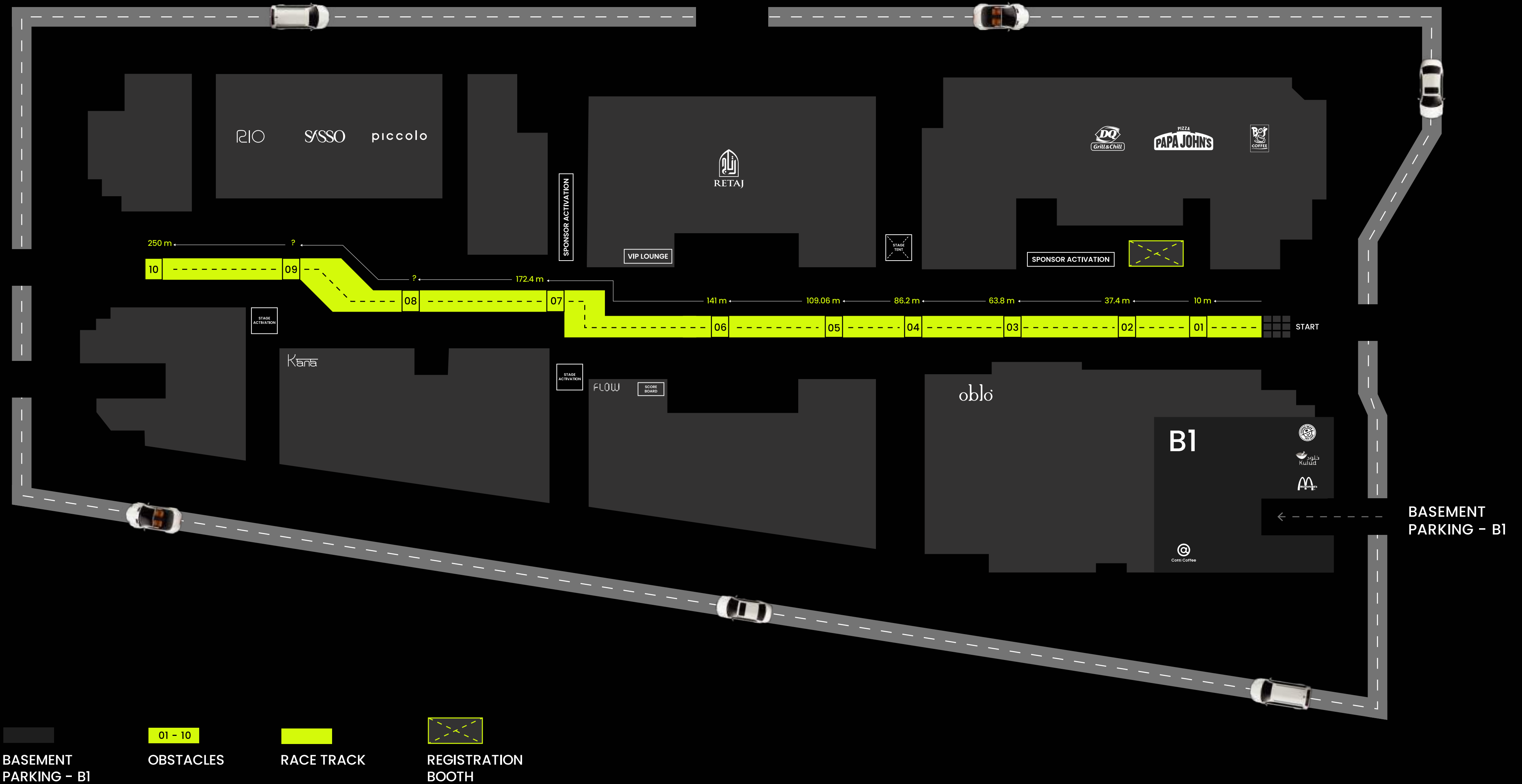
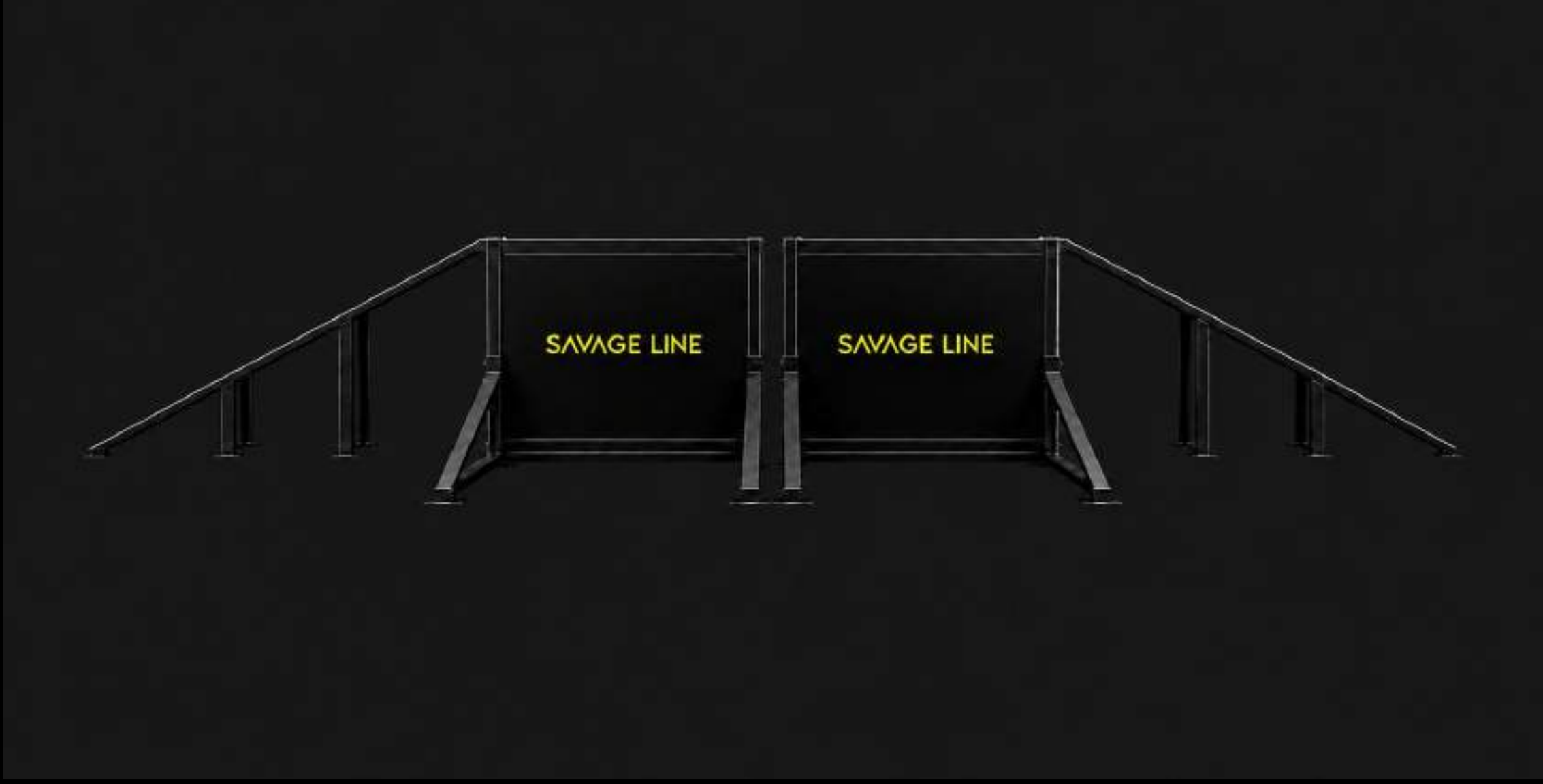


MASTER PLAN

SAVAGE LINE



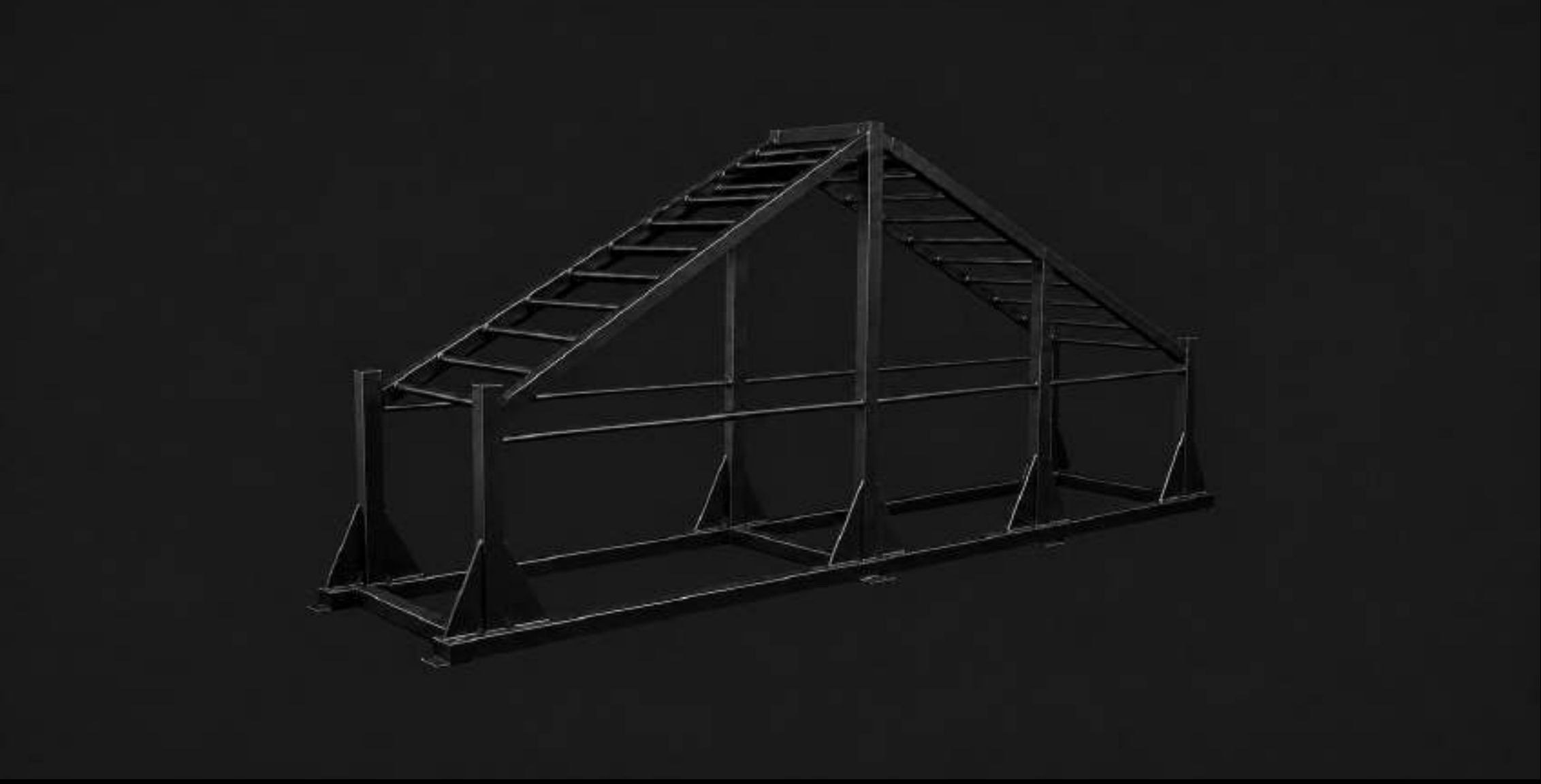
OBSTACLE-SPECIFIC MOVEMENT STANDARDS



01/10

RAMP WALL

Competitors must scale the incline ramp, cross the flat apex, and descend the decline ramp. Jumping off the top apex platform to bypass the decline ramp is prohibited for safety reasons. Falling down before clearing the entire obstacle requires a full reset back to the start.



02/10

MONKEY BAR

Athletes must start from behind the designated line and clear the rig using only their hands on the rungs. Feet are not allowed to touch the supporting vertical posts, trussing, or the floor until past the dismount line. Dropping before clearing the dismount line requires a full reset back to the start of the monkey bars.



03/10

CROSSBAR ROLLER

Competitors must mount and traverse the spinning roller using upper-body grip and balance. Touching the central frame or structural support posts to stabilize the roller is a no-rep and requires a restart.



04/10

SANDBAG

Athletes must lift both designated sandbags from the floor and securely place each one into its corresponding platform hole. The sandbags cannot be thrown or launched from a distance; each one must be physically placed into the platform cutout and fully seated before the athlete can advance. Male athlete will use two 68 kg sandbags, while female athlete will use two 45 kg sandbags.



05/10

CAR PUSH

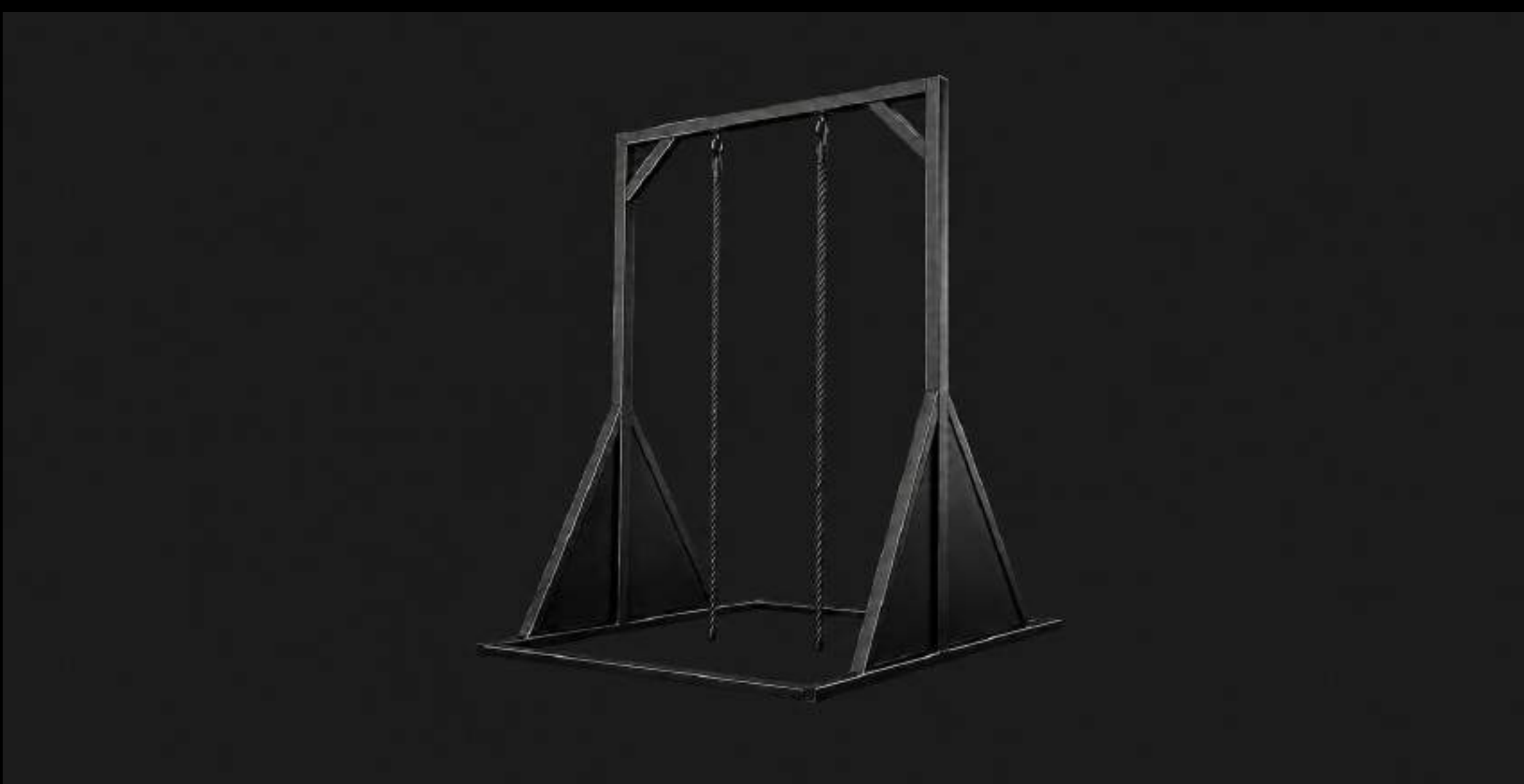
Hands must remain flat against the rear push plate or designated bumper area of the vehicle. The vehicle must be pushed entirely across the 10-meter line until the rear tires fully clear the mark.



06/10

SLED PULL

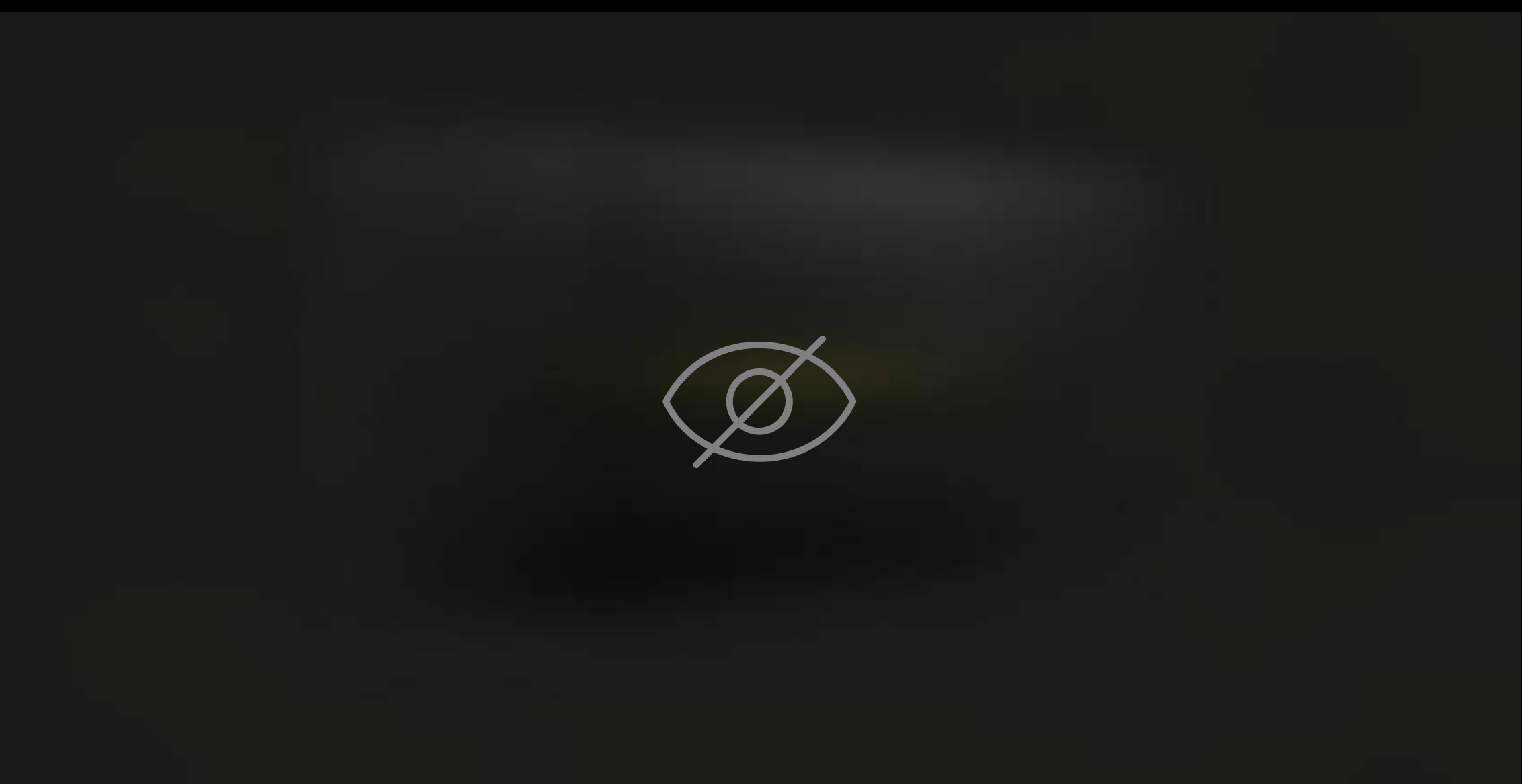
Athletes must stay completely inside the designated pull box while executing arm-over-arm pulls. Bracing their feet against the pull box boundary is allowed, but stepping outside the box while pulling will invalidate the distance covered during that pull. The sled must cross the finish line completely before the athlete exits the box. The required sled weight is 160 kg for men and 120 kg for women.



07/10

ROPE CLIMB RIG

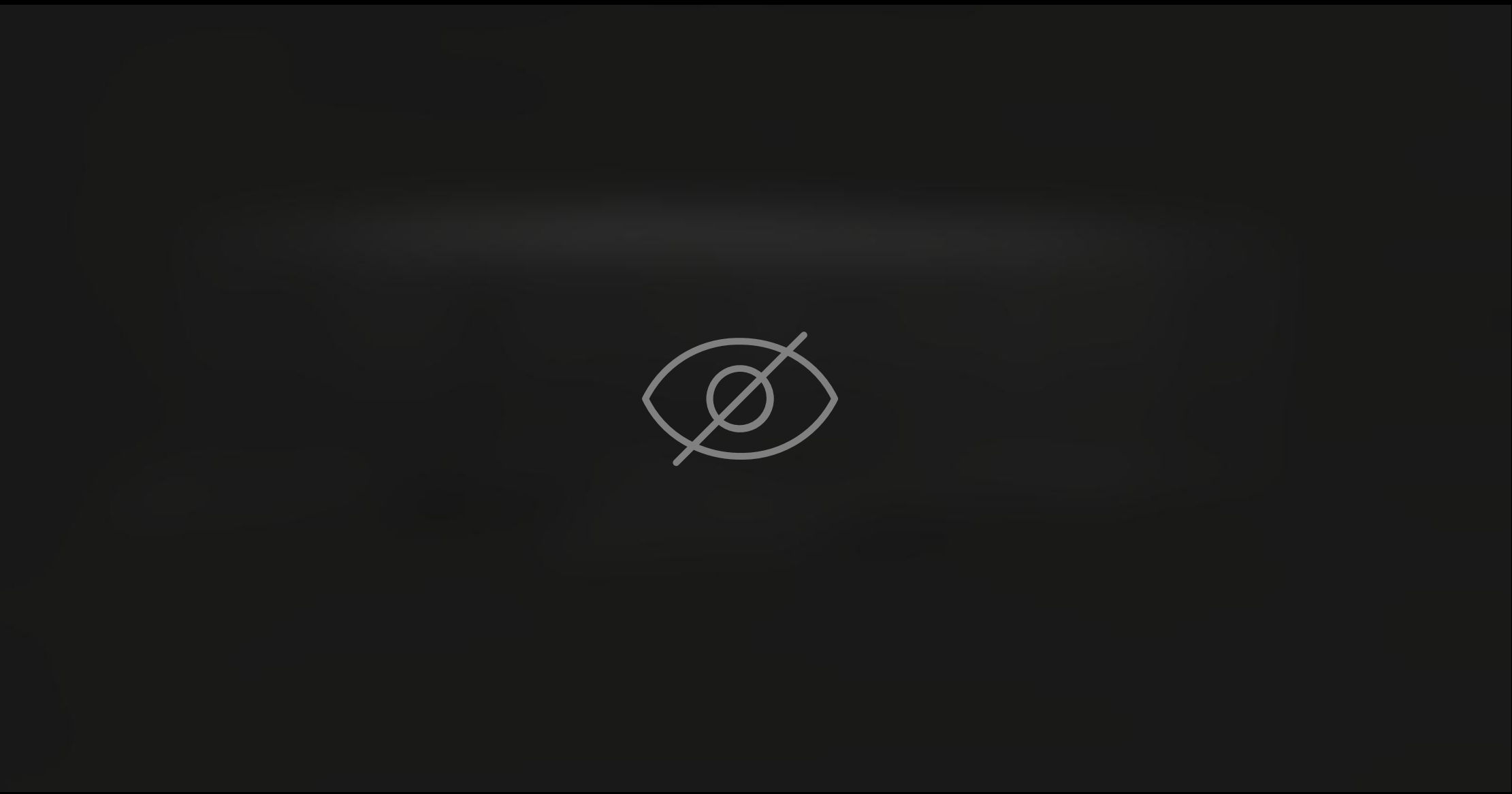
Competitors must climb their assigned rope using any technique (foot locks are allowed) and physically slap the 3-meter mark on top of the rope.



08/10

CLASSIFIED

Speed. Power. Control. Obstacle revealed on race day.



09/10

CLASSIFIED

Upper-body strength will matter. Obstacle revealed on race day.



10/10

WRAPPED WALL FINISH

Athletes must run up the curved wall and grip the top ledge under their own momentum. Once the top ledge is secured, the athlete must pullthemselves up and hit the electronic timing buzzer to freeze the clock. Athletes must descend using the central rear staircase, jumping back down the front of the warped wall is strictly prohibited for safety reasons.

GENERAL COMPETITION STANDARDS



CONDUCT & SAFETY STANDARDS

Staging Protocols: Competitors must report to the staging box 2 heats prior to their scheduled start time. Failure to appear when called to the start line results in a lane forfeit.



JEWELRY & GEAR

No loose jewelry, wristwatches with exposed metal buckles, or sharp objects may be worn on the track to prevent snags on ropes and rigs.



GRIP ENHANCERS

Chalk is permitted.

GENERAL COMPETITION & LANE RULES

HEAD-TO-HEAD ALIGNMENT

Competitors must remain entirely within their designated lane for the duration of the course. Crossing lane boundaries or interfering with an adjacent athlete will result in immediate disqualification.

NO UNASSISTED PROGRESS

External assistance from spectators, coaches, or non-competing athletes is strictly prohibited. Athletes must complete every movement and obstacle under their own power.

COURSE COMPLETION REQUIREMENT

Every obstacle must be successfully completed or cleared according to its specific movement standard. Skipping an obstacle or failing to complete a required element will result in a DNF (Did Not Finish) for that heat.

BUZZER EXECUTION

Timing stops only when the athlete activates the electronic finish buzzer. Failure to strike the buzzer means the timer will continue running until the 5-minute heat cap is reached.

JUDGES' AUTHORITY

The floor judge assigned to each lane has final authority over movement calls, no-reps, and time penalties. Disputing or challenging a judge's decision in an inappropriate or unsportsmanlike manner will result in immediate disqualification from the event.



STAGE

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