

Forged in Fire – Seneca Run Race Rules

CONCEPT – The Seneca Run will be a relay style race comprised of four separate stations. Each team member in succession will perform a frontier skill, then run and tag their teammate. Once all skills have been completed to standard, time will end.

RULES –

1. Teams will consist of four (4) Royal Rangers from the same age group (DR, AR, and ER).*
2. Teams will be made up of members from the same outpost.**
3. Each team member will be required to perform an individual frontier skill without assistance.
4. Teams are permitted to use personal or outpost provided equipment.
5. Team members will not be permitted to begin their frontier skill until tagged by a teammate.
6. The race will consist of three heats; one per age group (DR, AR, and ER).
7. Race finalists will be determined from heats conducted on Saturday (see times below).
8. Failure to show 15 minutes before start time of race finale will result in disqualification.
9. Fastest three teams per age group to complete the Seneca Run will receive awards.

*If an outpost is unable to comply with Rule #1, then an outpost can form a team comprised of four (4) Royal Rangers from multiple age groups. However, the team must compete in the age group division of the oldest team member.

**If an outpost is unable to comply with Rule #2 due to low registration numbers (3 boys or less), then an outpost can form a team with another small outpost.

EQUIPMENT (provided) –

1. Steel trap
2. Tomahawk
3. Bow & Arrows
4. Flint 'n Steel

RACE HEATS –

ER – 10:00 AM

AR – 11:00 AM

DR - 1:00 PM

SENECA RACE (team finalists) – BEGINS IN FCF VILLAGE STARTING AT 4 PM

DR – 4:00 PM

AR – 4:20 PM

ER – 4:40 PM

Station 1: Set trap



Station 2: Throw Hawk



Station 3: Engage Target



Station 4: Start Fire



Start

Finish

