

# Team Challenge Pod



*The Team Challenge Pod is a high ropes experience that requires multiple climbers to complete various challenges in pairs or groups. These elements promote teamwork and communication in a challenging, safe environment. Please be advised that there are age restrictions for each element.*



**Cold Creek  
Conservation Area**  
TOWNSHIP OF KING





## Fencer's Feet

**Minimum Age Requirement: 10**

**Difficulty: 2/5**

Fencer's feet is an element belayed by Cold Creek staff. 2 participants will climb at one time, making their way across the course. Vertical planks of wood are attached for them to hold on to for balance but as the climbers progress, the boards get further apart forcing the climbers to have to work together in order to complete the element.

## Team Teeter Totter

**Minimum Age Requirement: 12**

**Difficulty: 3/5**

Team teeter totter is an element belayed by participants. 2 climbers take turns climbing up to a large teeter totter in the air and work together in order to make their way out to the ends while keeping it balanced. The rest of participants will be belaying the climbers from the ground while being closely supervised.



## Team Beams

**Minimum Age Requirement: 12**

**Difficulty: 4/5**

Team beams is an element belayed by Cold Creek staff. 2 climbers start on opposite sides of the course and must make their way across an obstacle course of unsteady beams and platforms. Other participants work together from the ground in order to stabilize the beams that the climbers must walk on.



## Team All Aboard

**Minimum Age Requirement: 10**

**Difficulty: 3/5**

Team all aboard is an element belayed by participants. 4 participants take turns climbing up a pole and standing atop a small platform. The challenge is to successfully get all 4 up without falling off and then holding each others forearms and collectively leaning back at once.

## Aerial Trust Dive

**Minimum Age Requirement: 12**

**Difficulty: 3/5**

Aerial trust dive is an element belayed by participants. 1 climber at a time will make there way up a pole onto a platform where they will then leap forward and attempt to grab a trapeze bar. Other participants will belay accordingly while the jump occurs.

## Flying Squirrel

**Minimum Age Requirement: 7**

**Difficulty: 1/5**

Flying squirrel is an element belayed by participants. 1 climber at a time will be the "flying squirrel" and others will be pulling them into the air from the other end of the rope. Participants can go as quickly and high as they feel comfortable with.

