

Tactical Medical Challenge 2019

Event #1

THIS EVENT WILL BEGIN PROMPTLY ON

MONDAY MARCH 4TH 2019 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 man team. Each team is required to have at least one (1) 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, Phase Two (2) Tactical Field Care, and Phase Three (3) Tactical Evacuation (TACEVAC)** 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) or any transport method that the team teams appropriate. If a team isn't equipped with a BRS, one will be provided upon request.

***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 to a clearly marked Final Firing Position or (FFP) that the team may assign the shooting lanes themselves. 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 their pistol and shoot the three (3) pistol rounds only in his/her designated lane. Once done 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 move along a clearly marked path towards the casualty. Upon making contact with the casualty the team will adhere to TCCC protocols. Once the team completes all the phases of Tactical Combat Casualty Care (TCCC) Guidelines, they may then proceed towards the Bearcat with the casualty. The team must then load the casualty into the Bearcat. Once all 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 ON

OF MARCH 5TH 2019 @ 0800

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) medic within the team during this event.

This event requires each team to work together in order to negotiate various obstacles, complete **Phase One (1) Care Under Fire, Phase Two (2) Tactical Field Care, and Phase Three (3) Tactical Evacuation (TACEVAC)**. The team must stay within and adhere to Tactical Combat Casualty Care (TCCC) Guidelines. The team will 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, Ear protection, BDU'S, Tactical Footwear
- Department issued Handgun w/operational holster
- Department issued sub-gun/rifle gun w/sling and approved optics
- Unlimited handgun magazines and unlimited ammunition
- 1 sub-gun/rifle gun magazine loaded with 8 rounds of ammunition
- Fully operational gas mask
- 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.
- Rappel harness/carabiner/figure 8/rappel gloves
 - **NOTE: ONLY 2 OPERATORS WILL BE REQUIRED TO CARRY A SUB GUN.**

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 picture that they will have to engage later in the event. The team will then encounter three 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 team members will fully disconnect from the rappel rope, and then encounter a casualty. **NOTE: THE REMAINING TWO MEMBERS AT THE TOP OF THE TOWER WILL NOT BE PERMITTED TO RAPPEL UNTIL THE FIRST TWO 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, this can be either done prior to or after the casualty is descended. Again there can be no more than one team member on a single rope at the same time. The first two 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 towards the shoot house. The path of travel will be clearly marked. Once the team reaches the designated area near the shoot house, with all 4 members and the casualty inside the designated box, the team members will then don their gas masks. At this point all 4 assault team members will then proceed to the live fire house and stack up on a clearly marked entry point. Once all 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 4 separate clearly marked FFP's. Once at the FFP, the assault team member will then manipulate a pre-staged weapon (.40 cal Glock model 22) Once the pre-staged weapon has been manipulated and is in working condition, the assault team member will load the weapon with provided ammunition. Once the weapon has been "made hot" the assault team member will then locate "recognition targets" located inside designated rooms, these are the pictures that were **shown on/at the tower.** Once each assault team member locates his/her target in designated shooting areas, the assault team member will then engage the target. Each assault team member will engage one target with two rounds. This is a total of 2 rounds per shooter. A positive hit on target must be a full diameter head shot.

NOTE: ALTHOUGH EACH TEAM MEMBER WILL HAVE HIS/HER OWN HANDGUN, IT WILL NOT BE USED IN THE SHOOT HOUSE. ALSO, ONCE THE GAS MASK HAS BEEN DONNED, IT IS TO REMAIN DONNED THROUGHOUT THE DURATION OF THE COURSE. ANY MANIPULATION OF THE GAS MASK WILL RESULT IN A PROCEDURAL VIOLATION.

Once the assault team has engaged their designated targets, they will make the weapon safe by locking the slide to the rear and dropping the magazine. Once each member has made said weapon safe they will collectively search the shoot house for a secondary casualty which must be treated and extracted from the shoot house. The extent of the triage will be at the direction of one of the medical judges.

Once the team and the second casualty are outside of the shoot house the team will be instructed to place the second casualty in a designated "drop box" and return to the original casualty.

Once the assault team has joined back up with the original 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 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.

The team will then move back to the “drop box” to evacuate the casualty through a series of obstacles. Once the obstacles have been negotiated, the two (2) team members that are carrying sub guns will advance to their clearly marked FFP. Each team member will have 8 rounds to hit 6 targets. **NOTE: NO AMMUNITION WILL BE INTRODUCED INTO THE RIFLE UNTIL EACH SHOOTER IS AT 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 he/she will return to the casualty drop box and rejoin the team. Each shooter may leave their FFP individually when course of fire is completed. During the time that the two (2) team members are engaging their targets down range with rifle, the other two 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 once 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 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 ON THE MORNING OF WEDNESDAY MARCH 6TH 2019 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 five man team. Each team is required to have at least one (1) medic within the team during this event. The fifth member of the team will be designated as the driver of the bearcat.

This event requires each team to work together in order to negotiate various obstacles, complete **Phase One (1) Care Under Fire, Phase Two (2) Tactical Field Care, and Phase Three (3) Tactical Evacuation (TACEVAC)** 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

- Two (2) sub-gun/rifle magazines loaded with ammunition. One magazine will be loaded with three (3) rounds. The other magazine will be loaded with six (6), for a total of nine (9) rounds.
- One (1) pistol magazine loaded with 4 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.
- 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. Prior to the start of the event each member will be assigned a specific area of responsibility throughout the event; this will be done by a draw. The blind draw will decide a NUMBER each team member will be assigned, as well as to determine the two shooters who will engage targets from the Bearcat. The team will begin and end the event at the start finish line.

On the command of "go" three of the team members will proceed to the east side of the traverse, and team member(s) 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(s) 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.

Once off of the traverse the team will continue through a clearly marked path through a gate towards their first obstacle/Firing Position. At this point the team will split, two members will go high, on the roof of the sniper tower, and two members will go low, underneath the sniper tower. Each Final Firing Position or (FFP) will be clearly designated and clearly marked with the earlier assigned NUMBER. Only once the shooter is fully inside/at FFP may ammunition be introduced into the rifle. The shooter will load the magazine with three (3) rounds and shoot targets only in his/her designated NUMBER lane. Once each of the four 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. If a team member attempts to leave the FFP before making the rifle safe, a Range Official (R/O) will not only delay the team member until the rifle 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 will be permitted to continue the event. After leaving the first FFP, the team will negotiate a series of obstacles before encountering the casualty. Upon making contact with the casualty the team will adhere to TCCC protocol. After initial contact is made with the casualty, the team will again split, sending two shooters to designated final firing positions (FFP). Once the two team members reach the FFP they will then engage individual PISTOL targets. Each shooter will be responsible for 4 pistol plates. The targets will be easily identified.

Once each shooter has either successfully hit all of his/her targets or exhausted all ammunition, they must then HOLSTER/RECOVER and then return to the casualty in order to continue the triage.

During the time frame that the first two shooters are engaging targets, the other two team members will initiate TCCC. Once the first two shooters join back up with the team they will take over the care of the casualty and the remaining two team members will proceed towards designated FFP. Each shooter will be responsible for 4 PISTOL plates. Once the second duo has either successfully hit all targets or exhausted all ammunition, they must then HOLSTER/RECOVER and return to the team/casualty.

Once all 4 team members are joined back up, they may then proceed towards the Bearcat with the casualty. The team must then load the casualty into the Bearcat. Once the team is inside the Bearcat two team members will continue with TCCC protocol, and the other two team members who were earlier identified as the Bearcat shooters, will position themselves at designated portholes/FFP. ONLY on the command of LOAD will the two shooters introduce the magazine with six (6) rounds into the rifle. The command of LOAD will only be given by the Casualty Care Judge once the medical portion is completed inside the Bearcat. Once the LOAD command is given, the fifth member of the team, who will be pre-staged as the driver of the Bearcat, may then drive the team along the range. Once the Bearcat is MOVING, and the two shooters have clear sight picture of the designated targets they may engage. The targets will be rifle plates.

***NOTE* THE BEARCAT DRIVER WILL HAVE ONLY 30 SECONDS TO TRANSPORT THE TEAM FROM ONE SIDE OF THE DESIGNATED RANGE TO THE OTHER. HOWEVER, THE BEARCAT MUST NEVER STOP MOVING DURING THE SPAN OF THE CLEARLY MARKED DRIVING PORTION. SHOOTERS WILL NOT BE PERMITTED TO ENGAGE TARGETS UNLESS THE BEARCAT IS IN**

MOTION. ONCE THE SHOOTERS HAVE SUCCESSFULLY ENGAGED ALL TARGETS, HAVE RUN OUT OF AMMUNITION, OR THE 20 SECOND TIME LIMIT IS UP, THERE WILL BE A CEASE FIRE CALL IN THE BEARCAT. UPON HEARING THIS CEASE FIRE THE SHOOTERS WILL MAKE THEIR RIFLES SAFE...MAG OUT, BOLT BACK, SAFETY ON, AND THEN PREPARE TO EXFILTRATE THE CASUALTY.

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 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.**

Event #4 Obstacle Course

THIS EVENT WILL BEGIN PROMPTLY ON
THURSDAY MARCH 7TH 201 AT 0900 HOURS

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

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

The five (5) person team will report to the on-deck area prior to moving forward to the Start Line. Of the five competitors at least two must be competing medics. 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 3 attempts, the team will be given a DNF (Did Not Finish)**