tire, push the steel drum, etc. Nobody has to run together but once you cross the finish line, you are done and cannot go back (like every event). 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. A single rope bridge site will be used. They 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, two alternate sites are chosen from. One is simply down the river roughly 100'. The other site will use PINE TREES at roughly 80 feet away from the river with a dead zone clearly marked. 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. A single snap link is authorized for use 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. Disinfectant is used 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. Regs have **CHANGED SLIGHTLY**, so please read carefully and prepare.



2) Specific Details:

- b. ALL TEAMS select a single litter (roughly 75lbs.), a single casualty dummy (roughly 45 lbs.) and two rucks (roughly 25lbs. each).
- c. Teams will pre-place their litter and their casualty dummy in the “casualty area” clearly denoted just PAST the wall. The cadets and the rucks will retreat to the starting point roughly 10 yards BEFORE the wall and tell the judge they are ready to begin.
- d. When the command of “GET SET, GO” is made or similar, the team will immediately travel OVER an 8’ wall WITH THE RUCKS. After completing the wall, the team will pick-up the litter and their casualty dummy and continue the course with all of the gear identified previously. **TREAT THE RUCKS like they have a \$1,000 radio inside. Treat the casualty dummy as an unconscious casualty that must be carried to the transport vehicle at the end of the course.**
- e. The team will then run down the hill and face a waist high **water/mud pit roughly 30’ long tapered to 3’ depth of water & mud**. The team will set the casualty dummy, litter and rucks (gear) BESIDE this mud obstacle in a designated area as directed by a judge. The team will complete this obstacle. Cadets (the team decides how many) go back and get their gear and then continue through the woods, running roughly 3/4 mile. This is not a team run, you decide who carries what.
- f. After their long run, the cadets will come to a set of THREE RAISED LOGS near the end. They are configured in an UNDER – OVER - UNDER set-up. The underside of the "under" logs will be 24" from the ground. The center "over" log will be 48" from the ground. They will complete the three LOGS 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.
- g. There is a right & left side of the over/under logs. Each “side” is roughly 8’ wide. For fairness, **YOUR ENTIRE TEAM** may only use one side, even if the other is not in use. Remember, you have a casualty! Do not BOUNCE, DROP, THROW or FLIP the litter or dummy. Take due care to avoid a penalty. You cannot DRAG them except during the “under” logs at the end.
- h. 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.**
- i. **AGAIN, GEAR IS NOT THROWN!** The rucks & dummies WILL NOT be carried/supported by the litter in any manner. Violators will be DQ’ed. Equipment and litter can be exchanged along the route by different cadets as the distribution of gear and number of raiders carrying each is SOLELY up to the team.
- j. Spectators must be mindful to keep safe. Spectators may ONLY be by the start and finish area. They may NOT wander into the woods and onto the course. And like Rope Bridge, parents should stay with their team and arrive / leave with the team.
- k. Please see the event score sheets for penalties and other limitations.
- l. The wall is a required component of the event. Failure to have all team members complete the wall will be a disqualification and the team will be removed from the course. Your TEAM must work a strategy to get everyone over that wall!



d. RAIDER GAUNTLET

1) General Scenario:

- a. Raider Gauntlet is now a FULL 3/4-mile event through fairly level but low ground with numerous obstacles that require solid strategy and technique to overcome. The team will select **TWO small ammo cans (30lbs. ea.), and ONE custom-built crate (Male/Mixed crates are 60lbs./Female crates are 40lbs)**. The judge will have you gather these items and prep at the start line.
- b. When the command of “GET SET, GO” is made or similar, teams will begin. Cadets and gear begin moving forward to complete the course.
- c. **The crates and ammo cans DO NOT go over the walls** (crates/ammo cans are placed in an area BESIDENEAR the walls).
- d. **Do not THROW the ammo cans!** You can DRAG them through the obstacles but if you drop it HARD somewhere, you may be penalized!
- e. The course starts with a downhill run (new) and **suspended radial tire obstacle**. All cadets and gear go THROUGH the 23” diameter tire – **DO NOT TOUCH** the metal cables used to suspend the tire. All teams will pass the next obstacle (an 11’ wall) **EXCEPT MASTERS LEVEL MALE TEAMS who will go over that wall obstacle** (again, crates and ammo cans stay on the ground!).
- f. All teams and gear then go through a 6’x30-inch diameter tunnel on the ground. Teams then go around a curve and GO OVER a standard 8’ wall. Again, ammo cans and crates DO NOT go over. Cadets then make a hard right turn, leave the woods thru a clearing, then reenter woods following a clearly marked path and coming out near the river on a high, flat portion of the course. Teams will run several hundred yards on flat ground before facing two, 30’x24” diameter drainage tunnel obstacles that all gear & cadets must go through. The team and gear exit, then run down and around in a horseshoe pattern another 1/8 mile through woods to face a 2nd set of 30’x24” drainage tunnels. Upon exit with all gear & cadets, they run forward and to the right to face a pair of 6’x30-inch diameter tunnels at the base of the hill (new) – your team may only use ONE!. Teams then go uphill another 1/8 mile to the finish line. When completed, the team will place the gear back to their original position.
- g. 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.
- h. Seen in the link above, the course also has two galvanized steel drains. When a team enters the 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.** Use of two WILL mandate a penalty. NOTE: swampy conditions may cause just ONE set of drainage tunnels to be used.
- i. Team members may provide “*assistance*” to each other on any/all obstacles. WALLS once scaled do not allow a cadet to go back around to help from the ground.
- j. The team does NOT have to remain together, HOWEVER, teams MUST know what side of the drainage tunnels they have used as all members MUST use the same side. Ensure your strategy remembers this fact.
- k. Uniform: ACU/BDU UNIFORM with boots. Jackets optional. Dress for weather conditions. BRING EXTRA UNIFORMS - YOU WILL LIKELY 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”.
- k. Teams keep the course CLEAR of non-competing persons, but watching can be done in many places.



e. TEAM MOUNTAIN RUN

1) General Scenario:

- a. Teams will run together 3K (Challenge) to 4K (Masters). No required gear of any kind is carried by the team - this is a straight **team run**. Gloves are encouraged.
- b. The course is on a traffic free stretch of mountain path that includes a long, uphill TEAM run and a flat but rocky distance run. The course can be narrow in places. The actual run distances are approximate. Final distance will be based on course conditions and weather expected.
- c. 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.
- d. 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 option for sneakers, running shoes or shorts. 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 successful event.
- e. The team will maintain a half-way turn-around point where all team members **MUST BE AMASSED AND COUNTED** by a judge 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.
- f. As a reminder, teams **MAY** if they wish bring water bottles or similar – this is optional. Again, gloves are suggested in case of falls.



2) Specific Details:

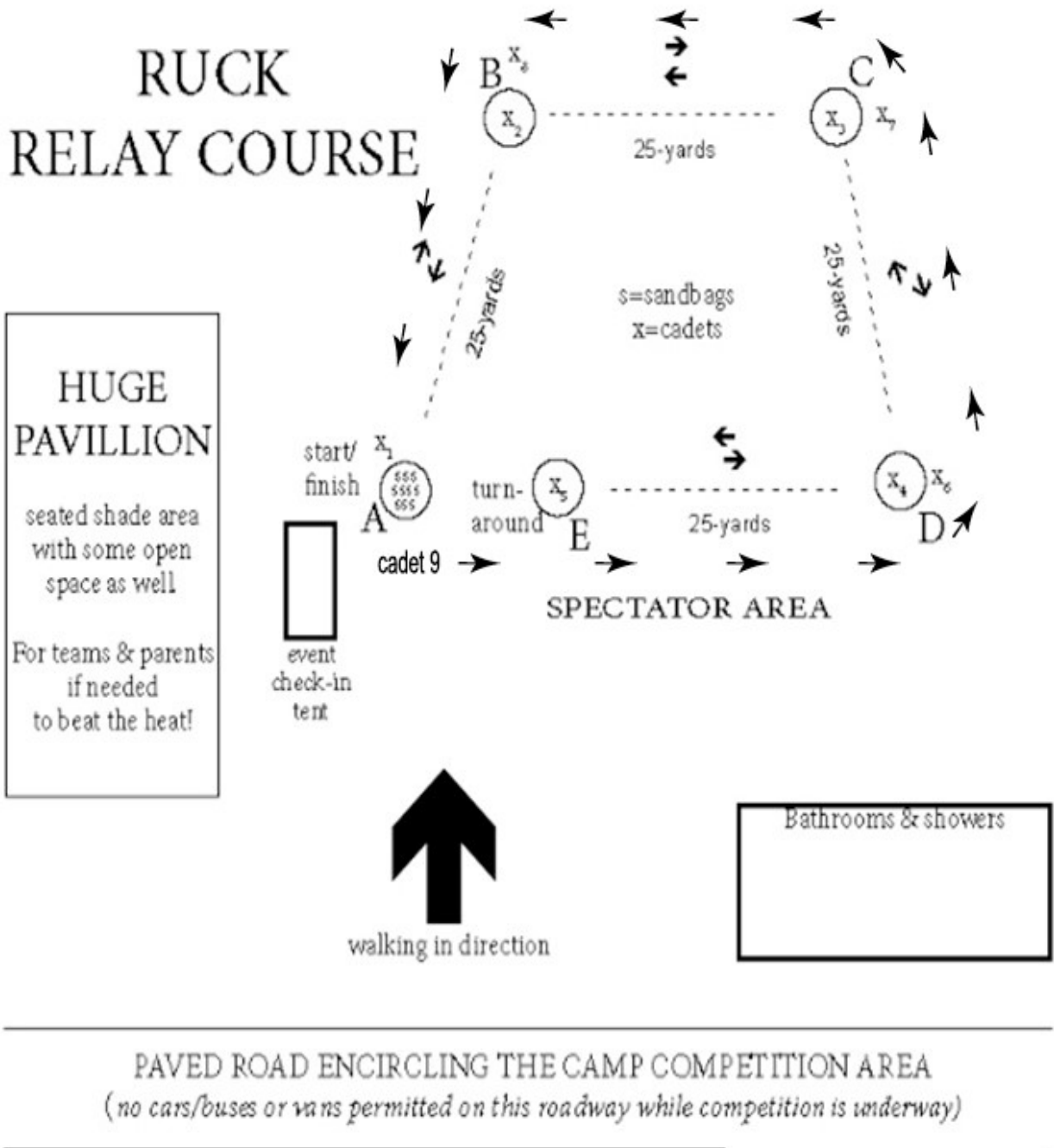
- a. **THIS IS A TEAM MOUNTAIN RUN FOR UNITY AND SAFETY. THIS MEANS THE TEAM STARTS TOGETHER, REACHES THE HALF-WAY POINT TOGETHER, AND FINISHES THE RACE TOGETHER.** Each team **MUST** cross the finish line with **ALL TEAM MEMBERS INSIDE THE 10-YARD BOX** when the first cadet crosses the finish line! 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 eyeshot of each other during the team run. There is **NO ADVANTAGE** to cadets running ahead – stay with your team!
- c. No cadet may be carried or otherwise **FULLY SUPPORTED** by a team member. Helping is fine and strongly encouraged. Full-on 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 or with any race officials. 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. RUCK RELAY (CHALLENGE LEVEL ONLY)



1) General Scenario:

- a. Equipment Relay. Raiders break up into four pairs of two cadets with a single “rabbit” who runs at the end. Raiders will move 8, 25-pound rucks through FIVE different locations (“circles”), then return the rucks to the starting point. The rabbit 9th cadet then grabs any two rucks from Circle A, runs counter-clockwise around the outside of the circles and places the two rucks in Circle A which stops the clock.
- b. The ground is undulating grass but clear of any obstructions.
- c. All cadets may carry one or two rucks ONLY – no more!



2) Specific Details:

- a. On hearing, GO, Raider 1 will grab one or two rucks sitting in the pile of rucks within Circle A, carry them roughly 25 yards away to Circle B, and PLACE THEM DOWN on or inside the circle on the ground (NOTE: not dropped or thrown!). Raider 1 will then return to Circle A to repeat this process multiple times until all eight rucks have been moved to Circle B. At that point, this cadet is finished.
- b. **Raider 2** at Circle B will carry rucks from Circle B as soon as they arrive on the ground to Circle C in the same manner. **Raider 3** from Circle C to Circle D as they arrive. **Raider 4** from Circle D to Circle E. **CADET 5 THEN MUST WAIT UNTIL ALL EIGHT RUCKS ARE GROUNDED IN CIRCLE E before they touch anything!** With 8 rucks in Circle E, ONLY THEN MAY Raiders 5 grab rucks and begin moving the rucks in the opposite direction back to the start. Raider 6, 7 and then cadet 8 repeat the process in reverse order under the same guidelines until all rucks are back in Circle A where they began.
- c. When the last two rucks return and all eight rucks are sitting in their starting circle, Raider 9 will grab TWO rucks. He or she will run COUNTER-CLOCKWISE around the outside of the circles passing E, D, C, B and then re-place these two rucks into Circle A. This will then stop the clock.

3) Technical Details:

- a. Cadets may begin moving rucks the minute they are set on the ground in their circle EXCEPT at the halfway point as described. They DO NOT have to wait for all rucks to move into their circle.
- b. All circles in use will be denoted with ground paint and shall be roughly 48” in diameter. Rucks are expected to be roughly 16” long, 12” wide and 8” thick and 25 to 30lbs. in weight.
- c. Rucks that are ON or INSIDE the circle lines are FINE. Those fully outside the lines will receive a penalty. No cadet may touch any ruck until it is PLACED on the ground (no “handoffs”).
- d. Rucks may be stacked on top of one another in any way in the circle.
- e. Again, rucks MAY NOT BE THROWN! Bend at the waist and PLACE the ruck on the ground.
- f. Teams may NOT alter the rucks before the start or at any point during your relay. The way they are set down is the way you need to begin and continue your relay. No “adjusting”.
- g. If the rucks are on or inside the line from the previous team, that is YOUR starting bag placement. Moving or even touching the bags prior to your start may incur a team penalty.
- h. As each cadet only runs one “leg”, when a cadet has completed their carries, they are encouraged to move away from the course and cheer for their teammates to best allow room for the last cadet (the “rabbit”) to complete their circular run.
- i. If a team maintains just EIGHT competing cadets, the team will earn a major penalty. Also, the FIRST cadet on the initial transfer (Circle A to Circle B) will also undertake the final Cadet #8 position moving the rucks back to the starting circle.
- j. There is no added time penalty for accidentally dropping a ruck while carrying. Also, if the ruck ends up completely outside the circle target, it can be picked up by the SAME CADET WHO PLACED IT THERE and moved to the correct position, placed in the circle to ensure no penalty.
- k. To watch a video shot at the Marine Corps JROTC National Raider Championships showing the bag transfer between the circles in the Ruck Relay, click on this link [right here](#) from the Nationals website. NOTE: It does NOT show the 9th cadet running counter-clockwise with two rucks as their event only maintains 8 competing cadets so there is no ninth cadet.

f. ULTIMATE RAIDER COMPETITION

1) General Scenario:

- a. For ALL schools (Challenge & Masters Level) attending the Raider Nationals weekend with a SET of truly amazing cadets and who will be here on SUNDAY morning, the Raider Nationals Weekend ends with the Ultimate Raider competition
- b. Each SCHOOL will be granted a single PAIR of cadets to compete. Each pair will be assigned a pull-over that will have a number easily seen by the judges to more effectively gain their correct time. All competing cadets must be banded from your competition roster to be eligible. These pairs may be M/M, M/F or F/F. Under no circumstances can a school be granted a 2nd entry.
- c. The scores for Ultimate Raider are not included with any team awards. The top five fastest MALE, MIXED and FEMALE pairs from all of the heats will earn awards.
- d. 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 all cadets involved. The competition is structured to have small groups of 8-10 pairs of cadets leaving the starting line together competing for time. The time will stop when BOTH cadets have hit the ground after scaling the 8' wall.
- e. Cadets MUST be from the same school. Cadets MAY assist each other during the race and must run in close proximity to see each other at all times.
- f. If a cadet is seriously injured, please do not continue risking severe injury. Failure to follow this regulation may result in a penalty up to and including disqualification. All competitors ARE REQUIRED to wear BOOTS. Jackets, gloves etc. are at the determination of the cadets.

2) Specific Details:

- a. The Ultimate Raider course begins with cadets running away from the start, then turning counter-clockwise on a flat, paved circle, then turning RIGHT returning to the start area to then enter the woods to additionally run the CCR course (without water obstacle). The event ends with cadets executing the under – over – under logs and then scaling an 8' wall.
- b. Each cadet pair will be assigned a “heat” to run within. It is expected FIVE heats will be in use with one following tightly the other and the times all compete against one another.
- c. ALL cadets leave the starting line carrying a standard Ruck (25-30 lbs.). 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. MALES will maintain this ruck throughout the entire course, taking it off IMMEDIATELY before scaling the wall at the end. *For M/F teams, any cadet can run with the ruck from this point.*
- d. **BOTH CADETS climb the wall.** DO NOT select cadets that cannot work together to get themselves over the wall! Try the wall the DAY PRIOR to ensure this condition can be met!
- e. Should a pair “fail to progress” on the wall and block the course after repeated attempts, they may be forced to wait for following traffic to have their shot. SNI can also mandate a cadet depart from the wall if they feel he or 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.
- f. 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. Spectator areas are well marked.
- g. As this is a duet race, NOBODY is allowed in the woods except the runners and SNI safety staff.
- 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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