

Grape Vine:

Campers start at one end and make their way across a cable using ropes and poles for balance.



Vertical Wall:

The challenge of the vertical wall is for the group to work together to get each member over the wall. This element allows groups to learn how to work together and rely on other people to accomplish a goal.

Porthole:

The group must work together to pass through the porthole and get to the other side. They must communicate and find out strengths and weaknesses within the group to make the element work.



A Ministry of the Baldwin Baptist Association

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Challenge Course

Spider Web:

The group must cross from one side of the web to the other without touching any part of the web. This element teaches campers how to work together as well as the importance of listening to other ideas during problem-solving situations.



Islands:

The group must move from the first platform to the last. The group works together to find a way using planks to move from island to island.

Traverse Wall:

Each group member will work their way from one end to the other with the help of spotters. The challenge isn't how high one can go but how far one can make it across the wall.

The King's Crown:

The group must get the tire to the top of the pole without touching the pole.



Cross Over:

In this element, campers must cross from one side of the cable to another, switching ropes and positions with another participant without falling off.

Rope Swing:

Participants must work to get their group from one side to another by swinging across the "canyon." They must work together and find a way to reach the rope as well as helping each other get across.



Telephone Pole Shuffle:

Campers must arrange themselves in an order as directed by staffers. They must complete the task without falling off the pole. This element teaches teamwork and communication within groups.



Whale Watch:

Teams must balance the group so that both sides of the deck are off the ground. They must work together to figure out how to shift members around to make it equal.

Swamp Crossing:

This element has campers finding a way to build a bridge from one side of the "swamp" to the other and get the entire team across.