LOW ROPES ELEMENTS

All participants are given specific safety instructions to ensure their "adventure" is both safe and fun.



Faith Shuffle

PETER AND PAUL WALK: Two participants walk diverging cables, while maintaining physical hand contact, to a point where they can no longer continue, or until they reach the end of the cables.

FAITH SHUFFLE: The group divides into equal numbers. Each group

stands at one end of a telephone pole that is 18 inches off the ground, and must move simultaneously to the opposite end of the pole without touching the ground.

SIN TRAP: The group will pass each member through a prefabricated web without touching the web.

CROSS BEARING: Participants traverse two tautly strung, intersecting cables moving from one support tree to the other. The object is to move two connected teams from the starting point to the ending point without dismounting from the cable, which requires intersecting the two teams at the middle of the element.

A FRAME OF REFERENCE: Participants help one individual to move an "A Frame" from point A to point B to encourage this person to reach goals he/she desires to accomplish.

FAITH QUAKE: Participants attempt to get all group members on a suspended, swinging log without anyone touching the ground.

PAUL'S WALL: Participants must get all group members up and over a 12-foot wall using only their physical bodies.



Faith Quake

PENTATEUCH TRAVERSE: The group, as a whole, will traverse five separate sections of tautly strung cable.

NOAH'S ARK: The group will attempt to see how many group members they can balance on the platform, without piling on top of one another, and no one touching the ground.

TRUST AND OBEY: Participants mount a four-foot high platform and fall backwards into the arms of group members who are there to catch the participant.

THE NARROW WAY: The maze consists of ropes strung in and around a series of trees to form a single entry and exit. The group is led to the maze blindfolded and placed inside the ropes. The group must then find their way out without releasing the ropes.



Trust and Obey

RED SEA CROSSING: The group will attempt to get up and over a beam, suspended 8 feet high using only their physical brdies.



Balanced Living

BALANCED LIVING: Participants attempt to balance a wooden platform, with neither end touching the ground, by moving their bodies around to create an equal distribution of weight.

GRIP OF GRACE: Participants traverse a single cable with only a rope to grasp to help navigate the cable.

HOLY GROUND: A swing rope is suspended from a cable. The group must obtain the rope using any resources from within the group, and swing across a designated area without touching the ground.

 ${\tt MOUNTAIN\ TOP\ EXPERIENCE:}$ Participants work together to move their team members from one location to another using limited resources and overcoming limitations.

BRIDGE TO LIFE: Participants attempt to walk a bridge of rope loops from one end to the other while holding two cables which support the rope loops.

NARROW ROAD: Participants attempt to walk a two-inch beam, suspended between trees, without dismounting or falling from the beam.



Bridge to Life

HIGH ROPES ELEMENTS

All participants are required to wear a harness and helmet and are given specific safety instructions to ensure their "adventure" is both safe and fin.

BRIDGE OVER TROUBLE: The participant will access a tree 16 feet high and walk across a bridge built with cables and board slats to reach the designated goal.

THE DAMASCUS ROAD: The participant will access a tree and walk across a level log suspended 14 feet in the air. When reaching the end of the log, the individual will turn around and return to the midpoint of the log and will be lowered to the ground.



The Damascus Road



Moving on Up

MOVING ON UP: The participant will access a tree and mount an incline log approximately 9 feet above the ground and then walk up this log, which reaches a height of 16 feet.

FAITH AND FOCUS: The participant will access a tree 16 feet high and walk across a cable while grasping several lengths of rope hanging from a cable above his/her head.

LEAP OF FAITH: The participant will access a tree 16-foot high and stand on a small wooden platform. When ready, the individual will leap off the platform and attempt to touch a rope hanging several feet from the platform. The individual is lowered to the ground by a rope.



Leap of Faith

TOWER ELEMENTS

All participants are required to wear a harness and helmet and are given specific safety instructions to ensure their "adventure" is both safe and fin.



Climbing Tower

RAPPELLING WALL: From the top of

the climbing wall, participants rappel

down the side of the 29-foot structure.

CLIMBING TOWER: Climbers will access a 29-foot climbing wall by climbing on rock-type pegs until they reach the top of the tower.



Rappelling Wall



Climbing Tower

NEG WALL: Participants will access a portion of the 29-foot climbing wall at a negative 10-degree angle.

ZIP LINE: Participants will "zip" down a 400-foot cable from the top of the 29-foot tower.

READY TO FLY: A team of five helps one participant to quickly "fly" from the ground to a height of approximately 30 feet and then gently return to the ground.



Ready to Fly



Take the Ohio Street Exit (# 253) off I-70 and go North. Turn left (West) at the Webster Conference Center sign just North of I-70. The gravel road will take you into Webster Conference Center.

The Challenge Course is an excellent resource for your church, family or civic organization for team building, solidarity and fun. The course is available April 1 through the weekend prior to Thanksgiving each year.

To experience firsthand the Challenge Course or any of the other beautiful components of Webster Conference Center, give us a call for information or to book your next conference.

W ebster Conference Center 2601 North Ohio, Salina, KS 67401 785-827-6565 or 877-WCC-RESV (877-922-7378)



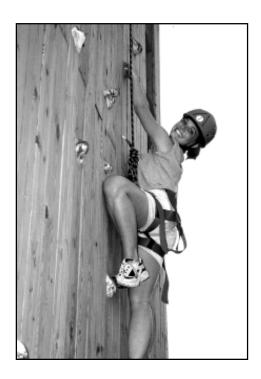




Bridge to Life



W ebster Conference Center Challenge Course



PURPOSE STATEMENT: To provide team building initiatives and activities to develop solidarity and teamship while having fun.