



Obstacles

The FrankenMudder is inspired by boot camp agility tests and obstacles. Your mission to attack the course can be fun or competitive, or a little of both. The event will not be competitively timed and participants may opt out of any obstacle they choose. Obstacle list subject to change.

There will be at least 15 unique challenges on your run. Planned obstacles may include:

Mine Field	The Mole	Chain of Command
Devil Dog Crawl	Cargo Drop	High Value Target
Heavy Artillery	Beachhead	Go, No-Go
Amphibious Assault	Drop Zone	Joint Ops
Fly Over	Airborne	Ground Assault
Heartbreak Ridge	Operation Sea Lion	Direct Fire

Mine Field. Mounds and walls of hay are between you and the next obstacle. Involves, climbing, crawling, jumping.

Devil Dog Crawl. The German army referred to US Marines as 'Teufel Hunden' ('Devil Dogs'). This obstacle tests your ability to crawl like a dog under a cargo net or barbed wire. "On your bellies Mudders!"

Polar Bear Plunge. American troops called the "Polar Bear" regiment trained in extreme conditions and fought it out from Vladivostok in WWI to Bataan in WWII. It won't be as cold as Siberia, but this dip into arctic waters will be a test of will.

Heavy Artillery. You won't need ear plugs for this challenge, but you will need a strong back. Involves carrying heavy weight.

Amphibious Assault. This obstacle will take you or your platoon through the murky waters of the Cass River. Knife between the teeth optional. Swim trunks non-optional.

Fly-Over. Good balance and steady nerves will test your wits as you 'tight-rope' walk high in the air. This obstacle is a platform/beam across open water of the Cass River.

Heartbreak Ridge. This gruesome 1951 battle on the Korean peninsula inspired a 1986 Clint Eastwood film of the same name. Think you have what it takes to climb this hill? Bring your 'A' game Mudder!

The Mole. You won't need eyes to get through this obstacle. Just a lot of grit, scraping, clawing and crawling.

Cargo Drop. Get 'er done soldier! Involves moving kegs of beer, but don't get too thirsty just yet!

Beachhead. Into the Cass River and assault the sandy beaches of Heritage Park.

Drop Zone. You may feel like you've hit a wall. This obstacle involves scaling a wall with foot holds and hand holds.

Airborne. If you've got what it takes in the air, you may avoid the mess on the ground. This challenge includes jumping, landing or crashing. No extra charge for the mud in your face.

Operation Sea Lion. You'll need to pull together your amphibious skills to master this obstacle. As Winston Churchill said, "...Never surrender."

cont.



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Obstacles cont.

Chain of Command. If you think you're ready to move up the 'chain of command,' this is the challenge for you. Obstacle includes walking (or crawling) on chains.

High Value Target. A series of increasingly high walls that must be passed over. Think you've got what it takes to tangle with this high value target?

Go, No-Go. Don't 'monkey around' on this obstacle. Just go for it. Monkey bars.

Joint Ops. You'll need to enlist the help of your team or other Mudders to move the General's Jeep!

Ground Assault. Get ready for trench warfare! Back on your stomachs Mudders!

Direct Fire. Don't let this obstacle cause you to become a casualty. Involves fire. This SNAFU will be TBD. Don't go AWOL.

