

Tactical Medical Challenge 2020

Event #1

THIS EVENT WILL BEGIN PROMPTLY

AT 1900 HOURS (NIGHT)

All Competitors should refer to the Uniform Dress Code and review the Grievance Procedures prior to beginning this event. All tactical equipment that the team starts the event with must finish with them with the exception of medical waste, empty weapons magazines and medical product wrappers and packaging.

This event will consist of a four (4) man team. Each team is required to have at least one (1) organic medic within the team during this event.

This event requires each team to work together in order to negotiate various obstacles, in a dark environment, complete **Phase One (1) Care Under Fire (CUF)**, **Phase Two (2) Tactical Field Care (TFC)**, and **Phase Three (3) Tactical Evacuation (TACEVAC) Care of the Tactical Combat Casualty Care (TCCC) Guidelines**. The team will also arrive at shooting positions from which each team member will engage their respective targets. Eye and ear protection, as well as body armor, are mandatory throughout the event.

All team members shall be mission ready with all departmental issued equipment necessary to affect a Rescue.

Equipment for this event for each team member, that shall be carried and/or worn, includes the following:

- Soft Body Armor, Eye/Ear protection, BDU'S, Tactical Footwear
- Department issued sub-gun/rifle with sling and approved optics
- Department issued Handgun w/operational holster
- One (1) sub-gun/rifle magazine will be loaded with three (3) rounds.
- One (1) pistol magazine loaded with three (3) rounds of ammunition.
- A minimum of One (1) fully-equipped casualty care kit (Mandatory restock kit before each event)
- One (1) Skedco Basic Rescue System (SKED). If a team is not equipped with a BRS, one (1) will be provided for practice and competition upon request any time prior to The TACMED Challenge. Contact:

MD/S Don Heath
Lake County Sheriff's Office
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Office: (352) 742-4605
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***NOTE* RIFLES WILL BE SLUNG FOR THE DURATION OF THE EVENT NO EXCEPTIONS.**

The team will begin and end the event at the start line.

On the command of "go" the four team members will proceed over and through a series of obstacles towards a clearly marked Final Firing Position or (FFP). The shooting lanes will be color coordinated and will be clearly marked. Only once the shooter is fully inside/at FFP he/she will then and ONLY then introduce ammunition into the rifle. The shooter will load the magazine with three (3) rounds and shoot targets ONLY in his/her designated lane from designated firing position. Once the shooters have knocked down all targets or expended all ammunition, the weapon will be placed back into safe, this means safety on, bolt back, magazine out. Then the shooter will safely draw his/her pistol and shoot the three (3) pistol rounds only in his/her designated lane. Once completed the shooter will safely holster and secure the holster. If a team member attempts to leave the FFP before making the rifle safe or the pistol holstered, a Range Official (R/O) will not only delay the team member until the rifle or pistol is safe, but will also enforce a major safety violation.

***NOTE* ONLY WHEN THE SHOOTER IS FULLY INSIDE HIS/HER FFP WILL AMMUNITION BE INTRODUCED INTO THE RIFLES. ANY EARLY WEAPONS HANDLING OR MANIPULATION WILL RESULT IN A MAJOR SAFETY VIOLATION. LEAVING OR ATTEMPTING TO LEAVE FFP BEFORE MAKING RIFLE SAFE WILL ALSO RESULT IN A MAJOR SAFETY VIOLATION.**

Once the team is done shooting, they can continue the event. After leaving the FFP, the team will be directed to a downed casualty where the team must utilize a four-person (4) carry to move the casualty from the shooting bay to the a designated triage location. Once the team has transported the casualty to the designated triage location the casualty will be placed in a designated drop area "Mule" and the team will proceed inside the designated triage area. Upon making contact with the casualty inside the designated triage area, the team will administer casualty care in accordance with (IAW) with the most current and up-to-date TCCC Guidelines as prescribed by the *Committee on Tactical Combat Casualty Care* (CoTCCC). Once the team completes all three (3) phases of care, they may then proceed to the Bearcat with the casualty. The team must then load the casualty into the Bearcat. Once all four (4) team members and the casualty are **completely inside** the MRAP, the time will stop.

Penalties

- Missed shot - Ten (10) seconds
- Procedural violation - Twenty (20) seconds
- Safety violation - Thirty (30) seconds
- Major safety violation - Two (2) Minutes
- Casualty Care Penalty A – Fifteen (15) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.
- Casualty Care Penalty B – Thirty (30) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.
- Casualty Care Penalty C – Thirty (45) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.
- Casualty Care Penalty D – Sixty (60) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.

***NOTE* WHILE SHOOTING FROM YOUR DESIGNATED FFP. YOU MAY USE PISTOL ROUNDS FOR RIFLE TARGETS AND YOU MAY USE RIFLE ROUNDS FOR PISTOL TARGETS. YOU MAY NOT CROSS SHOOT THIS FIELD OF FIRE. EACH SHOOTER IS RESPONSIBLE FOR THEIR OWN TARGETS.**

Event #2

THIS EVENT WILL BEGIN PROMPTLY AT 0800 HOURS

All Competitors should refer to the Uniform Dress Code and review the Grievance Procedures prior to beginning this event. All tactical equipment that the team starts the event with must finish with them with the exception of medical waste, empty magazines and medical product wrappers and packaging.

This event will consist of a four man team. Each team is required to have at least one (1) organic medic within the team during this event.

This event requires each team to work together in order to negotiate various obstacles, in a dark environment, complete **Phase One (1) Care Under Fire (CUF)**, **Phase Two (2) Tactical Field Care (TFC)**, and **Phase Three (3) Tactical Evacuation (TACEVAC) Care of the Tactical Combat Casualty Care (TCCC) Guidelines**. The team will also arrive at shooting positions from which each team member will engage their respective targets. Eye and ear protection, as well as body armor, are mandatory throughout the event.

All team members shall be mission ready with all departmental issued equipment necessary to affect a Rescue.

Equipment for this event for each team member, that shall be carried and/or worn, includes the following:

- Soft Body Armor, EYE and Ear protection, BDU'S, Tactical Footwear
- Department issued Handgun w/operational holster
- Department issued Sub gun w/ sling and approved optics
- Unlimited handgun magazines and unlimited ammunition
- 1 sub gun magazine loaded with 4 rounds of ammunition
- A minimum of one (1) fully equipped casualty care kit. (Mandatory restock kit prior to each event)
- One (1) Skedco Basic Rescue System (SKED) only. If a team isn't equipped with a BRS, one will be provided upon request. See notes under Event #1 (above).
- Rappel harness/carabiner/figure 8/rappel gloves
 - **NOTE: Only Two operators will be shooting rifle. The team can determine which two operators will be shooting. Rifles must be slung for the duration of the event.**

All four (4) team members will report to the on-deck area for a safety inspection, equipped as noted and prepared to begin the event. The on-deck Range Official (RO) will direct the

loading/safety procedures for all weapons. A certified Rappel Master will inspect all rappelling equipment at this time.

The team will begin at the starting line at designated area near the rappel tower. On the command of go the team will negotiate designated obstacles and then proceed to the rappel tower where they will ascend the tower via the towers second floor window by whatever means necessary. Once inside the tower the team will then utilize the stairs to ascend to the top. Once at the top of the tower, the team will be shown a facial recognition picture that they will have to engage later in the event. The team will then encounter three (3) pre-hung 7/16" rappel ropes. The team members will then hook up to the ropes and rappel to the designated window. The designated window will be clearly marked. Once inside the window the first two (2) team members will fully disconnect from the rappel rope, and then encounter a casualty.

NOTE: THE REMAINING TWO (2) MEMBERS AT THE TOP OF THE TOWER WILL NOT BE PERMITTED TO RAPPEL UNTIL THE FIRST TWO (2) TEAM MEMBERS HAVE COMPLETELY DISENGAGED FROM THE RAPPEL ROPES. The team members will proceed with TCCC. The casualty will be treated accordingly, packaged, and readied for evacuation. Once the casualty is properly prepared for evacuation the team must lower the casualty out of the window using the SKED Basic Rescue System (BRS), safely and carefully.

NOTE

Proper evacuation of the casualty utilizing the SKED Basic Rescue System (BRS) requires the Direct Main Line be attached to the BRS 30' casualty security rope.

The Figure 8 On-A-Bight is the only acceptable knot tied within the 30' casualty security rope that the carabiner will be attached to the Figure 8 On-A-Bight of the Direct Main Line. (Knot-to-knot with carabiner)

The team must rappel to the ground from the same window they rappelled into, this can be either done prior to or after the casualty is descended. Again, there can be no more than one (1) team member on a single rope at the same time. The first two (2) team members, once on the ground must disengage from the rappel rope before the remaining team members are permitted to rappel.

The team will then evacuate the casualty from the area to the shoot house. The path of travel will be clearly marked. Once the team reaches the designated area near the shoot house, with all four (4) members and the casualty inside the designated box, the team members will then be permitted to move to the shoot house. At this point all four (4) assault team members will then proceed to the live fire house and stack up on a clearly marked entry point. Once all four (4) members are in the designated entry point they will make entry on the detonation of a diversionary device. (The diversionary device will be provided and will be actuated only by a

RO) **The team will not be permitted to assault the house until the device initiates.** Once inside the shoot house the assault team members will locate “recognition targets” these are the pictures they were **shown on the tower.** Once each shooter locates his/her target(s) in designated shooting areas, the assault team member can then safely draw his/her handgun. The assault team will then each engage his or her targets with two (2) rounds per target. A positive hit on target must be a full diameter head shot. **NOTE: ANY EARLY WEAPONS HANDLING OR WEAPON MANIPULATION OUTSIDE OF THE DESIGNATED SHOOTING BOX WILL RESULT IN A MAJOR SAFETY VIOLATION. WHILE INSIDE THE SHOOT HOUSE, OPERATORS MAY ONLY ENGAGE THEIR OWN TARGETS. NO CROSS SHOOTING OR HELPING OTHER TEAM MEMBERS.**

Once the assault team has engaged their designated targets, they will safely holster and return to the casualty outside.

Once the assault team has joined back up with the casualty, the team will then move to a series of obstacles towards the pistol bay. There will be a designated “drop box” for the casualty. Once the casualty is in the “drop box”, then all four (4) team members will proceed down range to four different final firing positions (FFP) to engage multiple steel targets. If a team member finishes before another team member, he/she MAY shoot another team member plates, so long as it is safe to do so and that shooter does so from their FFP. Once the team has either successfully knocked down all the plates, or expended all ammunition, they will safely recover their assigned handgun prior to exiting the FFP. They will then return to the casualty for evacuation. **NOTE: EACH SHOOTER MUST BE INSIDE DESIGNATED SHOOTING BAY PRIOR TO HANDLING WEAPONS. EACH SHOOTER MUST SAFELY HOLSTER HIS/HER HANDGUN PRIOR TO LEAVING THE FFP. ANY EARLY WEAPONS HANDLING WILL RESULT IN A MAJOR SAFETY VIOLATION.**

ALL four TEAM MEMBERS MUST BE BACK INSIDE THE DROP BOX WITH THE CASUALTY BEFORE THE TEAM WILL BE PERMITTED TO ADVANCE. The team will then move as a unit through a series of obstacles towards the Rook. Once the team reaches the Rook, the two (2) rifle shooters will ascend the Rook to reach their elevated FFP. The Rook will be fixed at a predetermined height. Once the team members reach the ffp they will then be permitted to load and engage respective targets. Each team member will have four rounds to hit four targets.

NOTE: NO AMMUNITION WILL BE INTRODUCED INTO THE RIFLE UNTIL EACH SHOOTER IS SAFELY IN THE DESIGNATED FFP. ONCE THE SHOOTER HAS KNOCKED DOWN ALL TARGETS AND/OR EXHAUSTED ALL AMMUNITION, THE SHOOTER WILL THEN MAKE THE WEAPON SAFE (BOLT BACK, MAGAZINE OUT WITH SAFETY ENGAGED).

Once each shooter has completed his/her course of fire the pair will then descend back down to the casualty drop box and rejoin the team. During the time that the two (2) team members are engaging their targets down range with rifle, the other two (2) team members will maintain the care and custody of the casualty until the rifle shooters return. There will be a clearly marked location for the care and custody of the casualty. Only when all four (4) team members have been reunited at the casualty, they may then proceed to the finish line. The finish line will be the Lake County Sheriff's Office MRAP. Once all four (4) team members and the casualty are completely inside the MRAP, the time will stop.

Penalties

- Missed shot - Ten (10) seconds
- Wrong target shot – Forty-five (45) seconds
- Procedural violation - Twenty (20) seconds
- Safety violation - Thirty (30) seconds
- Major safety violation - Two (2) Minutes
- Casualty Care Penalty A – Fifteen (15) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.
- Casualty Care Penalty B – Thirty (30) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.
- Casualty Care Penalty C – Thirty (45) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.
- Casualty Care Penalty D – Sixty (60) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.

Event #3

THIS EVENT WILL BEGIN PROMPTLY AT 0800 HOURS

All Competitors should refer to the Uniform Dress Code and review the Grievance Procedures prior to beginning this event. All tactical equipment that the team starts the event with must finish with them with the exception of medical waste, empty weapons magazines and medical product wrappers and packaging.

This event will consist of a four-man team. Each team is required to have at least one (1) organic medic within the team during this event.

This event requires each team to work together in order to negotiate various obstacles, in a dark environment, complete **Phase One (1) Care Under Fire (CUF)**, **Phase Two (2) Tactical Field Care (TFC)**, and **Phase Three (3) Tactical Evacuation (TACEVAC) Care of the Tactical Combat Casualty Care (TCCC) Guidelines**. The team will also arrive at shooting positions from which each team member will engage their respective targets. Eye and ear protection, as well as body armor, are mandatory throughout the event.

All team members shall be mission ready with all departmental issued equipment necessary to affect a Rescue.

Equipment for this event for each team member, that shall be carried and/or worn, includes the following:

- Soft Body Armor, Eye/Ear protection, BDU'S, Tactical Footwear
- Department issued rifle/sub gun with sling and approved optics
- Department issued Handgun w/operational holster
- One (1) rifle magazine loaded with (4) rounds of ammunition.
- One (1) pistol magazine loaded with six rounds of ammunition.
- A minimum of One (1) fully-equipped casualty care kit (Mandatory restock kit before each event)
- One (1) Skedco Basic Rescue System (SKED) only. If a team isn't equipped with a BRS, one will be provided upon request. See notes in Event 1 (above)
- One rope/traverse system capable of being rigged in the fashion below creating the capability of traversing across a 50 ft. body of water. And other equipment that the team needs to accomplish this task is acceptable

***NOTE* RIFLES WILL BE SLUNG FOR THE DURATION OF THE EVENT NO EXCEPTIONS.**

Each team will have traverse equipment checked by rappel master prior to the start of the event. The team will begin and end the event at the start finish line.

On the command of “go” three (3) of the team members will proceed to the east side of the traverse, and one (1) team member will proceed to the west side of the traverse (areas will be clearly marked). The team on the east side will then toss the rope across to the team member on the west side. Once that team member secures the rope on the west side, he/she must then run back around to join the other team members to traverse the body of water. Once the team has a rigged traverse line, they will all traverse the body of water.

NOTE: ONCE THE TEAM HAS SUCCESSFULLY TRAVERSED THE BODY OF WATER, THEY WILL NOT BE REQUIRED TO CARRY ROPES AND OR OTHER SINCHING EQUIPMENT THROUGH THE COUSES. THEY WILL HOWEVER BE REQUIRED TO CARRY THEIR RAPPEL HARNESES, PULLY SYSTEMS, GLOVES, ETC THROUGH THE COURSE.

Once off the traverse the team will continue through a clearly marked path towards a series of obstacles on the rifle range. Once over the first obstacle the team will encounter the casualty and will adhere to TCCC Guidelines. In the same location that the team encounters the casualty, there will be four different final firing positions (FFP) down range. Once all four (4) team members and the casualty are in a designated spray-painted box, only one shooter at a time will be permitted to advance down range and engage targets. Once a team member arrives at the FFP there will be a color draw to assign which targets the shooter is responsible for. Once the shooter has successfully engaged all targets and/ or exhausted all ammo, he/she will safely holster and return to the team. Only when all four (4) members are inside the box, can another team member move down range and engage targets.

***NOTE* ONLY WHEN THE SHOOTER IS FULLY INSIDE HIS/HER FFP WILL HE/SHE BE PERMITTED TO DRAW AND ENGAGE TARGETS. ANY EARLY WEAPONS HANDLING OR MANIPULATION WILL RESULT IN A MAJOR SAFETY VIOLATION. LEAVING OR ATTEMPTING TO LEAVE FFP BEFORE MAKING WEAPON SAFE WILL ALSO RESULT IN A MAJOR SAFETY VIOLATION. SHOOTING THE WRONG TARGET WILL RESULT IN A PROCEDURAL VIOLATION.**

After the team has engaged all targets and all four team members are back in the box, the team may then proceed to the Mars platform where they must ascend utilizing the rear ladders and ramps with the casualty. Once at the top all four team members and the casualty must descend the Mars platform.

NOTE: NO TEAM MEMBER WILL BE PERMITTED TO DESCEND THE FAST ROPE WITHOUT APPROVED RAPPEL GLOVES. NO EXCEPTIONS.

Once the team has safely made their way to the ground with the casualty, they will then proceed through a series of obstacles to their next FFP, the BearCat.

When the team reaches the BearCat, all four (4) team members and the casualty must be loaded into the truck to continue triage. Once all four (4) members are inside the BearCat, one (1) shooter at a time will be permitted to climb up through the turret to engage rifle targets. Each team member will have four rounds to hit three (3) targets. The targets will be bunched together and easily identified. Once all targets are engaged or the shooter has exhausted all ammo, he/she will then make weapon safe (bolt back, mag out, safety on) and will be checked by an R/O before returning down into the BearCat. Once the shooter is deemed safe and is back inside the truck, another shooter can then emerge and engage targets via the turret. Only one (1) shooter will be permitted to shoot at a time.

During the period that the team members are engaging targets, the other three (3) team members will continue TCCC Guidelines inside the truck. Once all four (4) team members have engaged their targets the team members will proceed with TCCC. The casualty will be treated accordingly, packaged, and readied for evacuation.

***NOTE* OPERATORS WILL NOT BE PERMITTED TO CROSS SHOOT OR ASSIST OTHER TEAM MEMBERS WITH AMMO OR MAGAZINES. ANY FORM OF ASSISTANCE IN ATTEMPTS TO KNOCK DOWN A FELLOW TEAM MEMBERS PLATES WILL RESULT IN A SAFETY VIOLATION.**

From the Bearcat, the casualty must be transported back through the series of obstacles as well as over the rope traverse. This can be done whatever means necessary as long as all four team members including the casualty cross.

***NOTE* IF ANY OF THE TEAM MEMBERS OR THE CASUALTY TOUCH THE WATER THAT WOULD NOT BE A PENALTY, HOWEVER IF THE PATIENT'S HEAD WERE TO SUBMERGE THE APPROPRIATE CASUALTY CARE PENALTY WOULD APPLY.**

Once all four (4) team members and the casualty are across the start/finish line the time will stop.

Penalties

- Missed shot - Ten (10) seconds
- Procedural violation - Twenty (20) seconds
- Safety violation - Thirty (30) seconds
- Major safety violation - Two (2) Minutes
- Casualty Care Penalty A – Fifteen (15) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.

- Casualty Care Penalty B – Thirty (30) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.
- Casualty Care Penalty C – Thirty (45) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.
- Casualty Care Penalty D – Sixty (60) Seconds
 - Casualty care will be delivered pursuant to the Tactical Emergency Casualty Care (TECC) Guidelines and Tactical Combat Casualty Care (TCCC) Guidelines as prescribed by the Committee for Tactical Emergency Casualty Care (C-TECC) and the Committee on Tactical Combat Casualty Care (CoTCCC) respectively.

***NOTE* WHILE SHOOTING FROM YOUR DESIGNATED FFP. YOU MAY USE PISTOL ROUNDS FOR RIFLE TARGETS AND YOU MAY USE RIFLE ROUNDS FOR PISTOL TARGETS. YOU MAY NOT CROSS SHOOT THIS FIELD OF FIRE. EACH SHOOTER IS RESPONSIBLE FOR THEIR OWN TARGETS.**

Obstacle Course

THIS EVENT WILL BEGIN PROMPTLY AT 0900 HOURS

Attire can be anything that is appropriate to complete the obstacle course.

The Obstacle Course requires the team to overcome approximately 20 individual physically challenging obstacles through the application of teamwork and fortitude.

The four (4) person team will report to the on-deck area prior to moving forward to the Start Line. The event/time will begin with the command “GO”. Each member of the team will successfully traverse each obstacle in order in the following manner:

NOTE: THESE OBSTACLES ARE SUBJECT TO CHANGE.

Jacob’s Ladder – Each member will “weave” their body over one rung and then under the next one without touching the ground.

Rope Climb – Each member will climb the rope to the top and touch the crossbar before descending the rope.

Alternate Over/Under – Negotiate first under the low cross member then over the high one and then under the next low cross member then over the next high one.

Incline Wall – Climb up and over the bar and then slide down the incline wall.

Dirty Name – Mount the low cross member in order to jump up to and over the next higher cross member.

A-FRAME – Climb up and over the A- Frame by touching each horizontal pole going up and coming down.

Attic Entry – Enter up through the opening and exit off any side.

Pete's Dragon (High Climb Slide) – Ascend up the platform and descend down the pole to the ground.

Pipe Slide – Slide through the pipe from one end to the other

Fence Climb- Each member must climb over the top of a 6 foot chain linked fence.

Quintuple steps- Each member will traverse 5 angled steps/platforms. If any member touches the ground between the first and the fifth step, he/she must attempt the obstacle again.

Hurdle- Each member must jump over the hurdle without touching the obstacle.

Atlas Balls- The team will encounter 5 atlas balls at the base of five pillars. Each atlas ball must be placed at the top of each pillar.

Horizontal Bar – Traverse this inclined bar (hand over hand) completely without assistance by anyone not also on the apparatus. Once you start the obstacle, the ground cannot be touched until you have reached beyond the far end and step onto the platform..

Cargo Net – Climb up one side, over the top and down the other side. For safety purposes no one will be permitted to “flip” over the net. Any violation and the net climb must be repeated

Rope Traverse – Consider this rope a bridge where you must cross over and mount the support cross member in order to mount the rope. Do not touch the ground once you have mounted the obstacle until you have touched the upright vertical support at the far end. One may not be assisted by anyone not actually traversing the obstacle themselves.

Rock Crawl – Enter this obstacle in the low crawl position, staying beneath the upper cover. Proceed through the obstacle while in the low crawl position, exiting at the opposite end.

Gorilla Bars – Each member will use only their hands to negotiate this obstacle.

Rope Wall – Climb over the top of this flat faced wall with or without the attached length of rope.

Once all members are over the rope wall they must sprint to the finish line.

Each and every obstacle must be completed as specified herein by all team members. Any team member who moves backward through the course to assist a teammate will repeat each obstacle from that point on to the finish. Once the entire team has completed each obstacle and each team member crosses the Finish Line, the time and event will end.

***NOTE* If a team member cannot complete an obstacle within three (3) attempts, the team will be given a DNF (Did Not Finish)**