

Name and BIB#:	Run/Ride Time:				Battle Buddy:
1A. Receive Mission and Strike Bag	Go	Bonus time	NoGO	Penalty	Name and BIB #
1B. Agility Drill (Station One) (Tester Circle Time Mark Received and subtotal in boxes)					
	Go		NoGO		
High Crawl to Low Hurdles		-1		1	bonus time if done correctly/penalty time if incorrect
Jump over Low Hurdles without falling or touching hurdles		-1		1	bonus time if done correctly/penalty time if does not clear hurdles
Sprint to High hurdles and maneuver under 1st without touching or failing, sprint to the second and jump over without falling.		-1		1	bonus time if done correctly/penalty time if does not sprint
Subtotal					
2. Casualty Treatment/EVAC/MEDEVAC					
	Go		NoGo		
Treat injury with Pressure Dressing.		-1		1	If assisted by buddy then score is Go with 0 time added or subtracted
Move casualty out of danger zone		-1		1	If assisted by buddy then score is Go with 0 time added or subtracted
Called Medevac on radio		-1		1	If assisted by buddy then score is Go with 0 time added or subtracted
Subtotal					
3. Exit Danger Area and Suppress Fire (Simulated)					
					Buddy can assist and guide with no penalties
	Go		NoGo		
Hit the ground or ran out of danger area		-1		1	If they freeze and do nothing penalty time
Returned fire (simulated) while exiting danger area		-1		1	If they follow instructions and return fire - bonus time. If they do nothing penalty time
Battle Buddy pops smoke screen		-1		1	pop smoke (+1 if contestant forgets)
Subtotal					
4. Point-Aim-Move-Suppress (Bunker Drill "Mystery Event")					
	Go		NoGo		
Move to cover and concealed position		-1		1	Takes cover at Sandbag defensive position
Buddy lays down suppressive fire		-1		1	Buddy lays down suppressive fire and calls in report
Engages (simulated) enemy bunker with "grenade" (smoke)		-1		1	Contestant moves to bunker and throws "grenade" (simulated) at bunker - returns to position
Subtotal					
5. Return to CP and Backbrief					
	Go		NoGO		
Turns in gear (all accounted for)		-1		1	Must have everything they were issued when returning minus pressure dressing.
Reports what happened to CMDR		-1		1	Must use SALT format (Buddy cannot assist)
Ammo Delivered (mission accomplished)		-1		1	Lost or forgot to give ammo to Observ. Post
Subtotal					
Total bonus time or penalty time (add up all station subtotals)			plus		equals:
Original Start Time from Run and Ride:					
Add/Subtract Time from SRT					
Final Time:					

Turn in to Timing Station and see if you qualified for your Spur!