

THE TEAM CHALLENGE

Island cross

Objective

To get as many of the team as far down the river as possible, using just one plank, a rope and the islands and swing provided.

Rules

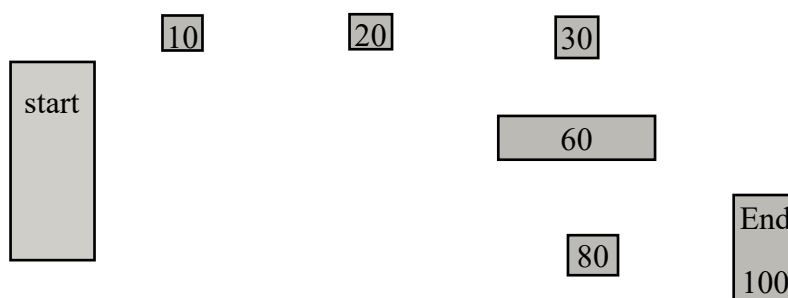
- 1) All team members must start at the start point.
- 2) All team members must have left the Start before anyone can cross the swing.
- 3) Any Team member touching the water and that team member must swim back to the start.
- 4) Any team member falling into the river, the whole team and all the equipment must swim back to the start.
- 5) Equipment is allowed to touch the river BUT must not be dragged through it..

Time available

Teams have 45 minutes .

Scoring.

- 1) Each team member can score a maximum of £100 for getting to the end.
- 2) at the end of the 45 minutes the adjudicator will call stop. Each team member will be scored according to the island that they are standing on. (See diagram)



- 3) No points will awarded to anyone standing on the plank or rope.

DS Notes

- * When lifting the 'bridge plank', DS must ensure that there is a foot grounding the plank to prevent slipping.
- When lowering the Plank DS must ensure that the 'Receiver' is facing the plank with arms held ready to protect the face should the plank slip or drop.
- No jumping is allowed.
- Careful supervision is required when the swing is in use, any crazy ideas being quashed.
- * DS are responsible for leaving the equipment in a good condition for the next team.

THE TEAM CHALLENGE

The Wedge

Objective

To get as many of the team members over the wedge as possible, ensuring at all times, all concerns voiced or implied by team members are considered and dealt with.

Rules

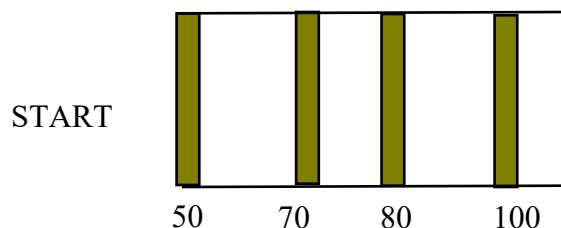
- 1) No team member can touch or climb any trees.
- 2) No team member can touch the out side poles of the Wedge.
- 3) No team member can go any further forward than than the beginning of the cargo net.
- 4) No team member can touch the cargo net, or floor under the wedge, anyone touching the floor must go back to the start.

Time available

Teams have 45 minutes

Scoring

- 1) Each team member can score a maximum of £100 for getting to the lowest horizontal pole.
- 2) at the end of the 45 minutes the adjudicator will call stop. Each team member will be scored according to the the horizontal bar that they occupy. (See diagram)



DS Notes

- Teams may use the hanging ladder in any way But must NOT cut the holding cable ties.
- Teams are provided an additional plank and rope, if the plank is not secured the DS can turn it round to prevent it from pulling out.
- Teams must offer a solution to spanning the first gap before commencement.
- No equipment can be pre attached to the apparatus.
- * DS are responsible for leaving the equipment in a good condition for the next team.

THE TEAM CHALLENGE

The Spiders Web

Objective

To get as many of the team through the spiders web as possible without waking the spider.

Rules

- 1) All team members must go through a free hole in the web.
- 2) Once a team member has used a hole, that hole is sealed and can not be used again.
- 3) Team members are permitted to reach through the web.
- 4) Teams are given 1 short plank which can be passed through the web.
- 5) If the bell in the centre is rung teams must return to the start .
- 6) Teams are allowed as many start as they can fit into the time available.
- 7 Team members must not dive through the web.

Time available

Teams have 45 minutes

Scoring

- 1) A Maximum of £100 to each team member can be awarded for successfully negotiating the web but £10 will be deducted for every time the bell is rung.

DS Notes

- * DS must insure that NO team member jumps or dives through the web.
- DS must be satisfied that there are sufficient team members on each side of the web to execute the plan.
- No team member can return once they have travelled through the web.
- No team member can walk around the web.
- No Team member can climb the trees.
- The web must not be redesign by the team.
- DS are responsible for repairing the web and leaving it in a good condition for the next team.

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The Bridge

Objective

It has been decided that a bridge is to be constructed over this river and a model has been produced to show the **Exact** design required. You have to reproduce the model with the materials provided.

Rules

You can only use the materials provided which are:

20 X 1.2 meter lengths of wood with two holes.

12 X 1.2 meter lengths of wood with five holes

6 X short dowels

13 X long dowels

2 X 4 meter road planks.

Time available

Teams have 45 minutes

Scoring

1) £1000 for accurately reproducing the bridge.

2) A penalty of £100 will be deducted for every error including the wrong sequence of wood on the dowels, so great care is required.

DS Notes

- The 2 planks are to be placed on the 2 stages forming a work bench to build the bridge.
 - No one must walk on the planks until construction is complete
 - Once the bridge has been completed the planks are removed from under the bridge and placed on top forming a road.
 - Team members can then walk across ONE BY ONE
 - On dismantling the bridge the planks must be replaced as a bench and the bridge placed on top.
 - DS is to ensure care is taken when dismantling to prevent breakage.
 - DS to demonstrate that bridge struts need to be put tightly together in order to align holes and facilitate easy removal of dowels.
- * DS are responsible for leaving the equipment in a good condition for the next team.

THE TEAM CHALLENGE

The Ropes Course

Objective

To get as much water and team members round the rope course as possible in the time allowed.

Rules

- 1) Water can only travel in the plastic cups provided, no other way of transporting the water is allowed.
- 2) Cups can be passed from one team member to another.
- 3) Team members are allowed on the course without water if they wish.
- 4) Any team member can step off the course and return to the start but will not score with any water they have.
- 5) Should a team member touch the ground they must leave the course and return to the start. They will have a count of ten to pass any water to another team player at the position where they touched the ground.

Time available

Teams have 45 minutes.

Scoring

- 1) Each team member completing the course £50
 - 2) Each full cup of water to a maximum of ten cups £50.
- (A number of cups can be poured into each other to make a full cup.)

DS Notes

- Team members and the water must go round the course. Nothing can be passed across the centre.
- Only full cups are scored but one cup can be used to top up another if required.
- No team member can enter the course from the finish end.
- Team members are allowed to go backward providing they entered at the start.
- DS are to inspect the anchors of the ropes to ensure they are secured prior to commencement.
- DS are responsible for leaving the equipment in a good condition for the next team. This is to include returning any water in cups back to the water container and refilling if necessary.

THE TEAM CHALLENGE

The Heavy Pen

Objective

To write as many letters on the white board using the heavy pen in the time available.

Rules

- 1) The adjudicator must be informed of the letter and case prior to its writing.
- 2) Any letter can only be written once.
- 3) A letter can be added to, in order to produce a second letter and additional score e.g. A lower case p could be change to an upper case B give twice the score.
- 4) All letters can only be produced by the heavy pen which must be manipulated with the ropes and handles provided.
- 5) The board can be cleans with wipes provide at any time.
- 6) the board can be position and held by team members but must not be moved to assist writing.

Time available

Teams have 45 minutes.

Scoring

- 1) A maximum of £1000 can be won on the task
- 2) £100 pound will be awarded for every perfect letter.
- 3) A penalty will be applied for letters that are scruffy, illegible or incomplete.
- 4) All penalties are negotiable.

DS Notes

- DS must encourage the team to negotiate the best price fro a letter drawn.
- DS must ensure that the Heavy Pen is not allowed to CRASH into the board. This will result in a broken pen.
- DS are to ensure that Team members manipulate the Heavy Pen form the ENDS of the controls.
- DS are responsible for leaving the equipment in a good condition for the next team, which must include making sure the board is cleaned and the pen is serviceable.

THE TEAM CHALLENGE

The Reactor

Objectives.

You team are responsible for decommissioning the Bristol Schools Camp nuclear reactor. Your task is to remove the plutonium core from the reactor and place it in the safe handling container without entering the contaminated area.

Rules

- 1) Delegates are allowed into the area providing that the lid of the reactor has not been removed.
- 2) Equipment can be put in place with in the contaminated area providing the lid or the reactor has not been removed.
- 3) Once the lid of the reactor is removed anyone in the danger area will be fried instantly.
- 4) The plutonium core must not leave the danger area.
- 5) Once the plutonium is placed in the safe handling container, the container must be closed.
- 6) If required the team can call for a 'Clean Up', where upon the plutonium core will be reset in the reactor and the reactor closed.

Time available

Teams have 45 minutes.

Scoring

- 1) £1000 are available for successfully completing the task.
- 2) £200 fine if a 'Clean Up' is required.
- 3) If the task is incomplete, teams will score : £100 for a good plan, £100 for removing the lid of the reactor, £300 for securely capturing the plutonium core, £100 for getting the plutonium into the safe handling container, £100 for releasing the plutonium in the safe handling container and £300 for shutting the lid with the plutonium safely inside.

DS Notes

- DS are to encourage the team to scavenge and utilise anything they can to complete this task.
- Anything BORROWED must be replaced at the conclusion of the activity.
- DS can point out the usefulness of overhanging trees and rope ways.
- The danger area is depicted by the use of a bamboo pole. No one can be closer to the plutonium than the length of one pole, this includes hands.
- DS are responsible for leaving the equipment in a good condition for the next team. This includes ensuring nothing is left in the trees, all knots have been undone, the plutonium is on its holder and the lid is on the reactor.

THE TEAM CHALLENGE

On occasions when there are more than four teams taking part in the Team Challenge, tight time restraints need to be applied . See Rules below.

General rules

- 1) Teams work in a maximum of a group size of 10, if a team is short on numbers, allocated team members can attempt the task twice.
- 2) Team will be presented with a number of 45 minute problems.
- 3) Each problem can score a maximum of £1000
- 4) Teams will move to their first problem a familiarise them selves with the challenge but will not start.
- 5) On the sound of a short whistle blast teams can start their challenge.
- 6) At the end of 45 minutes a long whistle blast will sound to signify that all teams must stop.
- 7) Teams will be scored on their progress and achievements up to the whistle blast.
- 8) Teams have 5 minutes to restore the equipment to is original state
- 9) At the end of the 5 minutes a short whistle blast will signify teams are to move to the next challenge.
- 10) On arrival, the sequence starts again with a 5 minute familiarization and planning stage prior to the activity starting.
- 11) If teams are instructed to STOP they must stop all actions and move to a safe position away from the apparatus.
- 12) If a full time whistle is heard, teams must stop immediately what they are doing and come out of the woods in an orderly manner and form up in the field.
- 13) All adjudicators decisions are final, money can be deducted for argumentative or aggressive behaviour, however teams are encouraged to haggle and negotiate. (*Work that out*)
- 14) Teams can use a previous score sheet in order to complete the challenges.
- 15) Challenges can be attempted more than once, with the best result being logged.