



# 2026 Participant Guide

Contents:

Mission

Charities We support

Location/Schedule

General Rules

Competitive Rules

Where to Stay/What to Do

Other Great Races

## Mission

Our Mission is to bring more non-traditional running opportunities to our area all while promoting the values of community, wellness, perseverance, and teamwork by providing a physically challenging and engaging experience that in turn helps to support local charities and businesses.

Our goals are to expand opportunities to our local running community by organizing and directing new and unique race experiences, building new relationships with those who serve and support the running community, and supporting some of our favorite non-for-profit groups.

Our Charities highlight our prerogative of investing into the next generation. We do this directly by providing a fun and unique fitness outlet to encourage a healthy life and indirectly by investing in these great organizations- Eagle Ridge Christian School and Heart of the Bride Ministries. It is our hope that all children know that they are loved and valued both by their parent figures in their lives and by God.

# HEART <sup>of</sup> the BRIDE *for Orphans*

Mythic Race is a fundraising adventure race benefiting Heart of the Bride (HOB), a non-profit organization based in Niceville, Florida with branches across the country including right here in Cape Girardeau County. Founded in 1998, Heart of the Bride provides Loving Homes, Education, Discipleship, and Economic Opportunities for over 450 orphans and at-risk children in Haiti, Kenya, India, Zambia, and the Emerald Coast. Learn more at [www.heartofthebride.org](http://www.heartofthebride.org).

Heart of the Bride was founded in Niceville in 1998 and has continued to grow through the support of local individuals, churches, organizations, and businesses. Many of your neighbors throughout Southeast Missouri already help orphans through Heart of the Bride and will appreciate your support of them with participating in our event.





Eagle Ridge Christian School's mission is to:

**EDUCATE** our students academically, spiritually and physically to be leaders in their world.

**REINFORCE** our students' God-given talents and abilities as they pursue success in all areas of their lives.

**COUNSEL** our students to understand and pursue the call of God upon their lives.

**SUPPORT** our students as they show the love of God daily through their words, actions and service.

The Word of God instructs us to "train up a child in the way he should go; and when he is old, he will not depart from it" (Proverbs 22:6). As Christian educators we endeavor to train the whole child: academically, physically, and most importantly spiritually, with all the knowledge and skills necessary to fulfill God's purpose for their lives.

At Eagle Ridge Christian School, we believe that quality education includes the acceptance of learners as they have been created: mentally, spiritually, physically and academically. It also includes adapting teaching so that students are instructed at their level of understanding and at a pace at which they can succeed to their highest potential.

The Word of God tells us that children are a heritage of the Lord (Psalms 128:6). At Eagle Ridge Christian School, we realize that we have been entrusted with the world's most important natural resource: our children. Therefore, we endeavor to produce future leaders: valuable members of society who love, honor, respect, and serve God, their country, and mankind.



## Mythic Race 2026

When..... April 11th, 2026

Where..... 105 Cooper Lane, Sikeston MO 63801 (Located in the town of Blodgett, MO)

Schedule..... Friday April 10th  
Optional Packet Pick-up and Obstacle Preview  
4-6 PM at the venue

Saturday April 12th

6:00 AM Venue Opens for 5 Hour ONLY!

7:00 AM: Venue and Check-in Opens (everyone)

7:00 AM: 5 Hour Multi Lap Begins

8:00 AM: Competitive 5K Waves Begin

8:30 AM: Open 5k Wave 1

8:45 AM: Open 5k Wave 2

9:00 AM: Open 5k Wave 3

9:15 AM: Open 5K Wave 4

9:30 AM: Open 5K Wave 5

9:45 AM: Open 5K Wave 6

12:00 PM: 5 Hour Multi Lap Ends

1:00 PM: Venue Closes

\* Competitive 5K awards approx 11 AM

\* 5 Hour Multi Lap awards approx 12:10 PM

\* 5 time participant medals will also be awarded at

each award ceremony

## General Rules

- Common Sense Safety is expected at all times.
- You may not impede another participant in any way including blocking a path or physical contact
- You must make constant forward progress on all obstacles that have lanes.
- Athletes may not invert beyond horizontal on any obstacle involving hanging above the ground 3 feet or more.
- No chalk or any other grip assisting substances that can leave a residue on the obstacles are allowed.
- No diving or jumping into any water on course- none of it is deep enough to warrant any method of entry other than walking/running to the water
- Open wave athletes may make as many attempts as they want, but there is no penalty or failure tracking- Do what you want, skip what you want! Have a good time!
  - Please be mindful of the competitive athletes still on course, they are allowed to bypass and lines of open athletes. They are competing for World Championship Qualifications, please be respectful.
- You are welcome to skip anything you feel like you cannot safely attempt.
- The race runs rain or shine
- Inclement weather decisions will be made by the race director following NATA (National Athletic Training Association) guidelines.
- We will not mail overall or AG awards so please be present to collect them. We will look into setting up a local pick up if needed for local winners who have to miss.
- Spectators are free and welcome to watch in the open area (last 1.25 miles) of the course, just stay off the course trail please

## Competitive Specific Rules

- You may not impede another participant in any way including blocking a path or physical contact
- You must make constant forward progress on all obstacles that have lanes.
- For all obstacles that involve hanging from an element, you must be completely non-weight bearing with the ground or structure using the first element before you touch the next element.
- Athletes may not invert beyond horizontal on any obstacle involving hanging above the ground 3 feet or more.
- As we are an OCR World Championship Event, we adhere to WADA and USADA anti-doping standards. All COMPETITIVE athletes MAY be subject to RANDOM drug testing.
- No chalk or any other grip assisting substances that can leave a residue on the obstacles are allowed
- No diving or jumping into any water
- Competitive athletes receive 4 bands, 5 Hour athletes will also receive a black sweat wrist band as an identifier for line skipping
- Competitive athletes may retry as many times as you want, but you must go to the end of any lines.
  - If you give up on an obstacle, you must have your obstacle completion band removed by the attendant or next available attendant if one is not present at that obstacle.
  - Your number of completion bands left at the end determine your placing- we rank by bands then time.
  - Multi-lap athletes will play by the same rules but they will do a penalty AFTER the first lap, all other laps they will do the penalties at the obstacle.
    - The penalty will vary based on the obstacle- will be discussed at the pre-race briefing
    - Multi-lap athletes may skip lines for first attempts per lap as you are still competing. Open wave athletes will be made aware of this.
- 5 Hour athletes must check in each lap at the timing table after the finish line, even if you plan on not pitting- if your lap is not manually recorded it did not happen- someone will be there to record at all times- no excuses!
- 5 Hour athletes may OVERALL (New since 2025!) or AGE GROUP podium for the 5k on your first lap
- Competitive athletes may not assist one another.
- You are welcome to skip anything you feel like you cannot safely attempt- it counts as a fail though!.
- The race runs rain or shine
- Inclement weather decisions will be made by the race director following NATA (National Athletic Training Association) guidelines.
- We will not mail overall or AG awards so please be present to collect them. We will look into setting up a local pick up if needed for local winners who have to miss.

All rules are the standard rules that apply to competitive athletes and must be followed or the obstacle is considered failed. Open wave athletes should still be made aware of the rules so they can attempt the obstacles as intended, but they do not have to follow them or restart due to failure

Name: Ridge Runner

General Description: A horizontal traverse obstacle consisting of various holds and elements at varying positions along slanted boards

Rules:

1. Athletes must start on the step-up board and complete the obstacle with no part of their body bearing weight on the ground before they ring the bell with their hands. Once the bell is rang the obstacle is complete,
2. Athletes may only ring the bell with their hands

Multi Lap Penalty: Yes

-----

Name: Ice Climber

General Description: Traverse obstacle using "ninja hooks" and feet

Rules:

1. Participants must start bearing weight on the first set of elements only and finish by ringing the bell with their hand or "ninja hook" or by placing one hook in the last eye bolt if there is no bell
2. Participants must only use their feet on the wooden foot holds and NOT the top of the board
  - a. Short athletes may use the side of the scaffolding to reach the "Skitch"/hanging section and climb back down- its a safety rule.
3. After completing the obstacle, participants must return their "ninja hook" to be bucket where they got it or they may hand it off to the next participant in line
4. Participants may not use their feet on the hanging section
5. Participants may not throw their "ninja hooks" at the bell, in the bucket, or to participants waiting in line (or throw them at all)

Multi Lap Penalty: Yes

-----

Name: Guide Stones

General Description: A balance obstacle requiring participants to balance on and move 8"x8"x8" cinder blocks down and back a set distance without touching the ground

Rules:

1. Both blocks must start behind the painted start/finish line with the participant standing on one on them behind the start line
2. Both blocks must cross behind the painted finish line with the participant standing on at least one of them on the other side of the painted finish line
3. Participants must not bear weight on the ground with any body part until both blocks are across the finish line as described above.
4. Both blocks must be returned to the starting position (participant carries them back)
5. Blocks may be moved using any extremity in a safe manner
6. Blocks are not to be thrown or tossed, they must be placed if the participants choose to pick up the blocks to move them

Multi Lap Penalty: No/Must complete

-----

Name: Hawkeye

General Description: Accuracy obstacle where participants hit a target using rubber tipped arrows from a bow

Rules:

1. Participants must stay behind the firing line until the arrow is released
2. The participants must retrieve their arrow no matter if they hit the target or not.
3. Participants get 2 attempts to make one shot.
4. If there is no hit in 2 attempts, participants must do 10 push-ups (5k and 5 hour)
  - a. This does not count as a fail for obstacle completion purposes
5. Participants are not to intentionally point at, shoot at, or hit anyone with the bow/arrow
  - a. If intent or negligence is proven, participant may be disqualified

Competitive/Multi Lap Penalty: Yes

-----

Name: Grip Buster

General Description: Farmers carry through a set course

Rules:

1. Participants must take 1 of the weights, carry them through the course, and place them within the painted return area
2. Weights must remain below the shoulders of the participant
3. Weights may be placed down to rest, but no forward progress can be made with the weights in contact with the ground
4. Weights must be placed on the ground and never thrown or intentionally dropped

Multi-Lap Penalty: MUST COMPLETE

-----

Name: Gibbontron

General Description: A rig type obstacle where participants cross using wooden rods

Rules:

1. Participants must start behind the painted start line or on the start step and finish by ringing the bell with their hand or wooden rod
2. After completing the obstacle, participants must return their wooden rod to be bucket where they got it or they may hand it off to the next participant in line
3. Participants may not throw their wooden rod at the bell or to participants waiting in line

Multi Lap Penalty: Yes

-----

Name: Gibbons

General Description: A rig type obstacle where participants cross using wooden rods

Rules:

1. Participants must start behind the painted start line or on the start step and finish by ringing the bell with their hand or wooden rod
2. After completing the obstacle, participants must return their wooden rod to be bucket where they got it or they may hand it off to the next participant in line
3. Participants may not throw their wooden rod at the bell or to participants waiting in line

Multi Lap Penalty: Yes

-----

Name: Barricades

General Description: A climbing obstacle consisting of Over, Under, and Through walls

Rules: Participants must climb over, under, or through each wall in the method each wall is designated

Modes of Failure: failure to complete each wall in the method each wall is designated

Multi-Lap Penalty: MUST COMPLETE

-----

Name: The Gallows

General Description: A climbing obstacle where participants use a rope to assist them in climbing a vertical wall

Rules: Participants must reach and go over the top of the wall

Multi-Lap Penalty: MUST COMPLETE

-----

Name: Mythic

General Description: A monkey bar/stairway type obstacle with angled series of bars and steps

Rules:

1. Participants must reach the bell at the end of the bars using only their hands and ring it with their hand
2. Athletes must be non-weight bearing with the ground on the first hold to start
3. Athletes may not use their feet
4. Athletes may only ring the bell with their hands

Multi-Lap Penalty: yes

-----

Name: Siege Ladder

General Description: A climbing Type obstacle where participants will climb up spaced boards like a ladder

Rules:

1. Participants must climb up and over the top of the wall
2. Participants must dismount from a hanging position ( don't jump from the top!)

Multi Lap Penalty: MUST COMPLETE

-----

Name: Dragon Rig

General Description: A rig type obstacle where participants cross using various hand holds

Rules:

1. Participants must bear full weight on the first hold/be off the ground before touching the second element.
2. Participants may use feet to lock off on longer ropes, place them in low hanging rings/holds, or on full length elements like a cargo net or floating wall
3. You must engage the elements, NOT the ropes they are suspended from
4. Participants must ring the bell at the end with their hands to complete the obstacle

Multi Lap Penalty: Yes

-----

Name: Ropes are Dope!

General Description: A climbing obstacle where participants climb up a hanging rope to ring the bell at the top

Rules:

1. Can use hands and feet on the rope
2. Must ring the bell with your hand
3. Must remain upright while on the rope

Multi Lap Penalty: Yes

-----

Name: Dragon's Tail

General Description: a balance obstacle where participants walk along several balance beams from a painted start line to a painted finish line

Rules:

1. Participant cannot bear weight on the ground with any part of the body between the two painted lines.
2. Participants must have both feet on the last half of the last beam before they may attempt to leave the balance beam and across the finish line.

Multi Lap Penalty: MUST COMPLETE

-----

Name: Thor's Twins

General Description: A 8 foot wall you must climb over ( or 2 2.5 meter walls)

Rules:

1. Participants must climb up and over the top of the wall
2. Competitive Male athletes cannot use the kick board to assist, all other divisions may
3. Participants must dismount from a hanging position ( don't jump from the top!)

Multi Lap Penalty: MUST COMPLETE

-----

Name: Steeple

General Description: Three 3 foot hurdles you must go over

Rules: Go over the top of the hurdles

Multi Lap Penalty: MUST COMPLETE

-----

Name: Under Pressure

General Description: A low crawl under wire or cargo nets

Rules: Crawl/roll under the wire

Multi Lap Penalty: MUST COMPLETE

-----

Name: Under Load

General Description: Carry a sand bag around a marked course

Rules:

1. Participants must take 1 of the sand bag, carry them through the course, and place them within the painted return area
2. Weights may be placed down to rest, but no forward progress can be made with the weights in contact with the ground
3. Weights must be placed on the ground and never thrown or intentionally dropped

Multi Lap Penalty: MUST COMPLETE

-----

Name: La Gaffe

General Description: Traverse across the obstacle on rotating poles without touching the ground

Rules:

1. You must manually rest the obstacle when you first approach by pulling on the rope
2. You cannot touch the ground once you engage the first element
3. You cannot use the obstacle frame for assistance
4. You must ring the bell at the end with your hands

Multi Lap Penalty: YES

-----

Name: Dragon's Back

General Description: Jump from platform to platform landing on ramps in front of the platforms.

Rules:

1. The obstacle is completed once you land on the last platform
2. You cannot touch the ground between platforms
3. You MUST JUMP ACROSS! You cannot hang along the side rails
4. You must climb down the last platform

Multi Lap Penalty: YES

-----

Name: Dragon's Teeth

General Description: A traverse obstacle using 2x6's for hand and foot holds

Rules:

1. You must engage the obstacle using the vertical 2x6's, you cannot touch the horizontal beams
2. You must ring the bell with your hands
3. You may NOT jump to the bell

Multi Lap Penalty: YES

-----

Name: The Portcullis

General Description: inverted (angled) ladder wall angled away from the participant

Rules:

1. Participants must climb up and over the top of the wall

Multi Lap Penalty: YES

-----

Name: Bucket Brigade

General Description: carry a open top bucket along a marked course

Rules:

1. Participants must take 1 of the open buckets, carry them through the course, and place them within the painted return area
2. The bucket must remain off the shoulders
3. Weights may be placed down to rest, but no forward progress can be made with the weights in contact with the ground
4. Weights must be placed on the ground and never thrown or intentionally dropped

Multi Lap Penalty: MUST COMPLETE

-----

Name: Pack Mule

General Description: Push/pull/drag a wooden sled down and back

Rules: Sled must start behind the start line, cross the turn around line, and return behind the start line

Multi Lap Penalty: MUST COMPLETE

-----

Name: Scorched

General Description: A angled weaving obstacle where you go over and under 4x4's at an angle

Rules:

1. Start by going over the first 4x4 and repeat the over-under-over-under-over pattern

2. Ring the bell with your hands or cross over the final element

Multi Lap Penalty: Yes

-----

Name: Stalactite

General Description: Traverse a gap using hanging PVC pipes

Rules:

1. You must be non-weight bearing with the ground while engaged with only the first element
2. You must have both hands on the first element to start
3. You cannot touch the ground before ringing the bell
4. You must ring the bell with your hands
5. You cannot engage the ropes holding the pipes

Multi Lap Penalty: YES

-----

Name: Dragaffee

General Description: Traverse a gap between platforms using poles to vault over the gaps

Rules:

1. You must manually rest the obstacle when you first approach by pulling on the rope
2. You cannot touch the ground once you engage the first element
3. You cannot use the obstacle frame for assistance
4. You complete by exiting off the last platform

Multi Lap Penalty: YES

-----

Name: 6-axis

General Description: A rig type obstacle consisting of poles oriented in all axes of orientation

Rules:

1. Participants may use feet on the poles as indicated based on their height from the ground and orientation
2. You must engage the elements, NOT the ropes they are suspended from
3. Participants must ring the bell at the end with their hands to complete the obstacle

Multi Lap Penalty: Yes

Name: Anchor's in the Deep/ Canyon/ Valkyrie/Escape the Canyon

General Description: A rig type obstacle consisting of anchors (Anchor's in the Deep) or other elements (Canyon/ Valkyrie) hanging from ascending and descending ( / \ OR \ / ) poles that are traversed with rings (Anchors in the deep) or hands (Canyon/ Valkyrie).

Rules:

1. Participants must start with one or both rings on the first anchor and cannot engage the second before being non-weight bearing.
2. participants cannot touch the ground before ringing the bell
3. bell may be rung with the hand or a ring
4. rings must be returned to the bin in which they were or to the next participant

Multi Lap Penalty: Yes

-----

Name: Belly of the Beast

General Description: A low rig type obstacle where participants cross using various hand and foot holds

Rules:

1. Participants must start with both hands and/or feet on the first hold
2. Participants may use feet on all elements
3. You must engage the elements, NOT the ropes they are suspended from
4. Participants must ring the bell at the end with their hands to complete the obstacle

Multi Lap Penalty: Yes

---

Name: Ricochet 2.0

General Description: A rig type obstacle where participants cross using hand holds with lanes changing direction

Rules:

1. Participants must start with both hands on the first hold
2. Participants may use feet on wall elements
3. You must engage the elements, NOT the ropes they are suspended from
4. Participants must ring the bell at the end with their hands to complete the obstacle

Multi Lap Penalty: Yes

-----

Name: Spear Throw

General Description: A accuracy type obstacle where athletes must stick a spear in a target

Rules:

1. Participants must start by pulling the spear from the target or from the ground to them
2. Participants must stay behind the barrier
3. The spear must stick in the target with no part of the spear touching the ground AFTER it makes ANY contact with the target or target area
4. A Spear must remain stuck in the target for 2 seconds
5. Participants get one attempt- then the penalty is 10 push-ups (This does not count as a fail for obstacle completion)
6. Participants are not to intentionally point at, throw at, or hit anyone with the spear
  - a. If intent or negligence is proven, participant may be disqualified

Multi Lap Penalty: Yes

-----

Name: Caber Carry presented by Highlander Assault (<https://www.highlanderassault.com/>)

General Description: A carry type obstacle where athletes must carry a log (Caber) down and back a set distance

Rules:

1. Participants log must be at least touching the start line before it can be picked up- participants are allowed to walk the log to the pick-up position such that they are picking up from the far end.
2. Participants must carry the log nearly vertical to vertical with it resting on their chest/shoulder and hands supporting underneath one end.
3. Participants must cross the turn around line or go around the turn around marker
4. Participants may set down their log once its resting position would result in the far end touching or passing the start line.
5. Logs must be placed on the ground and never thrown

Multi Lap Penalty: Yes

-----

Name: Valhalla

General Description: A rig type obstacle where participants cross using hand holds and a axe

Rules:

1. Participants must start with the axe in one hand-this becomes their axe hand; and the axe may not leave their hand until the bell is rung. The other hand may hold the axe as long as the established axe hand is still holding it (may hold with both hands)
2. You must use the "blade side of the axe on the rings
3. You may not use the axe on the first element- the sliding hold- you must use the open hand.
4. You may ring the bell with the axe or open hand (must still be holding the axe with the axe hand)
5. You must engage the elements, NOT the ropes they are suspended from
6. Participants must ring the bell at the end as mentioned above to complete the obstacle

Multi Lap Penalty: Yes

-----

Name: Hole Punch

General Description: A rig type obstacle where participants cross sliding 2 metal rods through fixed holes

Rules:

1. Participants must start with the rods in the starter holes (rods all the way back) by pulling the rods back from the other end with provided ropes.
2. You must ring the bell at the end of each rail (2 total- 1 per rail) with their respective rod
3. Participants must ring the bell at the end as mentioned above to complete the obstacle

Multi Lap Penalty: Yes

-----

Name: Infinity Rings

General Description: A rig type obstacle where participants cross using two connected medal rings

Rules:

1. Participants must start with the ring apparatus on the first hook or the first two if able
2. You must return the ring apparatus to the start area after ringing the bell
3. You must engage the elements, NOT the ropes they are suspended from
4. Participants must ring the bell at the end as mentioned above to complete the obstacle

Multi Lap Penalty: Yes

-----

Name: The Grapler

General Description: A traversal obstacle where participants throw an anchored rope up a hill to a anchor point and use the rope to travel up the hill.

Rules:

1. Participants must start behind the throw line
2. Participants must throw the rope from behind the anchor line

3. You must use the rope even if you don't need it/ it must be firmly anchored and usable to be considered complete
4. You must unanchor your rope before leaving and throw/roll it partly down the hill
5. Do not throw the rope and anchor back at the waiting participants
6. Participants get 2 attempts to make one shot.
7. If there is no hit in 2 attempts, participants must do 10 hand release push-ups with standing up in between each (5k and 5 hour)
  - a. This does not count as a fail for obstacle completion purposes

Modes of Failure: Missing the target twice, standing in front of the firing line, failure to unanchor your rope, breaking any safety rules

Multi Lap Penalty: Yes

-----

Name: Secret Agent

General Description: A Monkey Bar Style Obstacle Where you must ring the bell on the other side without touching the ground or the blue "lasers" below the bars.

Rules:

1. Participants must
2. Participants must throw the rope from behind the anchor line
3. You must use the rope even if you don't need it/ it must be firmly anchored and usable to be considered complete
4. You must unanchor your rope before leaving and throw/roll it partly down the hill
5. Do not throw the rope and anchor back at the waiting participants
6. Participants get 2 attempts to make one shot.
7. If there is no hit in 2 attempts, participants must do 10 hand release push-ups with standing up in between each (5k and 5 hour)
  - a. This does not count as a fail for obstacle completion purposes

Modes of Failure: Missing the target twice, standing in front of the firing line, failure to unanchor your rope, breaking any safety rules

Multi Lap Penalty: Yes

## Where to stay:

### North of Venue:

#### Cape Girardeau, MO

Cape Girardeau ( or just "Cape") is a quiet river town with an array of education, entertainment, and cultural options, set upon a beautiful backdrop of the Mississippi River. Cape offers a variety of places to eat and stay as well as attractions to complete your "Racecation"- from live theater and music performances, college sports, beautiful state parks in the surrounding area, and a charming downtown- Cape Girardeau is not only our home, but a great place to visit!

We recommend any hotels in the Drury family of hotels- Drury Inn & Suites, Drury Plaza Hotel, and the Pear Tree Inn. Also the Marriot Courtyard in Downtown Cape Girardeau is a fantastic location if you are wanting to be near the downtown action!

Great Local Restaurants include: Sandy's, Pilot House, Minglewood, Port Cape, 36, Pagliai's, Saffron, Broussard's

Cape is approximately 29 minutes from the venue.

### South of Venue:

#### Sikeston, MO

Sikeston is a quiet, small country town just south of our venue and offers many places to stay and eat (including the world famous Lambert's Cafe) and is close to the venue. Sikeston also has a charming Downtown area with lots of local eats and shops. The Albritton-Mayer Cultural Center provides a variety of live performances and the Depot Museum & Gallery host local and traveling exhibits from around the country.

Sikeston also has over 280 acres of parks and is close to General Watkins Conservation Area- Our favorite spot to get a run in!

Again we recommend the Drury Brand Hotel- Pear Tree Inn Sikeston and Drury Inn & Suites Sikeston

Great Local Restaurants include: Curby's, Buzz Feed, Watami, La Ruleta, Lambert's Cafe, Jeremiah's, Grecian Steak House

Sikeston is approximately 16 minutes from the venue.



## Heartland Elite OCR Series

January 31st.....KCTC Yeti (Bonner Springs, KS)



April 11th..... Mythic Race (Sikeston, MO)

September 5th..... KCTC OG (Bonner Springs, KS)



September 12th..... Conquer The Gauntlet, Oklahoma (Bixby, OK)

# Heartland Elite OCR Series

## Rules

- Series Participation Award
  - Complete 1 race of each brand
- Competitive
  - Places 1-10 earn 10-1 points
  - Most points at the end of the series podium
  - All races count

Midwest OCR- September 19th- MARSEILLES, ILLINOIS

