



AWG Pre-Competition Checklist:

Thank you so much for hosting an Athlete Warrior Games competition, we are providing you with this checklist of common issues gyms/course designers have had while hosting an AWG competition. This list is designed as a quick reference sheet, please review the AWG Rules page on athletewarriorgames.com

1. Once signed into your Ninja Master League Subscription you will need to create a new event. Make sure on the setup page you select the AWG rule set.
2. All AWG courses require a time limit, you will need to enter this twice into Ninja Master. Once on the setup page, and when you create a wave on the waves page.
3. When adding contestants on the contest page, please select the appropriate region in the window. Midwest is the default setting and will be displayed on the leaderboards if not changed.
4. If any questions or confusion arises while setting up your Ninja Master software, please contact ninjamastersupport@rolemodelsoftware.com
5. An athlete may compete up in an age group, but once they competed in that age group they will remain there throughout the season.
6. The 6-7 age group is the only non-gender specific group of athletes competing in AWG.
7. AWG league points are calculated after a competition, these points are separate from the course points achieved during the competition. League points are derived from the final placement of an athlete (in their selected age group) after the completion of the competition.
8. Facility employees hosting an AWG location may compete as long as they have ZERO knowledge or design of the competing course. This rule is on the honor system so please act accordingly.
9. All gym/course designers must send a video of their AWG course, mark the points accordingly on the obstacles and have someone run the course with your determined time limit. Please send video to: awg@athletewarriorgames.com