

WOLVERINE 5K

Rules of Engagement

aka Rule Book

www.Wolverine5K.com

TACTICAL ADVENTURE RACE

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About the Wolverine 5K tactical adventure race.

This "Red Dawn" themed adventure race is a test of orienteering skills using map and compass, speed & endurance, tactical tasks, diverse marksmanship skills using precision rifle, carbine and handgun in several live fire scenarios. This race can be completed solo or as a team of 4. Go **HARDCORE** competing for best score or just for **RECREATIONAL** fun.

The **SPIRIT** of this tactical adventure race transcends mere competition; it's a mission to discover your utmost guerilla warrior potential in a demanding and dynamic environment. Remember, the honor lies not in trophies or accolades, but in the grit and determination you exhibit in this arena where strength, endurance, and marksmanship merge. True victory in this battle is defined by surpassing the personal goals you've ambitiously set for yourself. Embrace the **SPIRIT OF THE RACE** by giving your all, with unwavering dedication and no reservations. In doing so, you embody the truest form of triumph not just in the score points gained, but in the battles, you've overcome within.

Additionally, this race is about testing your **WTSHTF** load out. Bring that equipment, and put it to the test. Gaming this event through specialized weapon selection is not in the **SPIRIT OF THE RACE**. See rules on weapons for more clarification on what to bring.

Typical Wolverine 5k schedule of events:

- 0730-0800: RO and volunteer staff brief.
- 0800-0830: Athlete sign in.
- 0830: All hands Safety Brief for all. (keep all weapons secured until after the safety brief)
- 0900: Event begins. All shooting stages begin at 0900.
- 1300-1500: Lunch. Snacks are served throughout the day.
- 1700: Completion Goal. *1800: drop dead time.
- 1830: Awards/trophies for top 3 Hardcore teams/solos. Prize table items will be raffled to all athletes and volunteer support staff. Must be present to receive awards.

Skills Required

You should be proficient with **MGRS** maps and be able to plot 8 digit grids, determine azimuths, distance between points, etc. If you need a refresher see our **Land Navigation** class. Advanced proficiency with handguns, carbines, and precision rifles highly suggested. Know and use the 4 universal firearms safety rules.

Scoring

This event will be a time & time penalty score based event. Your base score is your start/stop time of the 5K course. The shooting stages will be scored to reward/penalize your baseline time. Additional time rewards for completing tactical tasking's. The fastest time wins.

NOTE: This event is carefully designed to score based on balanced blend of physical fitness, orienteering skills, and marksmanship. Some stages may have higher or lower point values based on the overall weight of the balanced value.

Divisions

Hardcore:

- Body armor w/ plates worn (minimum of 12 lbs. w/o mags)
- Body armor plus pack weight equals total 45lbs.
- No GPS.
- Trophies awarded.

Recreationalist:

- Body armor is optional.
- 25 lbs. pack weight.
- GPS allowed.
- No trophies awarded.

Female Athletes:

- Optional 25% weight reduction for female athletes.

Teams:

- Hardcore or Recreationalist Teams.
- Same rules as above.
- Team score will be an average of all team members. Team must remain as one unit during the entire event.
- Absolutely no assistance - what so ever- from non team members.

How to Register

Race registrations are typically in the early spring, while the race is normally on the first Saturday of June. Keep an eye on the race registration date, as this event normally sells out quickly.

If you are registering as a solo, all you have to do is submit payment and complete the registration form.

If you are registering a team, the team leader will register and pay for the entire team. Team sizes may be 3 or 4 athletes. The same team fee applies.

Registration fees are non-refundable. Ensure that you reserve the race date and that you have a full team recruited before registering, plus back up team mates.

All athletes and team members must complete the liability/registration form 1 month prior to the race or be disqualified.

Equipment Needs:

Required:

- Hardcore athletes will wear weighted body armor. Must weigh 12 pounds without mags. Armor is optional for Recreationalists.
- Durable backpack (reinforced frame recommended).
- Handheld radio for safety communication.
- Quality lensatic type compass (military version, Silva, Burton, or equivalent.)
- Military style map protractor.
- *Local MGRS topographical maps are provided by MTC.*
- Bright colored light weight clothing suitable for outdoor training. Hiking shoes are recommended.
- Light snacks and beverages (hot lunch is provided).
- Good attitude and lots of heart.

Recommended:

- Bring extra \$ for souvenirs.
- Spare socks.
- Individual first aid kit, ankle wraps, elastic bandage, etc.
- Camelback or water carrier.
- Note taking gear in water proof bag.
- Bug spray and sun screen.
- Camp chairs for afterwards.

Weapons List:

Ammo round count estimated:

- Hand Gun: 100-200 rounds.
- Carbine: 150-300 rounds
- Precision Rifle: 20

- 1 Handgun, 3 mags with pouches, and retention holster per athlete.
 - (No chest or cross draw holsters)
- 1 Carbine, sling, 4 mags with pouches per athlete.
- 1 Precision rifle system (capable of 1 MOA or better) per team.

You may multipurpose your carbine as your precision rifle if it shoots well enough at long ranges. *See FAQ section.

Don't have all 3 weapon types? Borrow, swap, or skip that shooting stage.

NEW RULE: You may only bring 1 handgun, 1 carbine, and 1 precision rifle per athlete. You **MAY NOT**, bring multiple weapons to switch out for specific stages. That sort of gaming goes against the *SPIRIT OF THE RACE*, and will be considered an **integrity violation resulting in an individual/team ban** from all future Wolverine 5Ks.

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Safety Rules:

Firearm Safety Rules:

- 1: Treat every weapon as if it were loaded.
- 2: Never point your weapon at anything you do not intend to shoot/destroy.
- 3: Keep your weapon on safe.
- 4: Keep finger straight and off the trigger until you are ready to fire.
- 5: Know your target, target fore ground, and target background.

Before you shoot:

- Have properly identified your target.
- Have Sight Alignment and Sight Picture
- Have made a conscious decision to destroy your target.

Loading and unloading of weapons:

- Will be done by the direction of an RSO ONLY!!!
- Unless told to do so, all weapons will remain in condition 4 for the duration of this event.
- RSO's may keep their holstered pistols loaded.

Transporting of firearms:

- You will maintain proper control of your weapons at all times. There should never be unsecured, unattended weapons laying about, at any time.
- Rifles and carbines will be carried with muzzles pointed straight up or straight down.
- Pistols will remain secured in a holster unless on a stage.

Weapons Handling Considerations.

The Wolverine 5K is a high tempo dynamic style event. Athletes that have only trained on flat ranges, PRS or IDPA style competitions, may feel a little unnerved at times. As some stages of fire, by design, may encroach on the 180 degree rule, may have competitors forward or behind the line of fire, have (empty) slung weapons pointed in all directions while negotiation obstacles, and the use of the high gun carry is highly recommended.



With that said, our RSO's are on the lookout to stop unsafe actions before they happen. **Minor safety violations will be warned, and issued a point penalty (YELLOW CARD). If repeated, or if major safety violations happens, the stage RSO will disqualify you from that stage (RED CARD).** If a team mate gets DQ'd, the entire team gets DQ'd. Gross violations will DQ you from the event entirely. You may plead your case to the Match Director, but we typically side with the stage RSOs.

If at any point, you feel unsafe, or uncomfortable with your ability, with a stage of fire, simply bypass that stage and move onto the next. It's better go home safely than hurt yourself or someone else.

Stages are designed with safety in mind but we do design stages around real world tactics using cover positions that are not always perfectly in line with each other. Shooting positions will be clearly marked for you and your team mates. If you see a team mate slightly forward or behind you, we have set up cover shooting positions well within the safety degree angle.



During this event, you will never remain static in one location during an entire stage of fire. While moving from Point A to Point B your weapon muzzle will go straight up, or straight down. We highly recommend the "high gun" carry where your rifle, or pistol, muzzle is pointed straight up and above head level. While in this position, you may turn 360 degrees, but you must be facing down range when the muzzle begins to drop. **NEVER WILL YOUR MUZZLE POINT UP RANGE OR AT ANOTHER HUMAN!**

How To Get Disqualified (DQ'd)

- By not completing registration/liability forms on time. *We need a completed form from EVERY athlete no later than one month prior to the race.*
- Ring the bell. Quit the race.
- Miss the safety brief. *No exceptions. Do not be late.*
- Integrity violation. No cheaters or gamers welcome!
- Firearms safety violation. *See safety rules for clarification.*
- Individual DQ equals a Team DQ. *It's a team effort. Police each other.*

F.A.Q.

Q: I broke my leg. Half my team bailed on me. My spouse made other plans. Etc. Etc.Etc. Can I get a refund?

A: No. All registrations are non refundable. This is an extremely expensive production which your entry fees pay for, regardless if you show up or not. There are a lot of associated cost (pyro, chow, event shirts, printing cost, canoe rentals, athletic props, etc). Mark your calendar, circle the date, pre organize your team with multiple replacements, BEFORE registering. Before asking for a refund, remember that your slot could have been filled by other paying athletes.

Q: Should I use plate carrier mag pouches or belt pouches?

A: Your choice. There is no perfect gear set up for the Wolverine 5K. But there are bad ones. To test this, put all your gear on to include a holstered pistol and conduct 5 fast burpees. If any of your equipment came loose, fell out, or shifted violently, it needs to be replaced.

Q: Will we have to carry all weapons and ammo around all day?

A: No. During the orienteering field portion, you will leave your weapons secured in your vehicle. Your vehicle acts as a forward operating base, which you may return to resupply throughout the day.

Q: For hardcore, does my body armor count as weight during the 5K orienteering course?

A: Yes. the 45 pound is your simulated combat load. You may wear your body armor in the field, or carry it inside your backpack.

F.A.Q. Continued...

Q: Can I run a shorty AR pistol for my carbine?

A: Yes. We don't care but accuracy matters. You may encounter carbine targets from 5 yards - 300 yards.

Q: I don't have a precision rifle, can my "really good" AR be used instead?

A: Yes if you have proven DOPE. But, you may encounter precision rifle 1.5 MOA targets from 100 yards - 1000 yards.

Q: Can I bring multiple carbines to switch for different style stages?

A: **NEW RULE:** You may only bring 1 handgun, 1 carbine, and 1 precision rifle per athlete. You **MAY NOT**, bring multiple weapons to switch out for specific stages. That sort of gaming goes against the *SPIRIT OF THE RACE*, and will be considered an integrity violation resulting in an individual/team ban from all future Wolverine 5Ks.

Q: Can I camp out on your property?

A: Normally we say yes to parking lot camping, but not for this event due to the amount of vehicle traffic! Book hotels early. There are local camp grounds in the immediate area with low rates.

Q: Can I have someone follow my team around to photo/video document our experience?

A: Yes, but with limitations. Non athlete team members will not be permitted in the field, nor will they be allowed in active live fire areas. **They may not assist the team in any fashion what-so-ever.** This includes being a mule, caddy, scout, jamming mags, motivational support cheer leader, or any other helpful duties other than photography. If caught doing so, will result in an integrity violation resulting in an individual/team ban from all future Wolverine 5Ks.

Wolverine 5K Volunteer Brief

Collaborators are the lifeline of the Wolverine 5K. All support staff will receive raffle ticket to the prize table, early access to the following year's event registration, lunch, event hat and shirt (supplies limited). RSO's that show up Friday during set up time may shoot the stages.

Volunteer Duties Needed:

- Admin / HQ
 - Assists with registration sign in, score board data entry, clocking in/out teams on the 5k route, other admin duties.
- Photography / Videography
 - Wonder the course capturing the event. Upload media to cloud folder for all to use.
- Lunch Prep
 - All things chow related.
- Live Fire Stage (RSO) Official
 - The most important role of the event. Your duty is to ensure that your stage is ran safely, and uniformly. Be prepared for a lot of sun exposure and sore feet. The more strenuous stages will have additional assistance for support.
- Non-Live Fire Stage Official
 - You will monitor activities out on the 5K orienteering course. You will be in the woods by yourself for most of the day. Bring a book, cooler, and camp chair.
- Stage Assistant
 - Help the RSO's with the live fire stages. You will help prep the shooters next in line, counting and pasting holes, keeping score logs, etc.
- Other (let us know)
 - If you have other talents

Timelines:

- Friday 1000-completion: Stage set up. If available Friday for set up, RSO's should do walk throughs, and stage proofing.
- 0730: RSO and volunteer staff brief.
- 0800-0830: Athlete sign in.
- 0830: Safety Brief for all (volunteers, RSOs, and athletes)
- 0900: Event begins. All shooting stages begin at 0900.
- 1300-1500: Lunch. Snacks are served throughout the day.
- 1700: Completion Goal. *1730: Stage lines are shut down. *1800: drop dead time.
- 1830: Awards/trophies for top 3 Hardcore teams/solos. Prize table items will be raffled to all athletes and volunteer support staff. Must be present to receive awards.

Volunteer Brief Continued...

Safety:

- Athletes will only load weapons when told to do so by stage RSO's. All weapons will be visually and physically cleared by RSOs prior to athletes leaving a stage. When not on a stage, all athlete weapons will remain unloaded. *RSOs may keep holstered pistols loaded throughout the day.
- The 4 universal firearm safety rules are in effect and will be strictly enforced. Later in the day, as athlete fatigue sets in, policing of safety will become more frequent.
- This is a tactical style event that may push the boundaries of safety protocols found at normal competitions. For example:
 - We practice the "high gun carry" which is when the muzzle is pointed straight up, the shooter may turn and look 360 degrees.
 - There may be times when teammates are slightly forward of/ behind the firing line which is acceptable with the proper degree of safety separation.
- **YELLOW CARD** - Any minor safety violation witnessed by a stage RSO may be issued a 10 point penalty. Minor safety violation examples:
 - Leaving weapons unattended/unsecured.
 - Greatly breaking the 180 rule, but did not flag someone.
- **RED CARD** - Any disqualifying safety violation will result in a **team disqualification** from that stage. DQ safety violation examples:
 - Negligent discharge.
 - Total disregard of muzzle discipline. Flagging the entire line or teammates. *Some stages may require a cleared slung rifle while performing 2 handed tasks, which is acceptable.
 - Failure to comply with RSOs safety warnings.
 - Failure to follow stage design resulting in an unsafe act, such as running in the line of fire of a teammate.
 - Unsafe equipment failures such as pistols falling out of holsters.
 - Shooting over or near the top of the berms.

Scoring:

- The 5K orienteering course is timed which becomes the team/solo baseline score. All activities are scored in points which reduce minutes off of their baseline time. The team with the lowest time wins.
- Stages are uniquely scored. Read each stage brief closely for details. **Do not deviate from the written stage brief.** Some stages are scored heavier than others based on event criteria.
- Most stages are scored as a team. The exception will be for solo athletes and specific sponsored stages.

Volunteer Brief Continued...

Rules:

- Each stage of fire is unique in nature. Read the stage brief closely for details. **Do not deviate or change the stage design without permission** from the event coordinator.
- It's important to administer the stages the same way for each team. If the stage RSO gets swapped out, or takes a break, ensure the oncoming replacement RSO administers the stage in the exact same way as before.
- If there is a safety concern, bring it up immediately. Most of the stages will be ironed out during set up and proofing on Friday. *Remember that this is a very dynamic style event.
- **No cheating or gaming!** The stages are to be run as intended. Just because the stage brief doesn't say they can't do something, doesn't mean they can. This sort of gaming will not be tolerated. Non athlete team members (photographers, family members, etc) will not be permitted in the field, nor will they be allowed in active live fire areas. They may not assist the team in any fashion what-so-ever. This includes being a mule, caddy, scout, jamming mags, motivational support cheer leader, or any other helpful duties other than photography. If caught doing so, will result in an **integrity violation resulting in an individual/team ban from all future Wolverine 5Ks.**

Additional information:

- Bring sunscreen and bug spray.
- Bring a cooler with ice.
- RSO equipment if you have it: clipboard, pen, marker, shot timer, etc.
- Individual First Aid equipment.
- Pop Up canopies for shade are helpful.
- Camp chair for down time.
- 4 Wheeler, Side by Side, Golf Carts, ORV types of vehicles are beneficial for many stages.
- Walkie Talkies for comms.