

2016 DOD WARRIOR GAMES TRACK AND FIELD

The 2016 DoD Warrior Games is not a qualifying event for the Paralympic Games or any other U.S. Paralympics or International Paralympic Committee sanctioned event.
Additional Track & Field Information or Rules not modified and/or stated below.

1. TRACK DISABILITY CLASSIFICATION/CATEGORY:

- 1.1. Classification 6.0 athletes
 - PTSD/TBI with minimal or no physical impairments.
- 1.2. Classification 5.5 athletes (Ortho Lower)
 - Combination of loss of strength or flexibility in the hip, knee, or ankle.
 - 40 % Loss of strength in the hip, knee, or ankle joint evidenced by a functionality test.
 - 40 % Loss of flexibility in the hip, knee, or ankle joint evidenced by a functionality test.
- 1.3. Classification 5.5 athletes (Ortho Upper)
 - Combination of loss of strength or flexibility in the shoulder, elbow, or wrist.
 - 40 % Loss of strength in the shoulder, elbow, or wrist joint evidenced by a functionality test.
 - 40 % Loss of flexibility in the shoulder, elbow, or wrist joint evidenced by a functionality test.
- 1.4. Classification 5.0 athletes (T46/T45)
 - Upper body impairments.
 - Above or below elbow amputation.
 - Limited function in one or both upper extremities evidenced by the following:
 - Combination of loss of strength and flexibility in a joint- wrist, elbow, or shoulder. (must meet at least one primary criteria)
 - 40 % Loss of mobility in a limb or wrist, elbow, or shoulder joints determined by a functionality test.
 - 40 % Loss of flexibility in a limb or wrist, elbow, or shoulder joints determined by a functionality test.
- 1.5. Classification 4.5 athletes (T44/T43)
 - Lower body impairments.
 - Below knee amputations through the mid-foot.
 - Limited function in one lower extremity evidenced by the following:
 - Combination of loss of strength and flexibility in a joint- hip, knee, or ankle. (must meet at least one primary criteria)
 - 40 % Loss of mobility in a limb or hip, knee, or ankle joints determined by a functionality test.
 - 40 % Loss of flexibility in a limb or hip, knee, or ankle joints determined by a functionality test.



1.6. Classification 4.0 athletes (T42/T41)

- Above knee amputation(s).
- Limited function in one lower extremity evidenced by a combination of loss of strength and flexibility/mobility in multiple joints (Knee and Hip) - as determined by a functionality test.

1.7. Classification 3.0 athletes (T54)

- Wheelchair racing athletes.
- Athletes with injuries that prevent them from ambulatory running.
- Spinal Cord Injuries- Paraplegia or Tetraplegia with trunk/abdominal function (T6 or below).
- Ability to control functional movements in legs, trunk, arms, and/or hands is impaired.
- Lower body amputations.

1.8. Classification 2.0 athletes (T53)

- Wheelchair racing athletes.
- Spinal cord injuries – Paraplegia or tetraplegia without trunk/abdominal function (T5 or higher)
- Ataxia or hypertonia where athlete requires use of a wheelchair for everyday living.
- Spinal cord injuries- Paraplegia or tetraplegia with trunk/abdominal function (T6 or below.)
- Inability to control functional movements in legs, trunk, arms, and/or hands.

1.9. Classification Visually Impaired (VI) athletes

- Visually Impaired athletes (as defined in WG General Rules).
- From visual acuity above 20/200 evidenced through supporting medical documents provided to/from athlete (Required to have guide runner).
- Up to visual acuity of 20/70 evidenced through supporting medical documents provided to/from athlete (Guide runner optional)
- Visual field cut of greater than 20 degrees in either eye evidenced through supporting medical documents provided to/from athlete (Required to have guide runner.)
- Above is achieved with the best practical eye correction.

1.10. Other: 4 x 100m Relay:

- Four athletes from each team.
- Athletes can be selected by each team at their discretion.
- Each team's relay team must consist of the following:
- Maximum of two athletes from 6.0 or 5.5 category
- Remaining two athletes must be selected from two different categories.

2. **FIELD DISABILITY CLASSIFICATION/CATEGORY:**

2.1. Field disability (Seated throwers) Classification/Category:



2.1.1. Classification 6.0 athletes

- Below knee amputation/s.
- Combination of 40 % loss of strength and flexibility/mobility in at least one joint (ankle, knee and hip) as determined by a functionality test.
- Complete control of trunk movements.
- Normal function in both upper extremities to include hands.

2.1.2. Classification 5.0 athletes (F57)

- Above knee amputation(s).
- Partial loss (60% loss) of function in both lower extremities below the knee.
- Hemipelvectomy.
- Complete control of trunk movements
- Normal function in both upper extremities to include hands

2.1.3. Classification 4.0 athletes (F56/55)

- Complete or partial loss (greater than 75% loss) of mobility and function in both lower extremities.
- Minimally impaired trunk control.
- Normal function in both upper extremities to include hands.
- Requires wheelchair for mobility but can self-propel.
- Bilateral hemipelvectomy.

2.1.4. Classification 3.0 athletes (F54/53)

- Complete loss of all mobility and function in both lower extremities.
- Moderately impaired mobility and function in one upper extremity.
- Decreased trunk movements and controlled movements in all planes.
- May ambulate with assistance or assistive device for short distances.
- Requires wheelchair for long distance mobility but can self-propel.
- Amputations in three limbs.

2.1.5. Classification 2.0 athletes (F52)

- Spinal cord injury at levels C7-C8.
- Moderate upper body limb impairments to include but not limited to; limited handgrip, impairments in triceps and biceps.
- Partial or complete loss of trunk and lower limb function.
- Partially controlled trunk movements in the forward plane.
- Active upper trunk function but no lower trunk function.
- Utilizes wheelchair for mobility.

2.1.6. Classification 1.0 athletes (F51)

- Spinal cord injury at levels C1-C6.
- Severe upper body limb impairments to include but not limited to; limited handgrip, decreased wrist function, impairments in triceps and biceps.
- Complete loss of trunk and lower limb function.
- No active trunk rotation.



- Little to no controlled trunk movements in forward plane.
- Balance in both forward and sideways directions is significantly impaired.

2.2. Field disability (Standing throwers) Classification/Category:

2.2.1. Classification 6.0 athletes

- PTSD/TBI with minimal or no physical impairments.
- Slight balance issues.

2.2.2. Classification 5.5 athlete (Ortho lower)

- Combination of loss of strength or flexibility in at least one lower body joint. (hip, knee, or ankle)
- 40 % Loss of strength in the hip, knee, or ankle joint evidenced by a functionality test.
- 40 % Loss of flexibility in the hip, knee, or ankle joint evidenced by a functionality test.

2.2.3. Classification 5.5 athletes (Ortho upper)

- Combination of loss of strength or flexibility in at least one upper body joint. (shoulder, elbow, or wrist)
- 40 % Loss of strength in the shoulder, elbow, or wrist joint evidenced by a functionality test.
- 40 % Loss of flexibility in the shoulder, elbow, or wrist joint evidenced by a functionality test.

2.2.4. Classification 5.0 athletes (F46/45)

- Single arm amputation.
- Single upper extremity impairments to include the following:
- Combination of 40 % loss of strength and flexibility in an upper body joint- wrist or shoulder.
- 40 % Loss of mobility in a limb or joint and 40 % Loss of flexibility in a limb or joint.

2.2.5. Classification 4.5 athletes (F44)

- Below knee amputations.
- Combination of 40 % loss of strength and flexibility/mobility in a joint- ankle, knee, or hip as determined by a functional testing.
- Requiring use of orthotic such as AFO, knee brace, etc.

2.2.6. Classification 4.0 athletes (F42)

- Above Knee amputation.

2.2.7. Classification 3.5 athletes (F43/F38)

- Single leg above knee amputation with single below knee amputation.
- Bilateral below knee amputations.
- Dynamic balance moderately impaired. (40% loss of balance)
- No upper extremity impairments.
- May require an assistive device for mobility.



- 2.2.8. Classification 3.0 athletes (F41/F36)
 - Bilateral above knee amputations.
 - Dynamic balance moderately impaired. (50% loss of balance)
 - No upper extremity impairments.
 - May require an assistive device for mobility.
- 2.2.9. Classification 2.0 athletes
 - Amputations or decreased strength, function, and mobility in both upper extremities.
 - No impairments in either lower extremity.
 - No assistive device needed for mobility.
- 2.2.10. Classification Visually Impaired (VI) athletes
 - Visually Impaired athletes (as defined in WG General Rules).
 - May require a device for mobility but not while standing or throwing.

3. TRACK GENERAL RULES:

- 3.1. Each team may have four (4) athletes/start rights for each event and from each disability/classification group.
- 3.2. Ultimate Champion competitor will not count against the team allocation numbers.
- 3.3. Track event consolidation:
 - 3.3.1. Events with two or fewer athletes may be consolidated.
 - 3.3.2. Heats with consolidated events and result comparison standards will be available for coach review 48 hours prior to competition.
- 3.4. Track events rules:
 - 3.4.1. Clothing and bib Numbers: Athletes will wear 2016 DoD Warrior Games uniform or team standardized track and field gear.
 - 3.4.2. Ambulatory: Athletes will wear a number on both front and back of shirt. Numbers will be provided by local organizing committee.
 - 3.4.3. Wheelchair: Athletes will be provided with one bib number to be worn visibly on the back of the competition wheelchair. Helmets are required in all races while competing in all events.
- 3.5. Assistance to athletes:
 - 3.5.1. Coach access: Track coaches have access to the infield. Field coaches have access to their athletes between throws, as defined by Head Official of the throwing pit and sector.
 - 3.5.2. Wheelchair athletes: Meet director will determine which athletes are permitted escorts. An escort is someone who will be permitted to accompany athletes onto the competition area. Persons acting as escorts must be clearly identified by a distinctive vest. Escorts may assist the officials to ensure the athlete transfers safely to the throwing chair.



- 3.5.3. Strapping: If an athlete uses strapping it must only be to the chair and of non-elastic material.
- 3.5.4. Prosthetics: All ambulatory athletes with leg amputations must use prosthetics to start the track competition. If a prosthetic breaks, an athlete may complete the race however, any assistance will result in disqualification.
- 3.6. Timing and photo finish:
- 3.6.1. Ambulatory: The time is taken at the moment the torso crosses the finish line (head, neck, arms or legs do not count).
- 3.6.2. Wheelchair: The time shall be taken to the moment at which the hub of the leading wheel of the athlete's chair reaches the vertical plane of the nearest edge of the finish line.
- 3.6.3. *Official photo finish will be used in the case of a time tie.
- 3.7. Wheelchair equipment specifications:
- 3.7.1. No part of the body of the chair may extend forwards beyond the hub of the front wheel and be wider than the inside of the hubs of the two rear wheels.
- 3.7.2. The height from the ground to the main body of the chair shall be 50cm.
- 3.7.3. Maximum diameter of the large wheel including the inflated tire shall not exceed 70cm and the small wheel cannot exceed 50cm.
- 3.7.4. One plain round hand rim is allowed for each large wheel.
- 3.7.5. No mechanical gears or levers shall be allowed.
- 3.7.6. No mirrors are allowed.
- 3.7.7. The athlete should be able to steer the front wheel both left and right.
- 3.7.8. No part of the chair may protrude behind the vertical plane of the back edge of the rear tires.
- 3.8. Sprints: 100 Meter, 200 Meter, and 400 Meter:
- 3.8.1. Ambulatory starting blocks:
- 3.8.1.1. Starting blocks may be used, though a four-point stance is not required by any athletes.
- 3.8.1.2. An arm amputee or those with short arms may use pads on which to rest stumps at the start to improve balance.
- 3.8.1.3. Pads must be completely behind the starting line and not interfere with any other athlete and should be the same color of the track or a neutral color.
- 3.8.2. Start commands:
- 3.8.2.1. Ambulatory commands:
- "On Your Mark": Athlete will enter into the blocks or assume a standing start position. Hands and feet must be behind the line.
 - "Set": Athletes must be stationary (no movements)
 - Starting mechanism (whistle).
- 3.8.2.2. Wheelchair commands:
- "On Your Mark": Athletes will approach the start line.



Assume a position entirely within his or her allocated lane and behind the start line.

- “Set”: Athletes should immediately take up the final position retaining the contact of the front wheel with the ground behind the line. The front wheel may be over the start line, but the contact of the front wheel with the ground is behind the line.
- Starting mechanism (whistle)

3.8.3. Compensator setting:

3.8.3.1. Prior to any race conducted on the curve, the athletes will need an opportunity to set their compensator to the curve of the track.

3.8.3.2. Compensator setting may be done prior to the start of the track racing portion of the schedule or all wheelchair racers in an upcoming race have a five-minute window to get on to the track and set their compensator.

3.8.4. False starts: any athlete(s) responsible for a false start, as determined by the starter, shall be disqualified. **NOTE: This rule is often referred to as the “ONE AND DONE RULE” **

3.8.5. The race:

3.8.5.1. In races conducted in lanes, athletes must remain in their designated lane or be disqualified.

3.8.5.2. If an athlete is pushed or forced by another person to run outside his lane or on the infield, and if no material advantage is gained, the athlete shall not be disqualified.

3.8.5.3. The athlete that pushes or forces another person to run outside his lane may be disqualified.

3.9. 800 Meter and 1500 Meter races:

3.9.1. Start commands:

- The start commands will be “On Your Mark
- The athlete must hold steady

3.9.2. Start mechanism:

- These races use a waterfall start
- Athletes are allowed to cut in to the inside lanes as soon as there is a clear path so they do not impede another athlete.

3.9.3. If an athlete impedes another athlete as he is cutting into the inside lane, he can be disqualified from the race.

3.10. The race:

3.10.1. Ambulatory: Any competing athlete who jostles or obstructs another athlete, so as to impede his or her progress, will be subject to disqualification from that event.

3.10.2. Wheelchair lane changes:

- An athlete coming from behind in an attempt to overtake another



athlete carries the responsibility of ensuring full clearance of the chair being overtaken before cutting across.

- The athlete being overtaken has the responsibility not to obstruct or impede the incoming athlete once the front wheel(s) of the athlete are in sight.
- Figure 9 below demonstrates correct and incorrect overtaking.

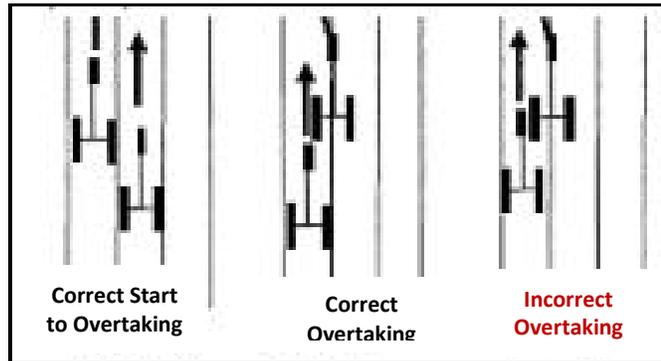


Figure 9: Correct Start, Correct. Incorrect Overtaking.

3.10.3. Combined/Mixed (Final) 4x100m ambulatory relay:

- A relay registration form will be made available at the meet. Relay team registration will be required NLT 1hr prior to event start.
- Teams will consist of four total athletes, with a maximum of two athletes from the 6.0 or 5.5 category and remaining two athletes selected from two different disability categories (1.0-5.0).
- Each Service may have one team in this relay event made up of either male and/or female athletes.
- Tags will be allowed if an athlete is unable to hold a baton.
- Athletes in the relay teams must have competed in either track or field event(s).
- In all races started in lanes, if there is the same number of or fewer entries than there are lanes (# of lanes) on the track, the event shall be run as a final heat.
- If an event category has more than eight (8) athletes, preliminary heats will be run to select finalist.
- The first place finisher in each preliminary heat shall automatically advance.
- Other qualifiers shall advance on the basis of time.

3.10.4. Visually Impaired (VI) athletes

- VI athletes will run accompanied by their guide using a non-elastic guide tether.
- VI guides will wear a reflective runner's vest.



3.11. Outdoor track events

3.11.1. Sprint- Male and female

3.11.2. Wheelchair racing - Male and female

- Track events are run by gender. Classifications 2.0-3.0 are wheelchair racers and is delineated in Figure 10.

Track Event	Gender	Classification
100 Meter Sprint	Male	6.0-4.0, VI
100 Meter Wheelchair	Male	2.0-3.0
200 Meter Sprint	Male	6.0-4.0, VI
200 Meter Wheelchair	Male	2.0-3.0
400 Meter Sprint	Male	6.0-4.0, VI
400 Meter Wheelchair	Male	2.0-3.0
800 Meter Sprint	Male	6.0-4.0, VI
800 Meter Wheelchair	Male	2.0-3.0
1500 Meter Sprint	Male	6.0-4.0, VI
1500 Meter Wheelchair	Male	2.0-3.0
4 x 100 Meter Sprint Relay	Male	6.0-4.0VI
100 Meter Sprint	Female	6.0-4.0, VI
100 Meter Wheelchair	Female	2.0-3.0
200 Meter Sprint	Female	6.0-4.0, VI
200 Meter Wheelchair	Female	2.0-3.0
400 Meter Sprint	Female	6.0-4.0, VI
400 Meter Wheelchair	Female	2.0-3.0
800 Meter Sprint	Female	6.0-4.0, VI
800 Meter Wheelchair	Female	2.0-3.0
1500 Meter Sprint	Female	6.0-4.0, VI
1500 Meter Wheelchair	Female	2.0-3.0
4 x 100 Meter Sprint Relay	Female	6.0-4.0, VI

Figure 10: Track Events by Gender and Classification.

4. **FIELD GENERAL RULES:**

4.1. Field Events:

4.1.1. Standing Field Events:

- If a particular category has 12 or more participants, they will be broken into preliminary flights.
- In such a case, each thrower shall be allowed three (3) throws in the preliminary flight.
- The top eight (8) overall performers will advance to a final flight and receive three (3) additional attempts.
- If there are less than 12 participants, each participant will get six (6) throws and the event will be conducted as a final.
- **REGARDING SEATED THROWERS:** Seated throwers will receive six consecutive throws and the competition will be conducted as a final (no preliminary flight). If there are more than ten (10) throwers in seated event/classification, it will be the discretion of the Venue Manager to split the field into two side-by-side throwing pits.



4.1.2. If there is a tie, the second longest throw distance will be used to break the tie both in the preliminary and final rounds for both standing and seated throws.

4.1.3. Shot Put and Discus: Event, gender, classification and implement weight, as described below in Figure 11.

Field Event	Gender	Classification	Implement Weight
Standing Shot Put	Male	6.0 to 3.0 & VI	6 Kilograms
Standing Shot Put	Female	6.0 to 3.0 & VI	4 Kilograms
Standing Shot Put	Male	2.0	4 Kilograms
Standing Shot Put	Female	2.0	3 Kilograms
Seated Shot Put	Male	2.0 to 1.0	2 Kilograms
Seated Shot Put	Female	2.0 to 1.0	2 Kilograms
Seated Shot Put	Male	6.0 to 3.0	4 Kilograms
Seated Shot Put	Female	6.0 to 3.0	3 Kilograms
Standing Discus	Male	All Standing	1.5 Kilograms
Standing Discus	Female	All Standing	1.0 Kilograms
Seated Discus	Male	All Seated	1.0 Kilograms
Seated Discus	Female	All Seated	1.0 Kilograms

Figure 11: Field Events by gender, classification and object weight.

4.2. General field throwing rules:

4.2.1. Putting the shot: From start to finish, the movement shall be a straight, continuous putting action. The shot shall touch or be in close proximity to the neck or chin and the hand shall not be dropped below this position during the action of putting. The shot shall not be taken behind the line of the shoulders.

4.2.2. Throws: If the standing field is large enough to require preliminary flights they will be afforded three (3) attempts in the preliminary round and the top eight (8) performers will receive three (3) additional attempts in the final round. Standing athletes will throw a single throw and rotate through the field. Seated athletes will throw two warm-up throws and six official attempts consecutively. Athletes will get two practice throws and then be able to make adjustments to their throwing chair, and then the competition will begin.

4.2.3. Throwing implements and chairs: Any athlete wanting to use their own throwing implements or chair must have them inspected and cleared upon check-in at the check-in tent. All approved implements and chairs will be placed into a general pool and made available for all athletes in the competition. Approved implements and chairs will be impounded after the final practice session the day prior to the competition. Implements and chair can be re-examined by the officials before, during or after the event.



- 4.2.4. Clothing: In field events, clothing must be close fitting, and not loose, so as to not impede the view of the judges. Field uniforms will be provided by the WG JTF during registration.
- 4.2.5. Prosthetics: 2016 DoD Warrior Games rules state that leg amputees who compete in the seated field events are not required to use their prosthetic devices. Participants in this category must compete with their feet off the ground and secured to the throwing chair.
- 4.2.6. Time limits:
- 4.2.6.1. Seated throwers:
- An athlete will be given one (1) minute between each throw.
 - The one (1) minute time will begin when the implement is handed to the athlete.
 - Athletes will be given a three (3) minute break after their third throw. Athlete may choose to shorten this break or eliminate it altogether.
- 4.2.6.2. Standing throwers:
- An athlete will be given one (1) minute to commence a throw from the time the athlete's name is called.
- 4.3. Throwing chair frame specifications:
- 4.3.1. The maximum height of the throwing frame including the cushion(s) used as a seat shall not exceed 75 cm.
- 4.3.2. Footplates can be used for support and stability only.
- 4.3.3. Footplates may NOT to be placed on the ground, but need to be attached to the throwing chair. The athlete's foot must keep contact with the plate but the plate should not provide a height advantage or leverage. The height of these footplates must not exceed 1 cm. Legs must still be secured to the chair, but are not required to be placed behind the stability bars.
- 4.3.4. Side and back rests for safety and stability may be attached to the seat. They must be nonflexible and non-movable.
- 4.3.5. The frame may have a holding bar. The holding bar material may be of metal, fiberglass or a similar material and must be a single straight piece of material without curves or bends and should not contain springs, joints or articulation. The cross-sectional profile should be circular or square not oval or rectangular. The point where the holding bar is fixed (joined) to the chair must contain no levers or hinges that could assist with propulsion of the implement.
- 4.3.6. No part of the frame including any holding bar shall be moveable during the throwing action.
- 4.3.7. A day chair that satisfies these criteria is acceptable.
- Note: Fiberglass can be rigid, flexible and brittle, but only rigid fiberglass holding bars will be permitted, i.e. it must not flex.



- 4.3.8. Seated throwing chairs are staked down using stakes and ratcheted tie-downs.
- 4.3.9. A reasonable time will be permitted for an athlete's throwing chair to be placed in the circle before the commencement of their first trial.
- 4.3.10. This process should not exceed five (5) minutes.
- 4.3.11. Holding device failure: If a holding device should break or fail during the execution of a throw then the overseeing official should:
 - If the athlete does not foul, offer the athlete the option of retaking that trial (i.e., if the athlete is happy with the distance and they haven't fouled then the athlete has the option of counting the affected trial)
 - If the athlete fouls, then the trial should not be counted and the athlete should be allowed to retake the affected trial.

4.4. Failed throws:

4.4.1. A throw is considered a failure if an athlete

- Improperly releases the shot-put/discus after he or she has stepped into the circle and begun to make a throw, touches with any part of his or her body the top of the rim or the ground outside the circle.
- Touches any part of his or her body with the top of the stop board.
- Touches a strap outside of the circle when making a seated throw.
- When leaving the circle, he or she must step out of the back half of the ring after the implement has landed.
- All valid throws must land inside the sector lines.

4.4.2. Lifting:

- An athlete shall commence a throw or put from a seated position.
- The athletes must stay in contact with the seat of the chair from the back of the knees to the ischial tuberosity from when the implement is handed to the athlete until the implement hits the ground.
- It is considered lifting if this position is not maintained (once the implement is given to the athlete and until the implement is marked).

4.5. Gloves and taping:

- 4.5.1. Seated throwers may use strapping or a glove on their non-throwing hand, and anchor that hand to the frame.
- 4.5.2. Athletes in all other categories cannot use any kind of assistive device, nor can they tape together two or more fingers.
- 4.5.3. Tape is not allowed under any circumstances, unless it is being used to cover an open wound.

5. **OFFICIALS ROLES AND REQUIREMENTS:**

5.1. Management officials:

- 5.1.1. Competition director: One (1) competition director
- 5.1.2. Meet manager: One (1) meet manager
- 5.1.3. One technical manager: One (1) technical manager



5.1.4. One event presentation manager: One (1) event presentation manager

5.2. Competition officials may include:

5.2.1. One (1) or more referees for the call room/tent

5.2.2. One (1) or more referees for the field events and track events

5.2.3. One (1) chief judge and an adequate number of judges for track events

5.2.4. One (1) chief judge and an adequate number of judges for field events

5.2.5. One (1) chief umpire and an adequate number of umpires

5.2.6. One (1) chief photo finish judge and an adequate number of assistants

5.2.7. One (1) chief transponder timing judge and an adequate number of assistants

5.2.8. One (1) start coordinator and an adequate number of starters and recallers

5.2.9. One (1) or more starter's assistants

5.2.10. One (1) chief and an adequate number of assistants

5.2.11. One (1) competition secretary and an adequate number of assistants

5.2.12. One (1) technical information center (TIC) manager and an adequate number of assistants

5.2.13. One (1) chief marshal and an adequate number of marshals

5.2.14. One (1) or more wind gauge operators

5.2.15. One (1) or more measurement judge(s) (Scientific)

5.2.16. One (1) chief and an adequate number of call room/tent judges

6. Additional officials:

6.1. One (1) or more announcers

6.2. One (1) or more statisticians

6.3. One (1) official surveyor

6.4. Medical: 2016 DoD Warrior Games Medical Team

6.5. Stewards for athletes, officials and press

