



## DEPARTMENT OF THE ARMY

Headquarters, Sixth Brigade  
U.S. Army Cadet Command  
246 Blanton Road, Bldg. 1031  
Hunter Army Airfield, Georgia 31409-4615

ATCC-FFJ

12 September 2024

MEMORANDUM FOR 6<sup>th</sup> BDE JROTC DAI's, SAI's, AI's and PMS's

SUBJECT: Standard Operating Procedures (SOP) 6<sup>th</sup> BDE JROTC Raider Challenge Competitions

1. Purpose: To establish responsibilities and procedures for the conduct of all Raider Challenge Competitions in Sixth Brigade Army JROTC.

2. References:

- a. FM 7-22, Holistic Health and Fitness October 2020
- b. TC 3-97.61 Military Mountaineering July 2012
- c. JROTC Cadet Desk Reference, Unit 4: Wellness, Fitness and First Aid

3. Objectives:

a. To provide 6<sup>th</sup> BDE JROTC Cadets a competitive program in **10 athletic and curriculum** skilled events. The events are as follows: Raider Fitness Challenge, One-Rope Bridge, Cross Country Rescue, Team Run 3 to 6KM, Tire Flip, Obstacle Course, HMMWV Push, Raider Fitness Test, Relay Run and Raider Item Relay. The following are supporting objectives: Ethical Values and Good Citizenship, Leadership Potential, Effective Communication and Logical Thinking, Improved Physical Fitness, Incentive to live drug-free, Positive Self- Motivation and Management, the skills to work as a team member and motivation to graduate from high school and pursue a successful career. The five events for the State competition will be published at the beginning of each Raider season.

**SAFETY NOTE: UNDER NO CIRCUMSTANCES WILL CADETS PRACTICE ANY EVENT WITHOUT THE DIRECT SUPERVISION OF A JROTC CADRE AND RISK ASSESSMENT BEING COMPLETED (SEE ANNEX M). NO OTHER EVENTS THAN THE TEN ABOVE ARE AUTHORIZED AT ANY RAIDER COMPETITION UNLESS APPROVED BY BRIGADE**

b. To provide the maximum number of Raiders the opportunity to compete in skills associated with Raider Skills competition.

c. To provide JROTC Cadets the opportunity to practice and familiarize for similar type Raider Challenge Competitions held throughout the school year.

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d. To JUDGE competing Raider Teams and designate the State Raider Challenge Competition Champions in the five events and recognize the top teams in the overall point totals.

4. Concept and Policy:

a. Headquarters, Sixth Brigade will represent U.S. Army Cadet Command in all matters requiring coordination with the facilities or activities at each State Raider Challenge Competition.

b. The locations and date for each state competition will be published in the yearly Order. Each Raider Team will be responsible for their meals, transportation, and their respective Raider Challenge Competition entry fee(s).

c. **(Change)**. At the State Competition there will be three categories of competing Raider Teams. They are Male Teams = Ten (10) Males competing at all times plus up to four (4) additional male team members that can be freely substituted at the discretion of the team captain; **NOTE** (Females can be on male teams, they must compete as if they were a male and not as a female). **(Change) Female Teams - eight (8) Females competing at all times plus up to six (6) additional female team members that can be freely substituted at the discretion of the team captain;** Mixed Teams = 10 members competing at all times, four (4) of whom must be females plus up to **four (4) additional team members** that can be freely substituted at the discretion of the team captain as long as at least 4 females compete in each event. Mixed teams may have more than the minimum females and no less than 5 males. For local competitions, areas will decide the make-up of teams to have more cadets to participate. **\*NOTE: There are NO substitutions during an event. Substitutions must happen before the event starts or after the event is completed. If a Raider Challenge team member gets injured during an event, the team continues and receives a 5 minute penalty.**

d. The number of teams for each area varies based on the "historical" participation in Raider Competitions. Each school will be allowed to bring only One (1) Team per category to the State competition (1 Male, 1 Mixed, and 1 Female) with the following exception.

e. A single gender origination such as Military Academies may qualify more than one team but no more than two teams for the State Raider meet. The trophy placing winner will be identified by their placement at their area qualifier. This allows for equitability and fairness between all schools regardless of size or structure, while allowing Academy Cadets to still benefit from participating in the competition. All teams must qualify at their respective area qualifier.

f. These teams will be included in the number of teams allowed for that area.

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- g. **(Change) There will be two (2) tiers.** You will know what tier you are when all teams have been submitted from all areas to the Brigade. The system will be based off the open enrollment report, once all teams are identified to compete at the state level, they will be divided into tiers based on their open enrollment report. There will be trophies for first, second, and third place in each event for each tier, and first and second overall trophies for each tier. Streamers will be given for each school that competes at the State Raider Meet.
- h. All competing teams at the state meet should be present for the awards ceremony. Teams that are not present for the awards ceremony and receive a trophy must pay for the trophy to be shipped from their own funds or have someone there to accept the trophy for your team.
- i. The SAI/AI's of the competing teams will make arrangements for all matters associated with travel, lodging, feeding, security of personal belongings, and accountability of personnel and equipment while at all Raider Challenge Competitions.
- j. Uniforms.
- 1) ALL JROTC Cadre **regardless** the reason for attendance will wear the OCP uniform with authorized headgear. NO LOGO T-SHIRT OR SWEATSHIRT  
AUTHORIZED
- 2) **(Change to read)** All cadets will compete in ACU/OCP uniform. The Uniform will consist of the jacket with school logo t-shirt / tan t-shirt underneath, trousers, rigger belt, socks, boots, a water carrying device (pistol belt, with cover and canteen, or camelback) and Cap **(\*Water may be grounded at each station).** Running style shoes (No Spikes) are authorized for the Team Run and Relay Run. At a minimum, the JROTC and School tag will be on the front of the jacket. The Cap does not have to have the cadet's name on the back. Programs with approved Distinctive Unit Insignia are allowed to wear them on the uniform jacket **(\*Jackets may be grounded at each event).** Cadet names on the jacket is a uniform violation. Raider teams must be in the same uniform (if one wears it, they all wear it).
- k. ANY deviations from this SOP must be approved by the Headquarters, 6<sup>th</sup> Brigade USACC, JROTC Chief or his representative for all Raider Challenge Competitions.
- l. Judges: Will primarily come from JROTC Cadre as determined by HQs, 6<sup>th</sup> Brigade USACC which will be identified in Annex L to this SOP.
- m. Entry Fee: There will be an entry fee that will be published in the Warning Order. This money will be used to pay for trophies and medallions and offset expenses for the State Raider Challenge Competition. Make checks payable to Headquarters 6<sup>th</sup> BDE for the Raider Challenge Competition.
- n. The Meet Director will determine the uniform for Cadets the morning of the raider meet. All Cadets will be in that uniform for every event.

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o. Each area that hosts competitions will identify the meet or meets as "The Qualifier." Area Coordinators must ensure that area members are invited to "The Qualifier." The Area Coordinator will then identify the qualifying teams to Brigade. Below is the breakdown of the number of teams from each area that will be eligible to compete in the state meet. **\*NOTE: If an Area cannot fulfill its Raider Challenge team allocation, BDE will distribute unused slots to other Areas.**

1. Florida Areas - a total of 70 Teams

- (1) Areas 1, 2, 4, 10 – 4 Raider Teams per Area
- (2) Area 11 – 2 Raider Teams
- (3) Area 12 – 10 Raider Teams
- (4) Area 5 – 7 Raider Teams
- (5) Areas 3, 6, 7, 8, 9 – 7 Raider Teams per Area

2. Georgia Areas - a total of 70 teams.

- (1) Areas 1, 3, 4, 6, 9, 12 - 5 Raider Teams
- (2) Area 2 - 4 Raider Teams
- (3) Area 5 - 3 Raider Teams
- (4) Area 7 - 10 Raider Teams
- (5) Area 8- 6 Raider Teams
- (6) Area 10 - 9 Raider Teams
- (7) Area 11- 8 Raider Teams

3. Alabama, Mississippi, and Louisiana (TBD).

5. Cadre, Cadet, and Chaperone Travel:

(1) ONLY JROTC Cadre, performing duties as the OIC, Judge, and/or other Designated Meet Support Cadre may travel to the State Raider Challenge Competition Meet at government expense. Once identified, the Cadre should submit their authorization in DTS.

(2) Chaperones will not be provided travel or per diem. They may be added into your cadets' meals and hotels.

6. Responsibilities:

a. Sixth Brigade staff:

- (1) Overall responsibility for the conduct of the State Raider Challenge Competitions.
- (2) Provide payment for trophies and awards for the State Raider Challenge Competitions.
- (3) Coordinate for JROTC Cadre and other judges as required for the state meet.
- (4) Determine the Meet Director for each State Raider Challenge Competition.
- (5) Arrange for the contracts for each State Raider Challenge Competition.
- (6) Monitor local Raider meets to ensure SOP guidelines are being followed.
- (7) Direct State Raider Challenge Competition.
- (8) Responsible to the Commander, 6th BDE USACC for conduct of the State Raider Challenge Competition.
- (9) Final approving authority for any grievances or judging decisions at the State Raider Challenge Competition.

b. SAI's/AI's at Local and State Competitions:

(1) Prepare your respective teams for competition IAW the provisions of this SOP and event annexes published separately.

(2) **(Change to Read)** Provide a list of all cadets participating on a Statement of Eligibility that lists all the members of the Raider Team and certifies that each Raider is enrolled in JROTC for the current school year and meets the State Athletic Association rules for eligibility for participation in extracurricular high school sports. **Per CCR 145-2, para. 9-1b, all Cadets participating in Raider Challenge must have and maintain a minimum 2.0 GPA. A Sports physical is mandatory for Raider Challenge and must be completed prior to any Raider Challenge competition. The sports physical is at no expense to the Government.** A Statement of Eligibility (see Annex K) will be signed by a school official (principal, assistant principal, or counselor). DAI's, SAI's, and AI's cannot sign the form. Teams will not compete without this form (NO CALL IN'S ALLOWED AT STATE).

(3) Ensure your team(s) follows the meet schedule and rotation plan.

(4) Always supervise your Cadets, especially in the latrine, bathing, and dressing room areas, and throughout the entire state meet. Destruction of any facilities and school's property will not be tolerated.

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(5) Ensure all cadre, parents, boosters, etc. REFRAIN FROM COACHING ONCE THE COMPETITION BEGINS (at State Competitions) – encouraging your team is welcomed but NO COACHING PLEASE! Let the Raider Team Commanders lead their teams and make leadership decisions.

(6) **Raider Coaches** will coordinate with the representative from 6<sup>th</sup> BDE, USACC on all grievances and judging decisions to ensure that they agree with this SOP.

7. Scoring Procedures at State Competition: Score sheets will be verified for administrative accuracy while the team is in the ready area. The administrative data on competing team's score sheets will be completed prior to the beginning of the competition. Immediately after the performance is completed, the event Head Judge will give a quick out brief to the Raider Team's Commander. SAI's/AI's may listen but cannot contest or question the Head Judge. The Head Judge will give the score sheet to the scoring committee that will be responsible for tabulating the scores. When the tabulation process is finished the score sheets will be placed in each school's/team's folder and will be available for pick-up immediately following the awards ceremony. In the event of a tie for overall team trophy placement determination the total team time on the team run or relay run will be the deciding factor.

a. If a scoring dispute arises at one of the stations, the Head Judge for that event will attempt to resolve the matter. If the matter is not resolved to the satisfaction of the affected Team, then the SAI/AI must follow the protest/appeal process outlined in paragraph 8 below.

**8. Protests and Appeals: Should any protests, dispute or appeal of a judge's scoring or any other similar circumstance arise, it will be the responsibility of the Raider Meet Director (at State Competitions the senior Brigade member on site) to decide on the question/issue. No further appeal is available. Protest will be submitted in writing to the Meet Director within 30 minutes of the conclusion of the protested event and only by a Cadre member from that school/team.**

9. Penalties at State Level Events:

a. Participating teams are required to meet all scheduled events as outlined in the State Meet Itinerary of Events (TBP once all the participating teams have been identified). ALL TEAMS will have a rotation schedule for the 5 events. If a team fails to make their rotation report time to their next event, that team will have 30 seconds added on to their total time for being late. After 15 Minutes, the team will be disqualified, and no points earned for that event. Teams that are delayed due to event backlog, the Team Captain (Cadre) must go to their next scheduled event and inform the OIC of the delay and give the approximate time the team will arrive. You will give the OIC the event you are backlogged at, the OIC will then check his schedule and if you were not scheduled to be at that backlogged event before of your scheduled time, that will not be a reason for being late and you will be disqualified after the 15-minute rule above.

b. Any team that fails to show up with their required team members will be disqualified from participating in that event.

c. Teams that report without proper uniform/equipment will be penalized 50 penalty seconds. The team may be disqualified depending on the event and significance of the violation as it relates to safety and the teams' ability to accomplish the event. Event OIC must make an annotation on the offending team's scorecard what the violation was and what decision was rendered.

d. In any case of unsportsmanlike conduct from a team member, cadre or parent of the team, the Meet Director will determine the severity of the infraction and may assess any penalty up to and including disqualification from an event to the entire State Raider Challenge Competition or any other State Competition.

e. Substitutions of the two authorized additional cadet team members will be allowed during the competition before any event starts. All team members who are on the official team roster at the start of the competition can be employed on any event at the discretion of the team captain. Regardless of the substitutions by the captain, teams must meet the minimum gender requirements specified in paragraph 4.c. of this SOP. Bottom Line: Your team captains can choose between any registered team members to construct the team best suited to maximize team performance in that event while meeting gender requirements.

f. **(Change)** Cadets will follow CCR 145-2, Personal Appearance regarding hair color, length, styles and authorized accessories (female wearing ribbons, bows, etc.) and jewelry while wearing the modified ACU/OCP (any type earrings, rings, bracelets, etc.) in the field environment. **All 14 Cadets will be inspected prior to the beginning of the first event. Any Cadet found to be in violation, 10 team penalty points/seconds will be added to the team's overall score. Cadets in violation will have 10 minutes to correct their deficiency. If not corrected, they will be disqualified. If four or more cadets have uniform violations the team will incur a 5-minute team penalty. If more than six Cadets and the team is disqualified.** See ANNEX L (Updated).

**g. (Change) Teams are allowed to RECON State Raider events, but all RECON's must stop prior to the event start time.**

#### 10. Awards:

Trophies will be awarded to the Top 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> places in each event and the Top 1<sup>st</sup>, 2<sup>nd</sup> places overall in the three categories of teams in each tier –Male Teams, Female Teams, and Male/Mixed Teams. A streamer will be given to each school for competing at the state Raider Meet.

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11. Inclement Weather Procedures: In the event of light rain all competition will continue as scheduled. In the event of severe storms or lightning, competition will be immediately stopped. Judges, Coaches, and ALL Raider Teams will move to the nearest building or safe area and wait for instructions as soon as cadets are under positive control. At that time a weather decision will be made based on weather reports. If the competition must be halted, the following rules will apply at State level, local level should be published in their MOI:

a. If due to inclement weather any event in which more than half of the competing teams have completed, the results in that event will stand and awards will be awarded to the teams placing up to that point.

b. Events that are less than half completed because of inclement weather, no results will be scored, and no awards will be awarded.

c. Due to the nature of the event, all funds are used to purchase the necessary items to support the State Raider Challenge Competition Meet. The 6<sup>th</sup> BDE will not be in a position to reimburse schools, if the Inclement Weather Procedures go into effect and the competition is not completed.

d. There will be a judges meeting held at a time and place to be determined the evening before the state competition to finalize decisions impacting the conduct of events the following day, final uniform decision, to discuss judging specifics and weather information.

12. Safety:

a. Responsibility: Cadre at every level will be responsible for conducting a continuous, rigorous safety program. Cadre must ensure that adequate provisions for safe physical standards are incorporated into all aspects of training (see CCR 385-10, Cadet Command Safety Program Dated 01 March 2022).

b. Safety Requirements:

(1) **(Change) A Deliberate Risk Management Worksheet (DD Form 2977, NOV 2020)** will be completed for all the events by the Event OIC and Director, for each Raider Challenge Competition and sent to HQs, 6<sup>th</sup> BDE USACC for approval 30 days prior. Weather will determine daily risk assessments and changes to events for safety reasons. **See Annex M.**

(2) All applicable training and safety publications will be available and adhered to during the conduct of the 6<sup>th</sup> BDE State Raider Challenge Competition Meet.



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c. Qualified Medical Support will be on station during the conduct of ALL Events.

**d. (Change) Water Devices will be grounded at each event with the exception of carrying ONE (1) water source on the Team run. Teams are required to have hydration at the start and finish line for all events.**

13. Any school on the Hand Receipt Delinquent List will not be able to participate in the State Raider Meet until they are cleared from the list.

14. POC's for the 6<sup>th</sup> BDE State Raider Challenge Competition Meets are Mr. Smith HQ, 6<sup>th</sup> BDE USACC at telephone 912-315-8410, Mr. Kjonnerod 912-315-8010, Ms. Renee McClinton at 912-315-3617 and Mr Gates 256-955-7575.

//Original Signed//

ROBERT J. HYVER  
Chief, JROTC  
6<sup>th</sup> Brigade, USACC

ANNEXES:

- A. Raider Fitness Challenge
- B. One Rope Bridge (Updated)
- C. Cross Country Rescue (Updated)
- D. Team Run
- E. Tire Flip
- F. Obstacle Course
- G. HMMWV Push
- H. Raider Fitness Test (Updated)
- I. Relay Run (Updated)
- J. Raider Item Relay (Updated)
- K. Statement of Eligibility
- L. Cadet Uniform Standards (Updated)
- M. (Add) DD2977 2020, Deliberate Risk Assessment Worksheet

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### ANNEX A (Raider Fitness Challenge) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, Raider Fitness Challenge

#### RAIDER FITNESS CHALLENGE

1. Task: Complete the Raider Fitness Challenge course which is designed to examine strength, stamina, strategy, and endurance of the team of cadets over a course approximately ½ mile in length using various obstacles.

2. Conditions: During daylight hours and under existing weather conditions, each member of the 10 member Raider Team will complete the Raider Fitness Challenge in the Raider Team uniform: Boots, ACU/OCP trousers, and school t-shirt with sleeves or ACU/OCP t-shirts and water carrying device (pistol belt, with cover, camel back (grounded at start point)). ACU/OCP tops may be worn depending on weather conditions.

3. Standards: The Team will be scored on the amount of time that it takes all 10 members to complete the course.

4. Concept:

a. A course maybe set up IAW the diagram in this annex. The team will complete the course and time will be recorded. The grader will command “Get set...Go” which will start the clock. The course will consist of the following items in any order:

1. Approximately 10 yd. low crawl with 5 lanes established.
2. Approximately 40 yd. Water Can, Ammo Can, or kettle bell (each item will vary in weight from 10-30 lbs.) carry.
3. An obstacle to either go over or under
4. A speed agility maze
5. A weighted object to carry around approximately 50’ in length.
6. A turn around point (either a cone or pole) and repeats the course in reverse.

b. There will be only one team on the course at a time. Teams should be able to complete the course in 5-6 minutes. Any team still on the course at the 10-minute mark will be stopped and will receive no time for that event. There will be enough items for each team member to carry two items on phase 2 of the course. The weighted object will be determined and will not weigh more than 250 pounds. The entire team will have to pick the object up as a team and transport it 50 feet which will be designated with a line. The team will have to go around the turn around point and complete the course in reverse so that all items will be where you originally picked them up. Once the last cadet crosses the finish line time will stop.

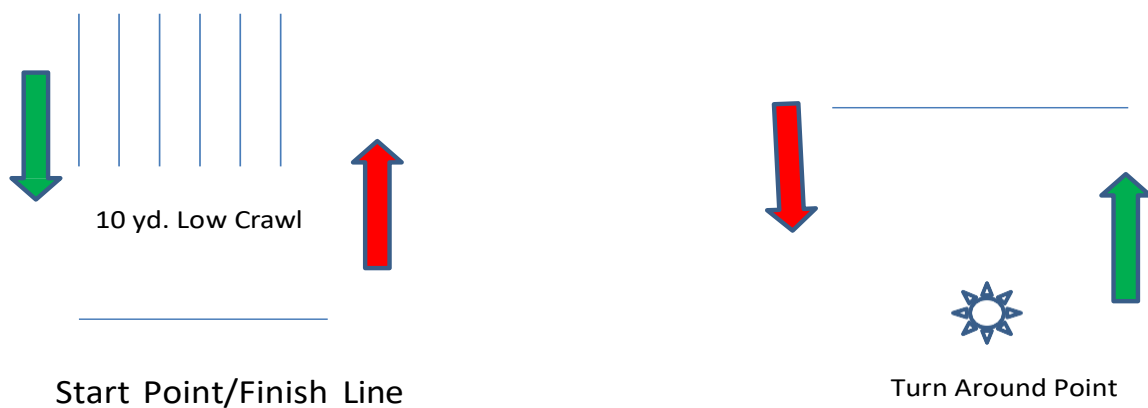
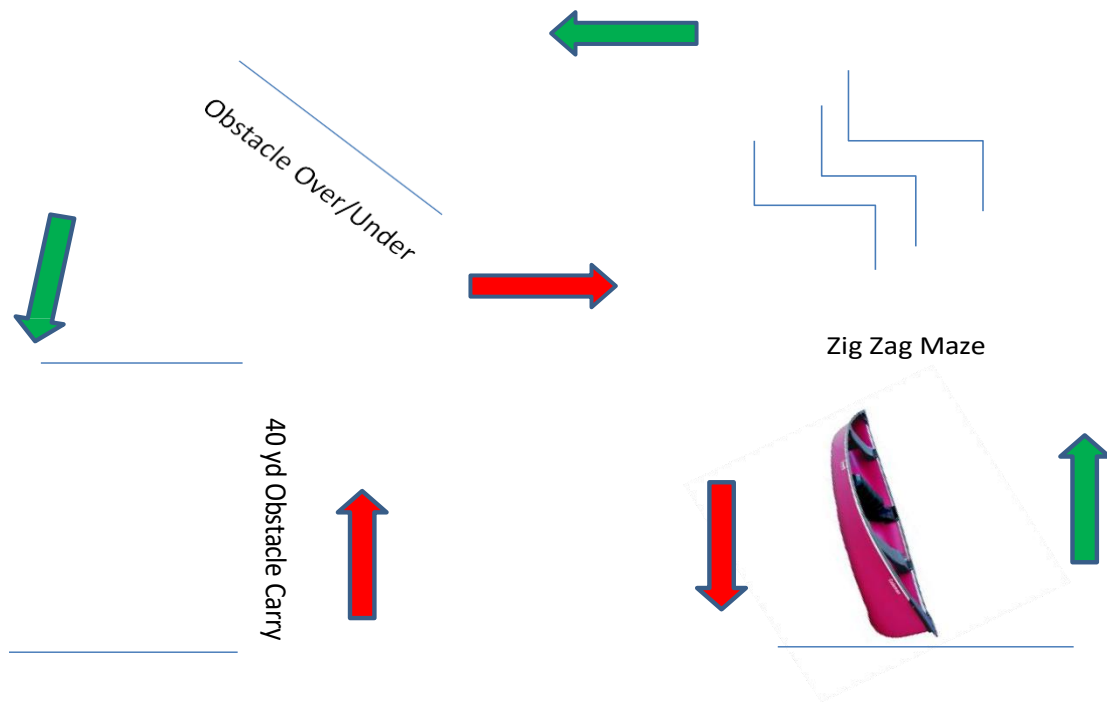
c. Judges will record each Team’s total time on the score sheet. Once the Raider Team completes the event score sheets will be sent to the Raider Meet Headquarters for checking and posting.

d. Judges will tell the Team to make sure all equipment is across the line and close to the rightful place before the cadets continue. If not corrected and they continue they will receive a 2-minute penalty. Judges will reset equipment before the next team starts.

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ANNEX A (Raider Fitness Challenge) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, Raider Fitness Challenge

This is an example of lane setup.



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ANNEX A (Raider Fitness Challenge) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, Raider Fitness Challenge

### RFC SCORE CARD

TEAM/SCHOOL \_\_\_\_\_ TM CHECK IN TIME \_\_\_\_\_

TYPE TEAM (CIRCLE ONE)

MALE

FEMALE

MIXED

#### **Penalties: 10 second team penalty**

\_\_\_ Cadet does not have a filled water source

Sportsmanship Penalties:

\_\_\_: 30 seconds can be disqualified for multiple violations.

\_\_\_ DQ-Intentionally taking Penalties to save time.

ROUTE TIME \_\_\_\_\_

PENALTY TIME \_\_\_\_\_

TOTAL TIME \_\_\_\_\_

COMMENTS:

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SCORER'S NAME: \_\_\_\_\_

Team Captain  
Name/Signature \_\_\_\_\_

**Safety Note: IMPORTANT Safety Message for Rope Bridge:** If you have a rope bridge going over a stream or ditch, etc. that could result in a Cadet falling more than four (4) feet (including sag), then Cadets on the rope team must wear **safety helmets**, with one Cadre or Cadet watching each knot to ensure it stays secured. Most schools conduct Rope Bridge over ground level, so this will not impact them. But, be advised that the Army National Raider Meet does conduct their competition over a rocky lakebed where safety helmets are now required due to rocks and the height of a fall.

1. **TASK:** Construct a one-rope bridge spanning approximately 40 to **120** feet

2. **CONDITIONS:**

- a. Under existing weather conditions and in a field environment each Raider Team will cross an obstacle stream crossing on a one-rope bridge spanning approximately 40 to **120** feet.
- b. Teams will make only one timed crossing and will compete against the clock. Time will not stop during the conduct of the event unless teams go over the 10-minute time limit. Penalties will be assessed for rule infractions and safety lapses. Total event time will be calculated from the crossing time plus any assessed penalty time.
- c. **Ten cadets will compete as a team in this event for male and mixed teams and eight cadets for female teams. Teams with less than ten (male and mixed) or 8 (female only) will not compete (Disqualified). All members of the team must cross the obstacle on the rope except for the first and last Raider.**
- d. Team uniform: Boots, ACU/OCP trousers, and school T-shirt and/or ACU/OCP blouse. Water device will be grounded at the event. The uniform may be adjusted by Brigade at the beginning of the meet depending on the heat category.
- e. The bridge site will include a suitable anchor point on the near and far-side of the obstacle, mounting and dismounting points, and barriers (log, plank, or tape) to mark the obstacle boundary.
- f. Each Raider team is responsible for providing their own equipment; one bridge rope (static rope recommended) 120'long (minimum) x 7/16"/11mm in diameter, steel snap link (minimum 9kn) for the transport tightening system, 10-Swiss seats made of 7/16"/11mm diameter rope, and snap links used for crossing and construction.

3. **STANDARDS: IAW the TC 3-97.61 dated July, 2012**

a. The **Swiss seat (see manual)** is secured with a **square knot** and with an **overhand knot** at each side of the square knot to prevent the knot from becoming untied and must have, at least a four (4) inch pig tail on each knot. **Note: On Step 5, the two ends may travel from bottom to top or top to bottom as long as a half hitch is created on both hips creating a bight.** The first and last Raider may wear ropes tied around their waist using an **Aussie belt or a Swami belt (see manual)**. An **end of the line bowline w/overhand knot (see manual)** or a **figure eight loop knot (see manual)**. hooked into the far side Raider's snap link is used to secure the far side Raider while crossing the stream.

b. The only knots allowed for the far side anchor point will be one round turn around the anchor point secured by two half hitches on a bight, or a tensionless anchor knot (**see manual**) with a minimum of 4 round turns around the anchor point secured by a snap link which must be secured to the rope bridge rope by an end of the line bowline w/overhand knot or figure 8 knot. The only knots allowed for the near side anchor point/tightening system will be **the wireman's knot (see manual) or the figure eight slip knot with a bite (Transport Tightening System Pg 7-15 Fig 7-10)** as the tightening system knot; round turn around the near side anchor point secured by two half hitches on a bight. The half hitches on a bight are not required to go over all ropes as long as it provides a safe knot extending toward the tightening system knot.

c. The two anchor knots, the wireman's knot, or figure 8 slip knot (either may be used to construct the one rope bridge) and the two half hitches on a bight will be visually inspected for safety prior to Raiders mounting the bridge rope. If improperly tied, then the team is STOPPED and allowed to fix knots, but time continues to run.

d. Teams will tie their Swiss Seats and be inspected by a judge prior to moving to the rope bridge site. After being cleared by the inspector, the team will move to the rope bridge site. Once on the rope bridge site, the OIC will brief the team then give them three minutes to prepare their rope by back feeding the rope into the duffle bag or similar container as the OIC observes. When the team captain feels his team is ready, they will notify the judge.

e. When crossing, only three Raiders will be clipped onto the bridge rope with the Swiss seat at any one time. While crossing each Raider is not required to have one leg/foot in contact with and over the bridge rope. The bridge will not be disassembled until the last Raider has crossed and safely unclipped on the far-side.

4. **CONCEPT:** Upon arrival at the bridge site, the Team will enter the holding area with their bridging equipment and wait for further instructions from a guide or judge. Teams will receive a safety briefing and be given the Task, Conditions and Standards for the event. When a lane is clear, the Team will then move to the preparation area, be given a site orientation and begin three minutes of preparations. The judge will start the timer once the rope is touched and will stop the time when they hear "Time" from a member of the team. The team then receives a short debrief, gathers their equipment, and exits the site.

## 5. BRIDGING PREPARATION, CONSTRUCTION, CROSS, & DISASSEMBLY:

### a. Preparation:

(1) The first and last Raiders can tie any of the mentioned seats. The snap-link is then clipped around all coils of the harness. The remaining Raiders will tie Swiss seats with snap-links to aid in transporting themselves across the rope bridge. The snap-link is centered on the body and closed over all the rope parts with the gate facing up and away from the body. The seat must be snug.

(2) **(Add)** The bridge rope will be back fed (TC 3-97.61 par 4-25) into the Duffle bag or similar container with one end **no more than 12 inches** sticking out or over the side of the opening but not touching the ground.

### b. Construction: The following steps can be executed simultaneously.

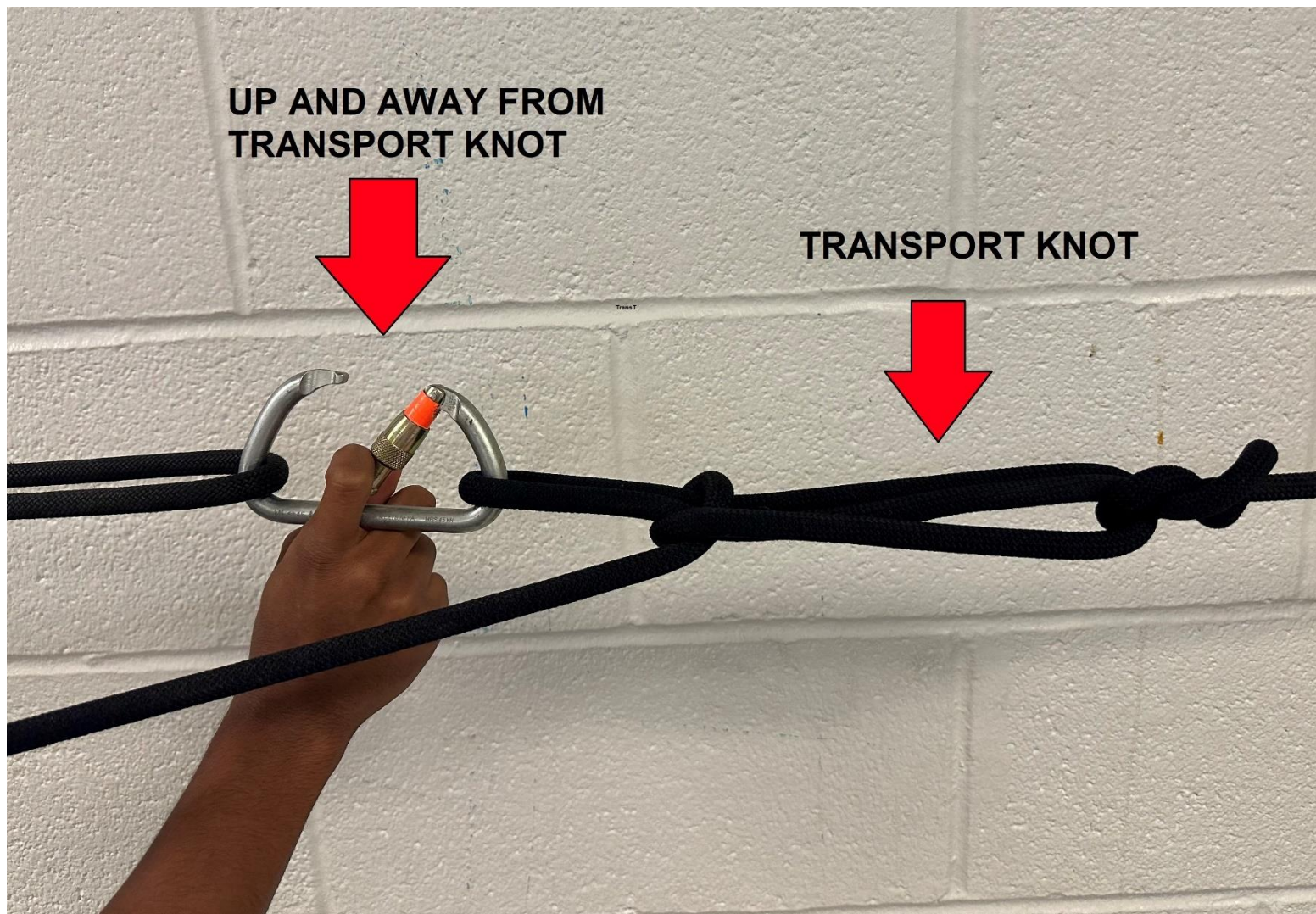
(1). Step One: The Far-Side Raider is snapped into an end of the line bowline w/overhand knot or figure 8 loop knot and crosses, while being belayed, IAW the TC 3-97.61 page 9-5 and establishes The Far Anchor. Belaying involves a stationary Raider or Raiders having control of the bridge rope as the Raider crosses the obstacle (pg. 9-5). Too much "slack" is to be avoided in order to sense the movement of the crossing Raider and to ensure an immediate safety response.

(2). Step Two: When the Far-Side Raider reaches the far-side, he/she unclips once out of the dead zone and moves to the anchor point and prepares to tie one of the approved anchor knots. Step three can be executed at the same time as Step one and two if the Far side Raider is on belay.

(3) **(CHANGE)** Step Three: On the near-side, approximately 3 Meters from the near-side anchor, a wireman's knot or figure 8 slip knot is tied into the bridge rope, a wooden, metal, plastic stick/implement or snap link can be used to aid in the disassembly of the knots and can be used for securing the nearside (Transport Tightening System Pg. 7-15 Fig. 7-10). Inserting the stick/implement is accomplished by placing it into the upper wing



above the butterfly of the knot (upper bight of the wireman's knot). The stick/implement or snap links may not be used as a speed tightener. The fixed loop formed in the knot must naturally lie toward the near-side anchor. The fixed loop is placed into one (steel locking carabineer/snap link minimum standard is 9 kilo Newton (KN) military steel). The remainder of the bridge rope is routed around the anchor point and through the snap- links. Carabineers cannot be altered or modified in any way, if so, teams are disqualified from the event. **The steel snap link must have the opening gate facing up and away from the loop in the transport knot (wireman's/figure eight slip)**



**(4) (CHANGE)** Step Four: When the bridge rope has been passed through and secured by the steel carabineer in the wireman's knot or figure 8 slip knot, the far-side Raider now detaches the "temporary" snap-link and pulls the wireman's knot or figure 8 slip knot out from the near-side anchor point approximately 4 to 6 feet and then secures the Far side bridge rope to the anchor with **two** round turns and two (2) half hitches on a bight w/4" pig tail, or tensionless anchor knot ensuring the anchor is at least waist high.

(5) Step Five: The Raiders on the near side tighten the bridge rope with their pull team. The pull team on the near side pulls the slack out of the bridge rope. The steel carabineer should be close enough to the near side anchor to allow personnel to easily load the bridge. The bridge rope should be tight enough to prevent crossing Raiders from making contact with the stream. The transport tightening system is then secured to the anchor using a round turn and two (2) half hitches on a bight. The half hitches do not have to pass around/over all the ropes between the anchor point and the wireman's knot or figure 8 slip knot. **The round turn and two half hitches must be tied between the anchor point and the steel carabineer. If the steel carabineer in the transport tightening system is pulled against the anchor point, the team must take action and reconstruct the bridge. This is done by ceasing the pulling of the rope, untying the far side knot, pulling the transport knot away from the nearside anchor point, retying the far side knot, then re-pull the rope again and continue the construction of the bridge.**

c. Crossing: The Raider will use the Rappel Seat Method (pg. 7-20), with the carabiner facing up and away from his body. He/she then faces the rope and clips into the rope bridge. He/she rotates under the rope and pulls with his/her hands and arms to make progress until across the obstacle. No more than three (3) Raiders will be on or clipped (carabineer closed) into the bridge rope at any one time. No part of the body or equipment may touch the obstacle (dead zone) when hooking up or getting off the rope bridge. (the boundary marker is not in the dead zone). Raiders are not required to have one leg or foot in contact with bridge rope as long as the cadet is clipped into the rope.

d. Disassembly:

(1) When the last Raider has crossed and unclipped from the bridge rope the far- side anchor may be untied while the Near Side Raider disassembles the transport system on the near-side. He/she can tie a figure eight loop or bowline w/overhand knot in the end of the bridge rope or snap into the existing Wireman's or Figure 8 slip knot loop and crosses IAW the TC 3-97.61 page 9-5 Establishing The Far Anchor. The knot may be tied during construction or crossing. The Near Side Raider is then belayed across the obstacle by Raiders on the far-side.

(2) Once the Near Side Raider is across, all tied knots/snap links/carabiners will be removed from the bridge rope. When the Team leader is certain that all tied knots/snap links/carabiners are out of the rope and the obstacle has been cleared, he/she will call "TIME". No individual equipment needs to be removed nor do any Swiss seats/around-the-waist harnesses untied and removed.

SCORING: The score earned by the Team will be the total time based on the time for the crossing plus any penalty time. The fastest time is first etc. (See Score Sheet)

#### A. Equipment/Preparation/Inspection Penalties:

- 1) The Raider Team not having a rope long enough to complete a bridge and 7/16-inch diameter static bridge rope, 10- Swiss seat ropes long enough to tie seat X 7/16-inch diameter, or enough snap links to build the bridge and Swiss seats.
- 2) Any Swiss Seat or Swami belt that can pass all checkpoints on page B-7,

##### a. Construction Penalties:



- i. Far Side Raider fails to cross IAW the TC 3-97.61 page 9-5 **Establishing The Far Anchor**
- ii. The Far Side improperly belayed across the stream.
- iii. Far-Side Raider fails to tie one of the approved anchor knots.
- iv. Failure to tie the wireman's knot or figure 8 slip knot – If the team must retie for safety– safety stop, time continues to run. The wireman's knot must naturally lie toward the near-side anchor and both ends should exit opposite each other without any bends, the loop formed in the wireman's and figure eight slip knot must not be less than twelve (12) inches in length, and the steel carabineer opening gate must be up, locked and away from the loop, if two snap links are used gates must be opposed and form a X when locked.
- v. Failure to secure the bridge system on the far-side or near-side with round turns with two (2) half hitches on a bight.

b. Crossing Penalties:

- i. Mounting (clipping into) the bridge rope before all bridge knots are secure.
- ii. More than three (3) Raiders on the bridge rope or clipped into the bridge rope at any one time, MORE THEN FOUR (4) DISQUALIFIED.
- iii. Each Raider who enters and touches the obstacle with his/her body without being clipped into the rope, this includes members on the far and near-side attempting to assist Raiders who are crossing and any equipment that the Raider loses in the obstacle while crossing or mounting and dismounting of the bridge.

**NOTE: The Remaining Raiders "CAN" touch while crossing, apart from any part of their FEET.**

- iv. Parts of the uniform/equipment dropped into the obstacle is a 10 second TEAM penalty.
- v. (Update) Less than eight (8 for Male and mixed teams) and less than six (6 for Female teams) Raiders crossing on the rope bridge disqualified

c. Disassembly Penalties:

- i. Near Side Raider fails to cross IAW the TC 3-97.61 page 9-5 **Establishing The Far Anchor**
- ii. Near side Raider crosses with no belay.
- iii. All tied knots/snap links not removed from the rope.

d. Other:

- i. Safety issues – clock runs while corrected.
- ii. Sportsmanship – profanity, abusive or unethical conduct –possibly disqualification depending on the nature of the conduct.

**SWISS SEAT CHECKPOINTS.**

- a. **THERE ARE TWO OVERHAND KNOTS IN THE FRONT**
- b. **THE ROPES ARE NOT CROSSED BETWEEN THE LEGS**
- c. **A HALF HITCH IS FORMED ON EACH HIP**
- d. **SEAT IS SECURED WITH A SQUARE KNOT WITH OVERHAND SAFETIES ON THE NON-BRAKE HAND SIDE**
- e. **THERE IS A MINIMUM 4-INCH PIGTAIL AFTER THE OVERHAND SAFETIES ARE TIED**

**NOTE: ANY OF THE ABOVE CHECKPOINTS FAIL THE SWISS SEAT AS UNSAFE.**

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SCHOOL:					
CIRCLE ONE	MALE TEAM	FEMALE TEAM	MIXED TEAM	Time Per Penalty	Penalties Assessed
<b>EQUIPMENT/PREPARATION/INSPECTION: 5 MINUTES.</b>					
Improper Aussie Seats on far and near side Raiders. (on the spot fix)				10 SEC	
Improper SWISS SEAT; Snap link must surround all ropes and when rotated to the "UP" position, gate opening is "away from Raider" (on the spot fix)				10 SEC	
Steel Snap link not 9kn or higher / Rope not 7/16 diameter <b>(on the spot fix)</b>				NP	
Team competing with less than required, Male Teams 10, Female Teams 8, Mixed 10 (min. 4 females)				DQ	
<b>CONSTRUCTION OF ROPE BRIDGE</b>					
Far Side Raider –Improper Bowline w/overhand knot or Figure 8 when crossing				20 SEC	
Far Side Raider not clipped in with snap link prior to entering dead zone <b>(VERIFY)</b>				10 SEC	
Far Side Raider not belayed properly across the dead zone				10 SEC	
Dead zone violation (touching obstacle during loading/unloading, equipment dropped)				10 SEC	
Use of Speed Tighteners, twisting of the snap-links or stick. (Judge tells Raider to release item)				1 Min	
Far Side anchor knot not 2 round turns w/2 half hitches or tensionless anchor. <b>Time continues to run.</b>				STOP & FIX	
Improper Transport Knot: wireman's knot or figure 8 slip knot, both with a bite. <b>Time continues to run.</b>				STOP & FIX	
Near-side not secured w/round turn, 2 half hitches with or without quick release. <b>Time continues to run.</b>				STOP & FIX	
Two half hitches on near side knot not between the anchor point and steel snap link. <b>Time continues to run.</b>				STOP & FIX	
<b>CROSSING</b>					
Any Raider hooked up before near side or far side is complete				20 SEC	
More than three (3) Raiders clipped into the bridge rope at any one time				20 SEC	
Dead zone violation (touching obstacle during loading/unloading before being snapped in to rope)				10 SEC	
Crossing Raiders <b>FEET or HANDS</b> touch the dead zone to gain an advantage				20 SEC	
Transport Tightening System steel snap link opening gate not positioned up and away from knot loop				10 SEC	
Transport Tightening System snap link not locked during crossing				20 SEC	
Rope Bridge Failure (no tension on the rope)				DQ	
<b>BREAKDOWN OF ROPE BRIDGE</b>					
Breaking down rope bridge before last cadet is off rope				20 SEC	
Near Side Raider not clipped in with snap link prior to entering dead zone				10 SEC	
Near Side Raider not belayed properly across the obstacle				10 SEC	
Near Side Raider bowline <b>w/overhand safety</b> or figure 8 incorrect while crossing (If using)				20 SEC	
Near Side Raider not snapped into Transport Tightening System Knot, end of line Figure Eight, or end of line Bowline w/overhand safety when crossing				20 SEC	
Rope or any item left in the dead zone OR Far Side after time is called				20 SEC	
Knots or snap links left in the rope after "TIME" is called				20 SEC	
<b>ADDITIONAL PENALTIES AND NOTES</b>					
Improper markings (tape, dye, etc) on rope that are obviously used to gain an advantage. (cheating)				DQ	
Coaching from a non-team member (warning before penalty)				1 Min	
Team exceeds the 10 minute time limit				DQ	
<b>Sportsmanship violation (profanity, disrespect, etc) Penalty at the discretion of judge</b>				30 SEC / DQ	

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Team CDR  
Signature:

TIME  
PENALTIES  
FINAL TIME


ANNEX C (CROSS COUNTRY RESCUE) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, CROSS COUNTRY RESCUE

1. **TASK:** 10 member Raider Team (Male/Mix) and 8 member Raider Team (Female) will transport a simulated casualty over approximately one mile course on an unimproved terrain and to be loaded on a helicopter for transport. There may be obstacles such as (low crawl, hurdles, tires, walls) that all Team members, along with the weighted stretcher and ruck sacks must negotiate along the route. The objective is to complete the course in the shortest time.
2. **CONDITIONS:** **(Change to Read)** The uniform for the Cross-Country Rescue is Boots, ACU/OCPTrousers, and school t-shirt with sleeves or ACU/OCPT-shirts and water carrying device. **Male/Mix Raider Team must begin and end this event with the same 10 members (Female Raider Teams must begin and end this event with the same 8 members).** No substitutes are allowed after the event starts. **Male/Mixed Raider teams will have to carry a stretcher weighing approximately 100 pounds and four rucksacks with each weighing no more than 35 pounds over a marked course. Female Raider teams will have to carry a stretcher weighing approximately 80 pounds and two rucksacks with each weighing no more than 35 pounds over a marked course.** Each raider team will be given 2 minutes to prepare for this task, make sure assigned rucksacks are good. There will be obstacles that all team members, along with the weighted stretcher and ruck sacks must negotiate along the route. The finish line will be clearly marked.
3. **STANDARDS:** **(Update)** All 8 (Female) or 10 (Male/Mixed) Raider Team members will move to the adjacent stretcher carry area. Upon arrival of the first cadet the 2-minute time to prepare clock will begin. The Raider Team Captain will notify the evaluator when the team is ready to move to the start line. Upon the command "GO" each Raider Team will start the course with rucksacks, weighted litter (simulated as if it had a casualty on it) and negotiate all obstacles in the fastest possible time. Upon reaching an obstacle all team members and all equipment must negotiate the obstacles. They will return near to the start point, once all equipment and raiders are across the finish line the team captain will call time, then Go to the head judge and sign the score card while the other team members reset the equipment in the starting area where they received the equipment. Once the equipment has been reset, If team fails to reset a 1-minute penalty will be added to their score card.
  - a. Equipment will not be thrown or dragged (except under the obstacle).
  - b. The rucksacks will not be carried on or attached to the stretcher in any manner.
  - c. Each Raider Team Commander may task organize their Teams and decide how many cadets will carry the stretcher and who is carrying the rucksacks and how they switch off during the actual event.
  - d. (Update) A raider team member can put their equipment across the finish line and go back to aid their team members. All team members must remain within line of sight of each other.**
  - e. Once ALL Raiders and all equipment are across the finish line time will STOP. A one (1) minute penalty will be added for any equipment not across the finish line when time is called.
  - f. A one (1) minute penalty will be added if equipment is not Reset.

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ANNEX C (CROSS COUNTRY RESCUE) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, CROSS COUNTRY RESCUE

Reset:

NOTE: An area will be marked for the equipment, one litter and 4 rucks. The rucks will be placed on the litters in the marked area.

NOTE: Water will be at the site to fill the water carrying device.

CROSS COUNTRY RESCUE SCORE SHEET

TEAM/SCHOOL\_\_\_\_\_

TEAM CHECK IN TIME\_\_\_\_\_

TYPE TEAM (CIRCLE ONE)                      MALE                      FEMALE                      MIXED

**Penalties: 10 second team penalty**

\_\_\_\_ Cadet does not have a filled water source

**Penalties: 1 minute team penalty**

\_\_\_\_ Equipment thrown or dragged (except under the obstacle).

\_\_\_\_ The rucksacks carried on or attached to the stretcher in any manner.

\_\_\_\_ Stretcher not being carried as if there was a casualty on it.

\_\_\_\_ Throwing or dropping stretcher.

\_\_\_\_ Equipment not across the finish line when time is call.

\_\_\_\_ Intentionally pouring out water of your canteen or camel back.

\_\_\_\_ Equipment is not

RESET. Sportsmanship

Penalties:

\_\_\_\_: 30 seconds can be disqualified for multiple violations. **Meet Director determine disqualification.**

\_\_\_\_: DQ-Intentionally taking Penalties to safe Time.

TOTAL TEAM PENALTY TIME\_\_\_\_-Minute(s),\_\_\_\_-Seconds

RAW TIME:\_\_\_\_-Minute(s),\_\_\_\_-Seconds,\_\_\_\_-10ths of Seconds

FINAL TEAM ADJUSTED TIME:\_\_\_\_-Minute(s),\_\_\_\_-Seconds,\_\_\_\_-10th's of Seconds

Judge Name/Signature: \_\_\_\_\_

Team Captain Name/Signature\_\_\_\_\_

COMMENTS: \_\_\_\_\_

ANNEX D (TEAM RUN) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, TEAM RUN

1. TASK: Each Team must complete a 3 to 6 Km Team Run over a designated marked course along unimproved terrain.
2. CONDITIONS: During daylight hours and under existing weather conditions, each 10 member Raider Team will negotiate approximately a 3 to 6 Km course consisting of unimproved terrain and sandy trails in their prescribed Raider uniform ACU/OCP trousers, and school t-shirt with sleeves or ACU/OCP t-shirts and water carrying device (pistol belt, with cover, camel back) and running shoes. Team members must stay together and be within 30 meters of each other. Coaches, parents, chaperones, or other team members will not be allowed to run with the team.
3. STANDARDS: Team scores will be based on total time it takes for the Team to finish the course. All Raider Team members must cross the finish line. (THAT WILL BE CLEARLY MARKED) Time will stop when the last member of the team crosses the finish line. Raider Team members cannot push, pull, hold hands or carry their teammates at any time during the Team Run Event. A (50) second violation will be added on to the run time. At No time will a coach, cadet, team member, parent, chaperone, or Cadre run along or "pace" a Raider Team. Any Raider Team caught violating this rule will be **DISQUALIFIED**. If for any reason a Raider Team member drops out of the Team Run Event after the run starts the Team will ensure the cadet is taken care of by getting medical help or other help needed for that team member. Once help arrives, the rest of the team can finish the run if so desired. Teams will incur a five (5) minute penalty for each team member who drops out of the run.
4. CONCEPT: Each Raider Team will report to the Team Run ready area and will be briefed on the task, conditions, and standards for the course. The team captain will be given a number for the team and conduct any last-minute preparations. The team captain will ensure his/her judge has his/her number and report to that judge at the end of the run to sign the score card. When told to report to the starting line, the team will move forward, and a judge will give the command "Get Ready" and "Go". Time will stop when the Last Raider of that team crosses the finish line.



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ANNEX D (TEAM RUN) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, TEAM RUN

6<sup>th</sup> BDE JROTC State Raider Challenge Team Run Score Sheet

SCHOOL NAME \_\_\_\_\_

MALE TEAM

FEMALE TEAM

MIXED TEAM

TM CHECK IN TIME \_\_\_\_\_

**Penalties: 10 second team penalty**

\_\_\_ Cadet does not have a filled water source

Sportsmanship Penalties:

\_\_\_: 30 seconds can be disqualified for multiple violations. **Meet Director determine disqualification.**

\_\_\_ DQ-Intentionally taking Penalties to safe Time.

Raider Team Members pushed, pulled, holding hands or carrying their Teammates 10 meters  
\_\_\_\_\_ 50 seconds penalty.

DROP OUT # of Violations \_\_\_\_\_ x 5 Min \_\_\_\_\_

ROUTE TIME \_\_\_\_\_

PENALTY TIME \_\_\_\_\_

TOTAL TIME \_\_\_\_\_

Team Captain Name/Signature \_\_\_\_\_

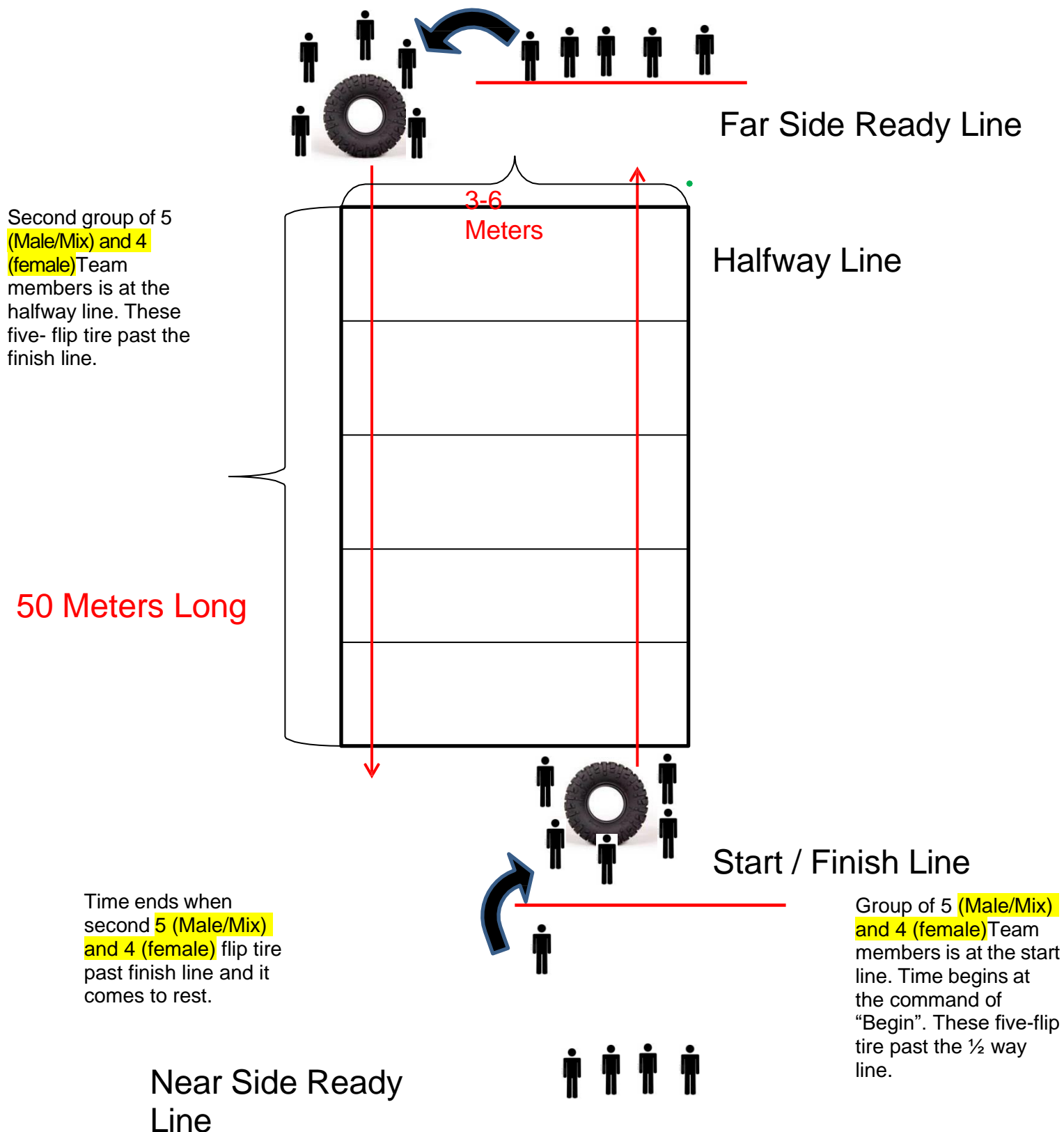
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### ANNEX E (TIRE FLIP) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, TIRE FLIP

SAFETY NOTE: FOR MALE TEAMS MAX WEIGHT OF THE TIRE IS 700 LBS TOTAL WEIGHT, FOR MIXED TEAMS 550 LBS TOTAL WEIGHT, AND FOR FEMALE TEAMS 400 LBS TOTAL WEIGHT.

1. TASK: (Update) 10 member Raider Teams will flip a large tire a distance of 50 meters, across a mid-point line and flip the same tire back to the start / finish line. Team captains will structure their teams into 2 groups of 5 cadets each (Male and Mixed) and two groups of four Cadets each (female). Time begins at the command of "Begin" and stops when the whole tire is completely across the start / finish line and on the ground. Female tire will not weight over 400 pounds, mixed will not weight over 550 pounds and male will not weight over 700 pounds.
2. CONDITIONS: (Update) Event will be a relay style for time. Uniform Boots, ACU/OCP trousers, and school t-shirt with sleeves or ACU/OCP t-shirts and water carrying device (pistol belt, with cover, camel back) , gloves are OPTIONAL. This event will take place in a grassy area / field marked in lanes approximately 50 meters long and a minimum of 3 meters wide. See diagram below. Team captains will structure their teams into 2 groups of 5 cadets each (Male and Mixed) and two groups of four cadets each (female). Each team type will flip the same size tire. If possible female teams, mixed teams, and male teams will flip tires of progressive larger size. The judge will command "Get Ready" then "Begin". Time stops when the entire tire comes to rest across the start / finish line.
3. STANDARDS: (Update) The first group of five (male/mixed) and first group of four (female) moves forward from a near side ready line then flips the tire 50 meters out, past a midpoint line. The second 5-member section (male/mix) and second 4-member section (female) will move forward from a far side ready line and flips the tire back past the finish line. The members of the other section not flipping cannot lead or follow the section doing the flipping. Time starts when the judge commands "Begin" and ends when the entire tire comes fully to rest past the start / finish line. In the interest of safety, all 5 (Male/Mix) and 4 (female) team members must always remain behind or to the side of the tire. The first group of 5 (Male/Mix) and 4 (Female) must flip the entire tire past the mid-point line and let it come to rest before the second group of 5 (Male/Mix) and 4 (female) comes forward to begin flipping the entire tire past the start line. The lane judge will walk along with the 5 (Male/Mix) and 4 (female) member teams as they traverse the approximately 50 meters course to observe and maintain a safe event execution. The tire cannot be allowed to twist or roll while being flipped. The tire must always remain completely within the lane while being flipped. If any portion of the tire comes in contact with the boundary line the team has committed a lane violation.
4. SAFETY: Team members cannot stand or move in front of the tire as it is being flipped.
5. PENALTIES:
  - a. Allowing tire to roll to cover more ground: 30 seconds.
  - b. Allowing tire to twist to cover more ground: 30 seconds.
  - c. Cadets moving forward from the ready line before tire comes to rest: 30 seconds.
  - d. Lane violation: 30 seconds
  - e. Intentional safety violation: Team is disqualified.
  - f. Sliding the tire to cover more ground: 30 seconds.
  - g. Rolling tire: Team is disqualified.

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ANNEX E (TIRE FLIP) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, TIRE FLIP



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ANNEX E (TIRE FLIP) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, TIRE FLIP

6<sup>TH</sup>BDE Raider Challenge Meet TIRE FLIP Score

Sheet SCHOOL NAME\_\_\_\_\_

TM CHECK IN TIME\_\_\_\_\_

MALE TEAM

FEMALE TEAM

MIXED TEAM

**Penalties: 10 second team penalty**

\_\_\_Cadet does not have a filled water source

Disqualified

\_\_\_\_\_Intentionally Rolling Tire

\_\_\_\_\_Intentional safety violation: Team is Disqualified.

Penalties

- a. Allowing tire to roll to cover more ground: 30 seconds per occurrence.
- b. Allowing tire to twist to cover more ground: 30 seconds per occurrence.
- c. Cadets moving forward from the ready line before tire comes to rest: 30 seconds per occurrence
- d. Lane violation: 30 seconds per occurrence
- e. Sliding the tire to cover more ground: 30 seconds per occurrence.

Sportsmanship Penalties:

\_\_\_\_\_: 30 seconds can be disqualified for multiple violations.

\_\_\_\_\_:DQ-Intentionally taking Penalties to safe

Time. Total violations ,

TOTAL TIME \_\_\_\_\_ . \_\_\_\_\_ Sec

Team Captain Name/Signature\_\_\_\_\_

ANNEX F (OBSTACLE COURSE) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP OBSTACLE COURSE

1. TASK: The Obstacle Course will be approximately one mile event over rough terrain with various obstacles. Each obstacle must be on the approved list according to the Cadet Command Annual Training Guidance. Teams will carry three rucksacks weighing 25-30 pounds each.
2. CONDITION: During daylight hours under existing weather conditions each team will negotiate the obstacle course carrying the three rucksacks that are provided for this event. All teams will report to the obstacle course ready area in uniform: Boots, ACU/OCP trousers, and school t-shirt with sleeves or ACU/OCP t-shirts and water carrying device (pistol belt, with cover, camel back) . ALL team members must always stay within 30 meters of each other, or they will be penalized 2 minutes for each violation.
3. STANDARDS: Team scores will be based upon the total time it takes for the team to finish the Obstacle Course. All Obstacles must be negotiated, or the Raider Team will be disqualified. ALL Raider Team members must cross the finish line within 30 meters of each other. The time will "STOP" when ALL Raiders and their equipment have crossed the finish line.
4. CONCEPT: Each team will report to the obstacle course ready area and will be briefed on the task, condition, and standards for the obstacle course. At this time, they will be issued three rucksacks. The rucksacks will weigh 25-30 pounds each. The teams will be given five minutes to prepare themselves and conduct any last-minute planning or preparations. When told to report to the starting line, the team will move forward and one of the Judges/Graders will give the commands "GET READY" and "GO". The team will start to negotiate the obstacle with the team staying within 10 meters of each other. The course will be marked by yellow caution tape, orange traffic cones, signs or guides at strategic points. Along the course, the teams will negotiate a minimum of 3 obstacles. The obstacles for each State Raider Meet will be announced NLT 1 September of each school year by the Meet Director so that teams may prepare.

Obstacles may consist of but are not limited to:

- a. Low crawl
- b. 10 Foot Wall
- c. Tires either stacked or placed flat to negotiate.
- d. Other approved obstacles (see approved Obstacles)

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### ANNEX F (OBSTACLE COURSE) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP OBSTACLE COURSE

5. In view of additional considerations concerning safety for our Army JROTC cadre and cadets, and in conjunction with TRADOC Regulation 350 – 6, we have developed two lists of confidence/obstacle course obstacles that are either approved or not approved for training. The details, diagrams, execution techniques, safety considerations, and references concerning each obstacle are outlined in detail in Appendix E of FM 7-22, dated 26 October 2012. These lists are outlined below, and the obstacles are named specifically as noted in the Appendix.

#### (1) Confidence Course Obstacles approved for Training:

- The “Belly Rubber” (Item E-79 – Fig. E-12)
- “The Tough Nut” (Item E-69 – Fig. E-11)
- The “Inclining Wall” (Item E-76– Fig. E-12)
- The “High Step Over” (Item E-56 – Fig. E-9)
- The “Six Vaults” (Item E-59 – Fig. E-9)
- The “Easy Balancer” (Item E-60 – Fig. E-9)
- The “Hip-Hip” (Item E-65– Fig. E-10)
- The “Island Hoppers” (Item E-67– Fig. E-10)

#### (2) Confidence Course Obstacles NOT APPROVED for Training:

- “The Tough One” (Item E-80– Fig. E-12)
- The “Inverted Rope Descent/The Slide for Life” (Item E-70 – Fig. E-11)
- The “Confidence Climb” (Item E-78 – Fig. E-12)
- The “Skyscraper” (Item E-77 – Fig. E-12)
- The “Tarzan” (Item E-74 – Fig. E-11)
- The “Low Belly Over” (Item E-71 – Fig. E-11)
- “The Dirty Name” (Item E-73 – Fig. E-11)
- The “Belly Crawl” (Item E-72 – Fig. E- 11)
- The “Swing, Stop, and Jump” (Item E-58– Fig. E-9)
- The “Low Wire” (Item E-57 – Fig. E-9)
- “The Belly Buster” (Item E-62– Fig. E-10)
- The “Reverse Climb” (Item E-63 – Fig. E-10)
- “The Weaver” (Item E-64 – Fig. E-10)
- The “Balancing Logs” (Item E-66 – Fig. E-10)

6. All training must be conducted IAW TRADOC safety regulations. Whether Cadets are training on a major FORSCOM installation, a TRADOC installation, a small National Guard installation, on a high school campus, or at any other location...**TRADOC safety regulations will be fully adhered to or the training is NOT to be conducted.**

7. The above list will be followed IAW TRADOC safety regulations, if you are hosting or attending a raider meet with an Obstacle course event ensure your cadets DO NOT use an obstacle on the above NOT APPROVED List.

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ANNEX F (OBSTACLE COURSE) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP OBSTACLE COURSE

6 BDE JROTC Raider Challenge Competition Obstacle Course  
Score Sheet

SCHOOL NAME \_\_\_\_\_

MALE TEAM

FEMALE TEAM

MIXED TEAM

Penalties: 10 second team penalty

\_\_\_\_\_ Cadet does not have a filled water source

Sportsmanship Penalties:

\_\_\_\_\_: 30 seconds can be disqualified for multiple violations.

\_\_\_ DQ-Intentionally taking Penalties to save Time.

10 METER RULE Go \_\_\_\_\_ No Go \_\_\_\_\_ 2 Minute Penalty

TEAM MEMBER DROP OUT Go \_\_\_\_\_ No Go \_\_\_\_\_ 5 Minute Penalty

NEGOTIATE ALL Go \_\_\_\_\_ No Go \_\_\_\_\_ 10 Minute  
Penalty OBSTACLES

TOTAL TIME \_\_\_\_\_

PENALTY TIME \_\_\_\_\_

FINAL TIME \_\_\_\_\_

Team Captain Name/Signature \_\_\_\_\_

ANNEX G (HMMWV PUSH) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, HMMWV PUSH

1. TASK: Raider Teams will push a military HMMWV for 100 meters on a flat surface, preferably an asphalt or hard surface road.
2. CONDITIONS: Five Raider Team members will begin pushing the HMMWV 50 meters when the Judge has given "GET READY" and "GO". Once team one reaches the 50-meter mark the next five raiders will push the remaining 50 meters. ALL Raiders can only push from the rear of the HMMWV and there will be NO pushing on the sides of the HMMWV. Any team member attempting to push from the side will disqualify the team. Uniform is Boots, ACU/OCP trousers, and school t-shirt with sleeves or ACU/OCP t-shirts and water carrying device (pistol belt, with cover, camel back) . The military driver of the military HMMWV will release his/her foot from the brake on the command of "GO" and will steer the HMMWV to the end of the 100- meter line and will not stop the HMMWV until its rear bumper clears the finish line. Once at the end of the course, the judge will stop time.
3. STANDARDS: ALL team members must push from the REAR of the HMMWV, if any Raider moves to the side of the HMMWV or attempts to push the HMMWV from any other position than the rear of the HMMWV. The team must finish with the minimum number (9) of cadets.
4. SAFETY: Ensure ALL team members are thoroughly briefed on the dangers of pushing from the side and possibly falling and have an arm or leg happen to be in front of one of the HMMWV's rear wheels. Also, ensure all team members are briefed about looking out for their fellow team members and try to keep their teammates from falling or getting hurt while pushing the HMMWV.



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ANNEX G (HMMWV PUSH) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP HMMWV PUSH

6BDE JROTC State Raider Challenge Competition  
HMMWV PUSH  
Score Sheet

SCHOOL NAME \_\_\_\_\_

MALE TEAM

FEMALE TEAM

MIXED TEAM

**Penalties: 10 second team penalty**

\_\_\_ Cadet does not have a filled water source

Sportsmanship Penalties:

\_\_\_: 30 seconds can be disqualified for multiple violations.

MORE THAN 1 DROP OUT \_\_\_ Go \_\_\_ No Go \_\_\_ DQ

PUSHING FROM THE SIDE Go \_\_\_ No Go \_\_\_ DQ

Team 1 Time \_\_\_\_\_

TOTAL TIME \_\_\_\_\_

PENALTY TIME \_\_\_\_\_

FINAL TIME \_\_\_\_\_

Team Captain Name/Signature \_\_\_\_\_

1. Task: Complete the Raider Fitness Test consisting of each Team member carrying a designated number of 25– 30-pound sandbags or like items from one location to another in the shortest time. Team score is the total time it takes all Team members to complete the fitness test.
2. Conditions: During daylight hours and under existing weather conditions, each member of the 10 (Male/mix) or 8 (female) member team will complete the Raider Fitness test in the team uniform: Boots, ACU/OCP trousers, and school t-shirt with sleeves or ACU/OCP t-shirts and water carrying device.
3. Standards: The Team will be scored on the amount of time that it takes all members to individually carry a designated number **SIX (6)** (sandbags, kettlebells, or water cans) from one location to another. **Female teams and females on mixed teams will carry SIX 25-30 pound items.**
4. Concept:
  - a. A course will be set up IAW the diagram in this annex. Each team member will carry one or two sandbags or like items at a time from Line A approximately 25 meters to line B where they will place (NOT THROW) the carried sandbags or like items. They will return to the first line in the most direct manner possible and repeat the course until all sandbags or like items from their first line have been carried to the other line. If a team member begins the event carrying two sand bags or like items but in the course of moving between lines decides that it is too difficult to continue to carry two, they must ground the second item in place, continue to carry the one item to the next line, return to the grounded item by retracing their route, pick up the grounded bag and carry it to the next line. Once the second item is across the line, the team member can travel via the most direct route to the first line to continue the carry. Once the first Team member has carried all the items from line A to B, the next Team member, who will be standing behind a “ready line”, will be tagged by the first team member, he/she will move to Line B and will carry the items in the same manner described above but from Line B to Line A. Time stops when the last Team member has placed the final item across the line.
  - b. Female teams and Females on Mixed team will carry **SIX (6)** 25-30-pound items. The head judge will ensure that the correct number of items (6) are behind the start line before that team members begin the event.
  - c. All male teams and males on Mixed team will carry six (6) 25–30-pound items. The head judge will ensure that the correct number of items (6) are behind the start line before that team members begin the event.
  - d. Judges will record each Team’s total time on the score sheet. Once the team completes the event the score sheets will be sent to the Raider Meet headquarters for checking and posting.
  - e. Penalties. A 50 second team penalty will be added to the total time for an item being thrown. A 50 second team penalty will be assessed for an item not completely across the line before the next member starts and at the end of the event.

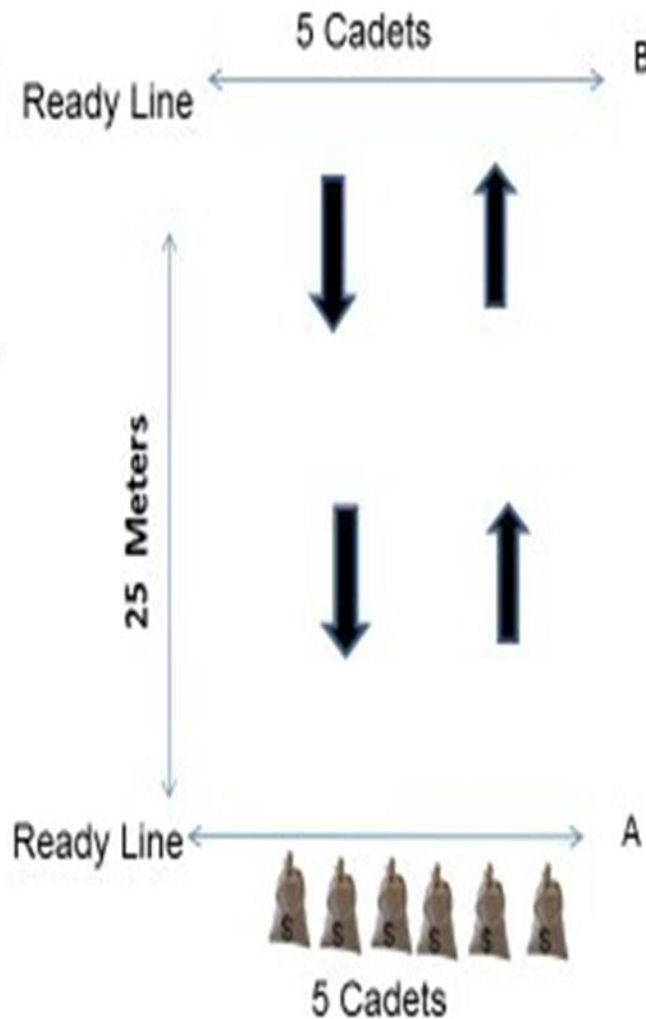
# Raider Fitness Test

## CONCEPT

10 Person team lines up ( 5 on either Side) 1<sup>st</sup> Cadet moves Sandbags From line A to line B as quickly as possible (Can carry up to 2 Sandbags at once ) once all items are across Line B, 2<sup>nd</sup> Cadet Moves items back to line A and So on, until all cadets have moved bags. Time stops when All 10 cadets have gone and Team Captain says time.

**6 Sandbags or like item**  
Male & Mix Tm's

**6** Sandbags or like item  
Female Teams



This is an example of lane setup no matter the number of cadets.

TEAM/SCHOOL \_\_\_\_\_

TYPE TEAM (CIRCLE ONE)

MALE

FEMALE

MIXED

Penalties: 10 second team penalty

\_\_\_\_ Cadet does not have a filled water source

Sportsmanship Penalties:

\_\_\_\_: 30 seconds can be disqualified for multiple violations.

\_\_\_\_ DQ-Intentionally taking Penalties to save Time.

PENALTY TIME

ITEM THROWN OF VIOLATIONS 50 SEC = \_\_\_\_

ITEM NOT ACROSS THE LINE # OF VIOLATIONS 50 SEC = \_\_\_\_

ITEM ON ROUTE NOT RECOVERD PROPERLY OF VIOLATIONS 50 SEC = \_\_\_\_

ROUTE TIME \_\_\_\_\_

PENALTY TIME \_\_\_\_\_

TOTAL TIME \_\_\_\_\_

COMMENTS:

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SCORER'S NAME: \_\_\_\_\_

Team Captain Name/Signature \_\_\_\_\_

## ANNEX I (RELAY RUN) To 6<sup>th</sup> BDE JROTC State Raider Challenge Competition (SOP), RELAY RUN

1. TASK: (Updated) Each 10 member Team must complete  $\frac{1}{4}$  mile around a designated marked course of approximately  $\frac{1}{4}$  mile long for a total of 3 miles.
2. CONDITIONS: During daylight hours and under existing weather conditions, 10 members of the team will negotiate approximately a  $\frac{1}{4}$  mile course consisting of either improved or unimproved tracks, roads and / or sandy trails in their prescribed uniform running shoes ACU/OCP trousers, and school t-shirt with sleeves or ACU/OCP t-shirts. Two team members will negotiate the course twice at any interval. This will make it approximately a 3-mile run. Each team member must run the course individually. Coaches, parents, chaperones or other team members will not be allowed to run with the team. Some type of water carrying device (pistol belt, full canteen with cover, water bottle, camel back) maybe grounded.
3. STANDARDS: Team scores will be based on total time it takes for the Team to finish the course. All team members must individually run the course while carrying a patrol cap (or other light object) to be handed off to the next member in the relay. The receiving member will be stationary at a designated start / receiving line and remain there until the current member running the track completes the lap and hands the patrol cap to them. Then the new runner will immediately run the designated lap and hand off to the next member and so on until all 10 members complete the 5K course. No Coach, Cadet, Team member, parent, chaperone, or Cadre may run along or “pace” any team member. Any team caught violating this rule will be DISQUALIFIED. If for any reason a team member drops out, the Team will be assessed a 5-minute penalty.
4. CONCEPT: Each team will report to the Team Run ready area and will be briefed on the task, conditions and standards for the course. The team will be given 2 minutes to get ready and to conduct any last-minute preparations. When told to report to the starting line, the first team member will move forward, and a judge will give the command “Get Ready” and “Go”. The rest of the team will be in a staging area and one at a time will move to the start / receiving line when the judge directs them to. Time will stop when the last member crosses the finish line of the 5K Run ( $\frac{1}{4}$  mile each with two members of team running an additional  $\frac{1}{4}$  mile).

ANNEX I (RELAY RUN) To 6<sup>th</sup> BDE JROTC State Raider Challenge Competition (SOP)

## 6th BDE JROTC State Raider Challenge Competition Relay Run Score Sheet

SCHOOL NAME \_\_\_\_\_

MALE TEAM      FEMALE TEAM      MIXED TEAM

DROP OUT # of Violations \_\_\_\_ x 2 Min. \_\_\_\_\_

ROUTE TIME \_\_\_\_\_

PENALTY TIME \_\_\_\_\_

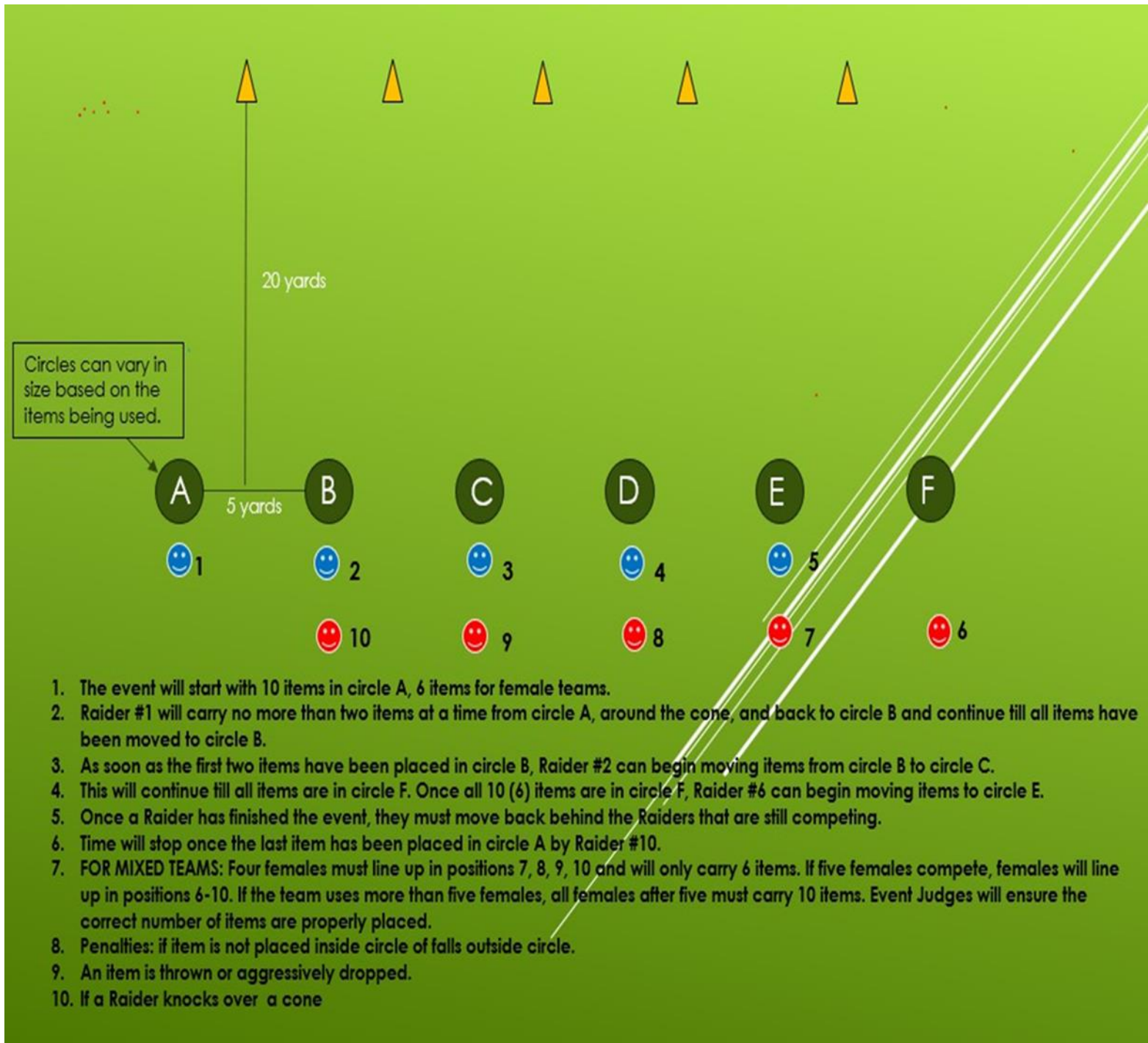
TOTAL TIME \_\_\_\_\_

Team Captain  
Name/Signature \_\_\_\_\_

1. Task: Complete the Raider Fitness Test consisting of each team member carrying a designated number of 25–35 pound sandbags, or like items, from one location to another in the shortest time. Team score is the total time it takes all team members to complete the fitness test.
2. Conditions: During daylight hours and under existing weather conditions, each member of the 10-or 8-member team will complete the Raider Fitness Test in the team uniform: Boots, ACU/OCP trousers, school t-shirt/ ACU/OCP t-shirts and **water device full of water that can be grounded at the event.**
3. Standards: The Team will be scored on the amount of time that it takes all 10 members to individually carry a designated number of (sandbags, kettlebells, or water cans) from one location to another. **No more than two items can be carried at one time. Female teams and females on mixed teams will carry SIX 25-35 pound items.**
4. Concept:
  - a. A course will be set up IAW the diagram in this Annex. see additional information on the event diagram. The first team member, Raider 1, will carry one or two items from point A, approximately 20 meters around an obstacle to point B, where they will place (NOT THROW) the carried items. They will return to point A, in the most direct manner possible, and repeat the course until all items have been moved to point B. Once Raider 1 places two items at point B, Raider 2 can begin moving items to point C, and so on. If a team member begins the event carrying two items, but in the course of moving between lines decides that it is too difficult to continue to carry two, they must ground the second item in place, continue to carry the one item to the next line, return to the grounded item by retracing their route, pick up the grounded item and carry it to the next point. Once the second item is placed in the designated area, the team member can travel via the most direct route to continue the carry. **Raider 6 cannot begin until all items are at point F. Once all items are at point F, Raiders 6 – 10 will begin the course in reverse order.** Mixed Team females must be Raider 7-10, since they will only be carrying six items. If mixed teams are using five females in the event, then they will be Raiders 6-10. **If mixed teams use six females in this event, the sixth female must carry the same number of items as a male raider.**
  - b. All competitors will carry **SIX OR TEN** 25–35-pound items. The head judge will ensure that the correct number of items are inside the circle/box before that team members begin the event.
  - c. Judges will record each teams total time on the score sheet. Once the team completes the event the score sheets will be sent to the Raider Meet headquarters for checking and posting.
  - d. Penalties:
    - 10 second penalty for an item being excessively thrown.
    - 10 second penalty for item not being completely across the designated line.
    - 10 second penalty for knocking over a cone

# Annex J (Raider Item Relay) To 6 BDE JROTC Raider Challenge Meet Competition SOP, Raider Item Relay

This is an example (you can do 20 Meters) of lane setup no matter the number of cadets.





Annex J (Raider Item Relay) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP, Raider Item Relay

RIR SCORE CARD

TEAM/SCHOOL \_\_\_\_\_

TYPE TEAM (CIRCLE ONE)

MALE

FEMALE

MIXED

Pentalty: 10 second team penalty

\_\_\_ Cadet does not have a filled water source

Sportsmanship Penalties:

\_\_\_: 30 seconds can be disqualified for multiple violations.

\_\_\_ DQ-Intentionally taking Penalties to safe Time.

PENALTY TIME

ITEM THROWN OF VIOLATIONS 50 SEC = \_\_\_\_\_

ITEM NOT ACROSS THE LINE # OF VIOLATIONS 50 SEC = \_\_\_\_\_

ITEM ON ROUTE NOT RECOVERD PROPERLY OF VIOLATIONS 50 SEC = \_\_\_\_\_

ROUTE TIME \_\_\_\_\_

PENALTY TIME \_\_\_\_\_

TOTAL TIME \_\_\_\_\_

COMMENTS:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SCORER'S NAME: \_\_\_\_\_

Team Captain Name/Signature \_\_\_\_\_

ANNEX K (Statement of Eligibility) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP  
STATEMENT OF ELIGIBILITY

DATE: \_\_\_\_\_

NAME OF SCHOOL: \_\_\_\_\_

RAIDER TEAM:                      ALL MALE                      ALL FEMALE                      MALE/MIXED  
(Circle One)

I CERTIFY THAT THE FOLLOWING NAMED JROTC CADETS PARTICIPATING IN  
STATE RAIDER CHALLENGE COMPETITION ARE ELIGIBLE TO PARTICIPATE. THEY MEET THE  
CRITERIA OF THE STATE \_\_\_\_\_ HIGH SCHOOL ATHLETIC ASSOCIATIONS AND  
COUNTY AND SCHOOL STANDARDS FOR EXTRA-CURRICULAR ACTIVITIES PARTICIPATION  
BY HAVING A 2.0 GPA OR HIGHER:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.

SIGNED: \_\_\_\_\_  
(School Official Only)

Team Captain Name/Signature \_\_\_\_\_



Motivating young people to be better citizens



#### Wear of the ACU Coat / Trousers

- The coat is worn hook and looped and zipped.
- The coat has a hook and loop fasteners for wearing shoulder sleeve insignia, rank, JROTC patch, and school name tape.
- The mandarin collar will be normally worn in the down position.
- Cadets are authorized to wear the mandarin collar in the up position when weather conditions dictate the wear as prescribed by the SAI/AI.
- The coat is normally worn outside the trousers, and the trousers are worn with a belt. The coat may also be worn inside the trousers when directed by the SAI/AI. The coat will not extend below the top of the cargo pocket on the trousers and will not be higher than the bottom of the side pocket on the trousers.
- The elbow pouch with hook and loop closure for internal elbow pad inserts must be closed at all times.
- Sleeves will be worn down at all times, and not rolled or cuffed.
- The moisture wicking tan t-shirt or cotton t-shirt is worn underneath the coat and it is tucked inside the trousers at all times.
- Cadets will wear the trousers tucked into the top of the boots or bloused using the draw strings at the bottom of the trousers. When bloused, the trousers should not extend below the third eyelet from the top of the boot.
- The ACU is meant to fit loosely and comfortably. Alterations to hinder this is not authorized.
- Cadets will wear the ACU in accordance with CCR 145-2.
- Cadets will not wrap the trouser leg around the leg tightly enough to present a pegged appearance or insert any items inside the trouser leg to create a round appearance at the bottom of the trouser leg.

#### Wear of the ACU Headgear

- The ACU Patrol Cap will be the only headgear worn with the uniform.
- Cadets will wear the ACU Patrol Cap straight on the head so that the cap band creates a straight line around the head, parallel to the ground.
- The Patrol Cap will fit snugly and comfortably around the largest part of the head without distortion or excessive gaps. The cap is worn so that no hair is visible on the forehead beneath the cap. Sewn or pin on rank is worn on the ACU Patrol Cap.
- The Velcro area on the rear of the cap will remain blank at all times.

#### Wear of Desert / Optional Boots

- Black boots are NOT authorized for wear with the ACU.
- Army Combat Boots – (Hot Weather and temperate weather) made of tan rough side out cattle hide leather with a plain toe and tan rubber outsoles.
- The boots are laced diagonally with tan laces, with excess lace tucked into the top of the boot under the bloused trousers, or wrapped around the top side of the boot.
- Only boots with tan rubber outsoles are authorized for wear.

#### The ACU Care Policy

- Wash in cold water and mild detergent containing no optical brighteners or bleach. Tumble dry at low heat (not to exceed 130 degrees Fahrenheit).
- Remove immediately from the dryer and fold flat or place on a rustproof hanger to ensure heat from the dryer does not set wrinkles.
- To drip dry, remove from the washer/water and place on a rustproof hanger. Do not wring or twist.

...DO NOT STARCH THE ARMY COMBAT UNIFORM UNDER ANY CIRCUMSTANCES. THE USE OF STARCH, SIZING, AND ANY PROCESS THAT INVOLVES DRY-CLEANING OR A STEAM PRESS WILL ADVERSELY AFFECT THE TREATMENTS AND DURABILITY OF THE UNIFORM AND IS NOT AUTHORIZED"



**Figure 8-4. The Cadet Army Camouflage Uniform (C/ACU)**

**U.S. Army Junior ROTC – Army Camouflage Uniform (ACU) – Female and Male**

**Headgear**

The C/ACU Patrol Cap will be the only headgear worn with the uniform.

Cadets will wear the C/ACU Patrol Cap straight on the head so that the cap band creates a straight line around the head, parallel to the ground.

The Patrol Cap will fit snugly and comfortably around the largest part of the head without distortion or excessive gaps. The cap is worn so that no hair is visible on the forehead beneath the cap.

Sew-on or pin-on rank is worn on the C/ACU Patrol Cap.

**Rank**

**Patrol Cap:** Pin-on subdued rank insignia worn centered on the patrol cap. Multiple disc/diamond grades are worn horizontally.

**Coat:** Cloth subdued rank insignia is worn centered on the chest. Multiple-disc/diamond grades are worn vertically.

**Back of Patrol Cap**



**Mandarin Collar**

Normally worn in the down position.

**Identification Nametape**

The school name or individual Cadet name will be worn on the right side of the ACU coat and on the rear of the patrol cap.

**Undershirt**

All personnel will wear the camouflage undershirt with the ACU.

**"JROTC" Nametape**

Nametape with letters "JROTC" worn on the hook and loop backing on the left side of the ACU coat.

**Shoulder Patches (Right Arm)**

The TIOH approved school insignia patch is worn centered on the pocket of the right sleeve between the bottom of the pocket and the top of the pocket (pocket flap if present)



**Shoulder Patches (Left Arm)**

The subdued JROTC insignia patch is worn centered on the pocket of the left sleeve between the bottom of the pocket and the top of the pocket (pocket flap if present).



**Leader Identification Patch**

One 2x3 inch Leader Identification patch may be worn centered on hook and loop backing on the right sleeve with the top edge of the patch in line with the top of the backing. The school patch (if worn) will be worn centered between the bottom of the leader identification patch and the bottom of the pocket.

**Subdued ARC Team Patch**

One subdued team arced tab may be worn centered on the hook and loop backing ¼" above the JROTC patch on the left sleeve. The combined JROTC patch and arced tab are centered between the top and bottom of the hook and loop backing.

**Coat**

The coat is worn hook and looped, and zipped. The coat has hook and loop fasteners for wearing shoulder sleeve insignia, rank, JROTC patch, and school name tape.

The coat is normally worn outside the trousers, and the trousers are worn with a belt. The coat may also be worn inside the trousers when directed by the SAI/AI. The coat will not extend below the top of the cargo pocket on the trousers and will not be higher than the bottom of the side pocket on the trousers.

The elbow pouch with hook and loop closure for internal elbowpad inserts must be closed at all times

**Boots**

Black boots are NOT authorized for wear with the C/ACU. Army Combat Boots (hot-weather or temperate-weather) are made of tan, rough side out, cattle hide leather, with a plain toe and tan rubber outsoles. The boots are laced diagonally with tan laces, with excess lace tucked into the top of the boot under the bloused trousers, or wrapped around the top side of the boot. Only boots with tan rubber outsoles are authorized for wear.

**Sleeves**

Worn down at all times, not cuffed.

**Trousers**

Cadets will wear the trousers tucked into the top of the boots or bloused using the drawstrings at the bottom of the trousers. When bloused, the trousers should not extend below the third eyelet from the top of the boot.

The C/ACU is meant to fit loosely and comfortably. Alterations to hinder this are not authorized.

Cadets will not wrap the trouser leg around the leg tightly enough to present a pegged appearance or insert any items inside the trouser leg to create a round appearance at the bottom of the trouser leg.



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ANNEX M (DRAW, DD2977, NOV 2020) To 6<sup>th</sup> BDE JROTC Raider Challenge SOP

DELIBERATE RISK ASSESSMENT WORKSHEET						
1. MISSION/TASK DESCRIPTION AND EXECUTION DATE(S) Area/District, State Raider Challenge XYZ date					2. DATE PREPARED  20240808	
3. PREPARED BY						
a. NAME (Last, First, Middle Initial)			b. RANK/GRADE		c. DUTY TITLE/POSITION SAI or AI	
d. UNIT HS		e. WORK EMAIL			f. TELEPHONE (DSN, Commercial (Include Area Code))	
g. UIC/CIN (as required)		h. TRAINING SUPPORT/LESSON PLAN OR OPORD (as required) RAIDER CHALLENGE			i. SIGNATURE OF PREPARER	
Five steps of Risk Management: (1) Identify the hazards (2) Assess the hazards (3) Develop controls & makes decisions (4) Implement controls (5) Supervise and evaluate (Step numbers not equal to numbered items on form)						
	4. SUBTASK/SUBSTEP OF MISSION/TASK	5. HAZARD	6. INITIAL RISK LEVEL	7. CONTROL	8. HOW TO IMPLEMENT/ WHO WILL IMPLEMENT	9. RESIDUAL RISK LEVEL
<div>+ -</div>	Transporting Cadets to and from event	Driver Fatigue Traffic Inclement Weather	M	Driver safety briefing Select route and movement times to avoid traffic congestion and weather	How: Follow movement plan and brief passengers on bus procedures prior to movement	L
					Who: Driver and JROTC CADRE	
<div>+ -</div>	Medical Conditions (waivers requested 1 month in advanced to 6th Brigade for consideration)	Medical Waiver Cadets could be placed at risk in a challenging environment	M	Identify cadets with asthma, severe allergies, diabetes, cancer, down syndrome, heart conditions, weakened immune system, obesity (body mass index [BMI] of 30 kg/m2 or higher, sickle cell disease, smoking, hypertension and cadet taking certain medications.	How: Waivers requiring medical review will be forwarded to Brigade Headquarters for approval or disapproval 1 month in advanced.	L
					Who: SAI's and Mr. Robert Hyver Brigade Chief.	
<div>+ -</div>	Arrival/Inprocessing at event	Loss of Cadet	M	JROTC Instructors account for Cadets before leaving for the event, call parent or guardian if scheduled Cadet does not report to for event.	How: Continuous supervision beginning with loading the bus at home station until processed.	L
					Who: JROTC CADRE	

	4. SUBTASK/SUBSTEP OF MISSION/TASK	5. HAZARD	6. INITIAL RISK LEVEL	7. CONTROL	8. HOW TO IMPLEMENT/ WHO WILL IMPLEMENT	9. RESIDUAL RISK LEVEL
<div>+</div> <div>-</div>	One Rope Bridge	Drowning or slippery surfaces	M	Cadre and properly certified personnel will be in place to help anyone in distress. Ensure all personnel are careful of slippery surfaces and no horse play allowed.	<div>How:</div> Ensure proper personnel in place before event. Supervision with all water events <div>Who:</div> JROTC Cadre	L
	One Rope Bridge	Head, back injuries. Rope Burns	M	Wear helmets if rope is higher then 6 feet off the ground, clear rope area of large rocks, logs that might hurt cadet if rope fails.  Ensure rope bridge is constructed IAW SOP before letting cadets cross -Maintain proper wear of equipment. - Brief task, condition, standards. - Coaches train their Cadets on proper procedures.	<div>How:</div> Brief Cadets on standards, stop cadets if bridge is unsafe.  <div>Who:</div> JROTC Cadre	L
	Cross Country Rescue	Dehydration, Heat Casualties, cadet falls - Injury due to terrain - Bodily injuries Due to improper negotiation of obstacles.	M	Provide and ensure all are drinking water regularly  Ensure cadets are briefed on how to safely negotiate the courses. Conduct reconnaissance of CCR Route, check for and remove any hazards. - Mark any hazard that cannot be removed and provide an alternate route. - Brief task, Conditions, Standards, station event staff at the walls to ensure safety standards are met. - Provide helmets for competing Cadets. - Obstacles have impact reducing material under and surrounding the obstacle IAW FM 7-22 (2020) - Ropes, a platform, and handles assist Cadets negotiating the 10ft wall obstacle. - Cadets will have trained to negotiate obstacles with the litter.	<div>How:</div> Having mandatory water breaks during training.  Ensure cadets are briefed on how to safely negotiate the courses <div>Who:</div> JROTC Cadre	

	4. SUBTASK/SUBSTEP OF MISSION/TASK	5. HAZARD	6. INITIAL RISK LEVEL	7. CONTROL	8. HOW TO IMPLEMENT/ WHO WILL IMPLEMENT	9. RESIDUAL RISK LEVEL
<div>+</div> <div>-</div>	Raider Fitness Challenge	Injuries from equipment and falls - Injury due to terrain - Bodily injuries Due to improper negotiation of obstacles.	M	Safety briefing prior to entrance onto course - Conduct reconnaissance of RFC Route, check for and remove any hazards. - Mark any hazard that cannot be removed and provide an alternate route. - Brief task, Conditions, Standards, Grader moves with team to ensure safety standards are met.	How: Safety briefing on how to cross all obstacles Who: JROTC Cadre	
	3 mile Team run	Heat cramps, muscle spasms, dehydration - Injury due to terrain - Cadet hit by vehicle	M	Water at start and finish point. Ensure cadet are hydrated. - Conduct reconnaissance of Team Run Route and check for and remove any hazards. - Mark any hazard that cannot be removed and provide an alternate route. - Close off route to vehicle movement. - Notify local Sheriff/ Police and request route security assistance.	How: Brief cadets on the importance of fluid intake. Have fluids at every station - Safety and event Brief prior to execution of the event. - Walk or drive route and remove any hazards. - Use traffic cones to block off route. - Request sheriff/police to provide presence at friction points. Who: JROTC Cadre Police support	L
	Tire Flip	Tire landing on foot or cadet fall over tire during event execution.	M	OIC/NCOIC and Cadre will ensure all personnel have proper boots and five cadets will be flipping the tire	How: Ensure all safety gear is readily available and worn. Brief Cadets on standards and requirements. Who:	L
<div>+</div> <div>-</div>						

	4. SUBTASK/SUBSTEP OF MISSION/TASK	5. HAZARD	6. INITIAL RISK LEVEL	7. CONTROL	8. HOW TO IMPLEMENT/ WHO WILL IMPLEMENT	9. RESIDUAL RISK LEVEL
<div>+</div> <div>-</div>	Obstacle Course (OC)	Injury due to terrain - Bodily injuries Due to improper negotiation of obstacles. - Falls or rope burns during the Rope Climb obstacle.	M	- Conduct reconnaissance of OC Route, check for and remove any hazards. - Mark any hazard that cannot be removed and provide an alternate route. - Brief task, Conditions, Standards, Grader moves with team to ensure safety standards are met. - Provide helmets for competing Cadets. - Obstacles have impact reducing material under and surrounding the obstacle IAW FM 7-22 (2020). - The rope climb has knots in the rope to assist in the climb. Crash Pads are placed below the ropes, plus the impact reducing material. - Ropes, a platform, and handles assist Cadets negotiating the 10ft wall obstacle.	<b>How:</b> - Walk the route and remove or mark hazards. - Safety and event Brief prior to execution of the event. Back brief from team captains. - Cadets wear helmets during - Grader follows the team to ensure safe and proper execution of events. the event.	L
					<b>Who:</b> - Graders - Event Staff - SAI/AI	
<div>+</div> <div>-</div>	Raider Item Relay	Injuries from equipment and falls - Injury due to slipping - Bodily injuries Due to improper negotiation of obstacles.	M	Brief task, Conditions, Standards, Grader moves with team to ensure safety standards are met.	<b>How:</b> Walk the route and remove or mark hazards. - Safety and event Brief prior to execution of the event. Back brief from team captains. - Cadets wear helmets during - Grader follows the team to ensure safe and proper execution of events. the event.	L
					<b>Who:</b> - Graders - Event Staff - SAI/AI	



	4. SUBTASK/SUBSTEP OF MISSION/TASK	5. HAZARD	6. INITIAL RISK LEVEL	7. CONTROL	8. HOW TO IMPLEMENT/ WHO WILL IMPLEMENT	9. RESIDUAL RISK LEVEL
<div>+</div> <div>-</div>	Relay Run	Injuries from equipment and falls - Bodily injuries Due to improper negotiation of obstacles.	M	Brief task, Conditions, Standards, Grader moves with team to ensure safety standards are met.	<b>How:</b> Walk the route and remove or mark hazards. - Safety and event Brief prior to execution of the event. Back brief from team captains. - Cadets wear helmets during - Grader follows the team to ensure safe and proper execution of events. the event.	L
					<b>Who:</b> - Graders - Event Staff - SAI/AI	
	Raider Fitness Test	Injuries from equipment and falls - Injury due to slipping - Bodily injuries Due to improper negotiation of obstacles.	M	Brief task, Conditions, Standards, Grader moves with team to ensure safety standards are met.	<b>How:</b> Walk the route and remove or mark hazards. - Safety and event Brief prior to execution of the event. Back brief from team captains. - Cadets wear helmets during - Grader follows the team to ensure safe and proper execution of events. the event.	L
<div>+</div> <div>-</div>					<b>Who:</b> - Graders - Event Staff - SAI/AI	
	HMMWV Push	-Vehicle crushing feet -Cadet falling	M	Brief task, Conditions, Standards, Grader moves with team to ensure safety standards are met.	<b>How:</b> Walk the route and remove or mark hazards. - Safety and event Brief prior to execution of the event. Back brief from team captains. - Cadets wear helmets during - Grader follows the team to ensure safe and proper execution of events. the event.	L
					<b>Who:</b> - Graders - Event Staff - SAI/AI	

	4. SUBTASK/SUBSTEP OF MISSION/TASK	5. HAZARD	6. INITIAL RISK LEVEL	7. CONTROL	8. HOW TO IMPLEMENT/ WHO WILL IMPLEMENT	9. RESIDUAL RISK LEVEL
<div>+</div> <div>-</div>	Raider Meet Events	- Hot Weather Injury	M	SAI/AI from Host School adjust the daily risk management worksheet as conditions change i.e. weather (Storms, hot, cold), cadre availability, etc. - Dress Appropriate/ Hydrate Night Prior/heat category/monitor WET BULB every hour. - Arm immersion tanks, and water are available for heat injury mitigation. - Coaches and Graders are briefed on the location of arm immersion tanks and the athletic trainer location prior to the start of the event. - Shaded areas are utilized when available. - Should an injury occur assess the situation, call 911, treat the casualty.	<b>How:</b> Conduct Risk Assessment Safety Briefing at the Grader and Coaches Brief. - Check wet bulb readings hourly and log readings. -Treatment assistance provided by the Host High School Athletic Trainer. - Direct Supervision by all Cadre and chaperon	L
					<b>Who:</b> - Graders - All Cadre - Chaperons - Event Staff - SAI/AI	
<div>+</div> <div>-</div>	Raider Meet Events	Weather	M	Conduct weather checks; instruct Graders, Coaches, and event staff current conditions. - Knowledge and use of Lightning Protection Areas (LPA), Jones County HS GYM - Encase of imminent severe weather an announcement is made and move all personnel to covered shelter	<b>How:</b> Conduct Risk Assessment Safety Briefing at the Grader and Coaches Brief. - Check Weather App for changing weather readings. - Direct Supervision by all Cadre and chaperons. - Announce changing conditions.	M
					<b>Who:</b> - Graders - All Cadre - Chaperons - Event Staff - SAI/AI	
<div>+</div> <div>-</div>	Raider meet Events	Wildlife	M	Brief Graders, Coaches, and Team Captains the importance of avoiding wildlife. - Give examples of common wildlife in the area. - Any wildlife interference is reported up to the SAI/AI - Graders halt operations at their event until wildlife leaves the area	<b>How:</b> Conduct Risk Assessment Safety Briefing at the Grader and Coaches Brief - Battle Buddy - Inform event staff - Event staff inform SAI/AI - Direct Supervision by all Cadre and chaperons. - SAI/AI	L
					<b>Who:</b>	

	4. SUBTASK/SUBSTEP OF MISSION/TASK	5. HAZARD	6. INITIAL RISK LEVEL	7. CONTROL	8. HOW TO IMPLEMENT/ WHO WILL IMPLEMENT	9. RESIDUAL RISK LEVEL
+	DOCUMENTS INCLUDED WITH RISK ASSESSMENT:				How:	
	-- Evacuation Plan -- Timeline CONOPS				Who: JROTC Cadre Host school submits to JROTC BDE OPS	
<b>10. OVERALL RESIDUAL RISK LEVEL</b> <i>(All controls implemented):</i> <input type="checkbox"/> EXTREMELY HIGH <input type="checkbox"/> HIGH <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> LOW						
<b>11. OVERALL SUPERVISION PLAN AND RECOMMENDED COURSE OF ACTION</b> We will have xx Teams competing, all school are required to have principal letter and Statement Of Eligibility. Any school without the two statements will not be allowed to compete. EMS has been contracted to be on site. - SAI/AI adjust the daily risk management worksheet as conditions change eg weather (Storms, hot, cold), malfunctions, cadre availability, etc. - SAI/AI conducts inspection of all equipment for serviceability and routes for hazards prior to execution. Clearly mark all obstacles that are Non-Mission Capable (NMC) and inform all Coaches, Graders, and Team Captains of NMC obstacles. - Safety Brief and event execution is briefed by SAI/AI during the coaches brief. Graders conduct a Safety Brief and event execution brief to Raider teams prior to the execution of the Five (5) Raider Challenge Events (eg. Obstacle Course, Cross Country Rescue, Raider Fitness Challenge, and the One Rope Bridge, Relay Run, Raider Item Relay, Raider Fitness Test, HMMWV Push, Team Run, Tire Flip).						
<b>12. APPROVAL OR DISAPPROVAL OF MISSION OR TASK</b> <input type="checkbox"/> APPROVE <input type="checkbox"/> DISAPPROVE						
a. NAME <i>(Last, First, Middle Initial)</i>		b. RANK/GRADE	c. DUTY TITLE/POSITION	d. SIGNATURE OF APPROVAL AUTHORITY		
Hyver, Robert. Jr.		GS12	6th Brigade JROTC Chief			
e. ADDITIONAL GUIDANCE:						