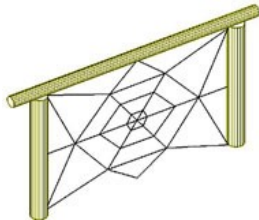


High & Low Ropes Course Elements



Low Ropes Course

Whale Watch Designed to help strengthen community through challenge, cooperation and communication, the whale watch is ideal for youth or adult groups. The entire group must find balance on the giant seesaw. To increase the challenge, they must switch sides or move around a circle or all dismount without the platform touching the ground. We offer two levels of difficulty.



Spider Web A web rope about 5' (ft.) high containing varying sizes of holes stretched between two trees. Each participant must go through a different hole without touching the web.

TP Shuffle Just a 20' (ft.) horizontal log laying on support, 18" (in.) above the ground, yet it is a real challenge when the group has to balance on the log. Who knows what order the facilitator will ask the participants to order themselves in? Birthdays? Height? Boy-Girl-Boy-Girl? Restrictions such as "No Talking" build on the lessons learned to teach participants about non-verbal communication.

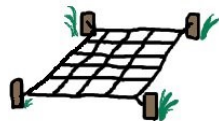


Stepping Stones This game is a good team-building exercise. Everyone on the team, except the leader, is given a "life-support capsule" (a 6" diameter wood cookie). Each life-support capsule must be in contact with at least one human at all times. The capsule may be touched by more than one person at a time. If a capsule loses contact with a person, it is taken away. The team must get from point A to point B, about 15 to 20 feet without touching the ground by using the "life-support capsule" as stepping stones. If anyone touches the ground, the patrol must start over.



All Aboard!

This element requires the entire group to stand with both feet on a 2'x2' (ft.) wooden platform and remain off the ground for a minimum duration of 5 seconds or one verse of "Row, row, row your boat." This element is a good icebreaker that can quickly foster a "team spirit" among its participants.



Beaver Trap In this element a horizontal web is laid out in a grid pattern. The goal for the participants is to cross diagonally from one corner of the "Beaver Trap" to the other while not tripping the alarm (a bell at the center). Variations of the element can include two teams working simultaneously in opposite directions or instead of holding hands, teammates can be closer with their arms on each other's shoulders.