

	<b>OBSTACLE</b>		<b>RULE</b>	<b>MANDATORY OBSTACLE</b>
<b>1</b>	MALEBOLGE	hop to feel fit	you climb over the wall without touching the side supports.	MANDATORY OBSTACLE
<b>2</b>	GIUDECCA	stepped forward	Without touching the carpet and only touching the hemispheres, you must reach out and touch the last hemisphere.	MANDATORY OBSTACLE
<b>3</b>	FLEGETONTE	stay low and nothing happens to you	you pass under the green net and/or barbed wire	MANDATORY OBSTACLE
<b>4</b>	LE TRE FIERE	toasting Dante's health	without touching the ground and without touching the structure you get to ring the bell. You can only use your hands. The bell is only rung with the hands. Lifting your feet off the ground is a sign that the attempt has begun.	MANDATORY OBSTACLE
<b>5</b>	FETONTE	Turn it on	4 wheel flips frontally, choice of wheel is free, different dimensions but same weight	MANDATORY OBSTACLE
<b>6</b>	TRISTA CONCA	The right inclination	you climb over the wall without touching the side supports.	MANDATORY OBSTACLE
<b>7</b>	GIUDA ISCARIOTA	Making the unstable stable	using the stick with only your hands, walk up the slope until you touch the bell, do not touch the ground. It is not necessary to make all the notches	MANDATORY OBSTACLE
<b>8</b>	ANTENORA	lighter wood, you must carry it with you	transporting logs in any way as long as they are lifted off the ground, they lift, do not drag, do not roll, they are carried and returned to where they were taken. It can fall or be leaned.	MANDATORY OBSTACLE
<b>9</b>	LUCIFERO	Sator arepo tenet opera rotas	without touching the ground and without touching the structure you get to ring the bell. You can use your hands and feet, on the wheels and rings only your hands. You ring the bell with your hands only. Lifting your feet off the ground is the sign that the attempt has begun.	MANDATORY OBSTACLE
<b>10</b>	MINOSSE	The heavy souls linger	by pushing or pulling the sledge, the sledge is made to travel the distance indicated; if the shaft falls, it must be picked up and placed back on the sledge	MANDATORY OBSTACLE
<b>11</b>	CITTA' DOLENTE	What goes up comes down	you climb over the wall without touching the side supports.	MANDATORY OBSTACLE
<b>12</b>	SELVA OSCURA	Like grown children	you find the castors stuck in the starting pole, they must be picked up and placed in the destination pole. The wheels may not be dragged or rolled.	MANDATORY OBSTACLE
<b>13</b>	BUFERA INFERNALE	monkey sees monkey does	without touching the ground and without touching the structure you get to touch the last candle, the first and last candle are mandatory. Only hands can be used. Lifting your feet off the ground is a sign that the attempt has begun.	MANDATORY OBSTACLE
<b>14</b>	CERBERO	high up in the sky	you climb over the wall without touching the side supports.	MANDATORY OBSTACLE
<b>15</b>	CONTE UGOLINO	from here to there without touching the ground	without touching the ground, in between you go from top to top, until you touch the bell without touching the structure. Lifting your feet off the ground is a sign that the attempt has begun.	MANDATORY OBSTACLE

16	TOLOMEA	as light as a soul	keeping your balance without touching the ground you must land beyond the end of the wooden pole!	MANDATORY OBSTACLE
17	PLUTONE	we will ring our bells	get to the top of the rope lines, using your hands and feet. ringing the bell with his hand only.	MANDATORY OBSTACLE
18	CAINA	hang on and scroll to the end	starting with the first bar, lift your feet up and move on to the next one, you reach the bell before touching the ground again. Lifting your feet off the ground is a sign that the attempt has begun.	MANDATORY OBSTACLE
19	PAPE SATAN	For each circle its circle of hell	grasp the hamster bar and spin it in the free direction until the string is completely wound up or the weight touches the bell.	MANDATORY OBSTACLE
20	LIMBO	Reaching the top will not be easy	climb the quarter pipe and descend on the other side without using lateral supports	MANDATORY OBSTACLE
	<b>SPECIAL OBSTACLE</b>			<b>TEAM RACE</b>
2	GIUDECCA		without touching the ground, the three team members climb onto the first pallet, without getting off, they pick up the second pallet and carry it forward and climb onto it, at which point they pick up the other pallet and walk to the defined destination point.	MANDATORY OBSTACLE
5	FETONTE		the team together picks up and lifts the wheel and without rolling it leads it in the indicated turn, it can be supported but not rolled or dragged	MANDATORY OBSTACLE
10	MINOSSE		one team member sits on the toboggan and holds the rope, the other two, using the rope held by the member in the toboggan, pull and pull the toboggan along the course indicated. The team member on the toboggan may not descend or push the toboggan.	MANDATORY OBSTACLE
12	SELVA OSCURA		you find the castors stuck in the starting pole, they must be picked up and placed in the destination pole. The wheels may not be moved or rolled, even one wheel per team member.	MANDATORY OBSTACLE
17	PLUTONE		two team members use a pole to carry the third member, who must not touch the ground, and together they follow the indicated route.	MANDATORY OBSTACLE
	PATTINI DEL DIAVOLO		the team members put on the devil's skates and together they run the indicated route	MANDATORY OBSTACLE