

THE
ADVENTURE
PENTATHALON

ADVENTURE PENTATHALON SPRING CAMP '87

DESCRIPTION

The ADVENTURE PENTALATHALON is a race against time, skill, ingenuity, and three other teams. Each team is given a course to follow which will take them over land, on water, up rivers and cliffs, and through a series of environment related challenges. There will be some equipment available to the groups to assist them on their journey. Decisions about what is appropriate for the route and the constraints of the program must be made. The program will begin at 4:00 am. and end when the groups have returned to camp.

OBJECTIVES

1. To participate in a program which contains elements of adventure.
2. To process the program in relation to the theory of adventure.
3. To examine the process of team work.
4. To utilize and develop some outdoor recreation general skills.
5. To confront.
6. To complete a challenging task.
7. To have fun.

PROGRAM INSTRUCTIONS

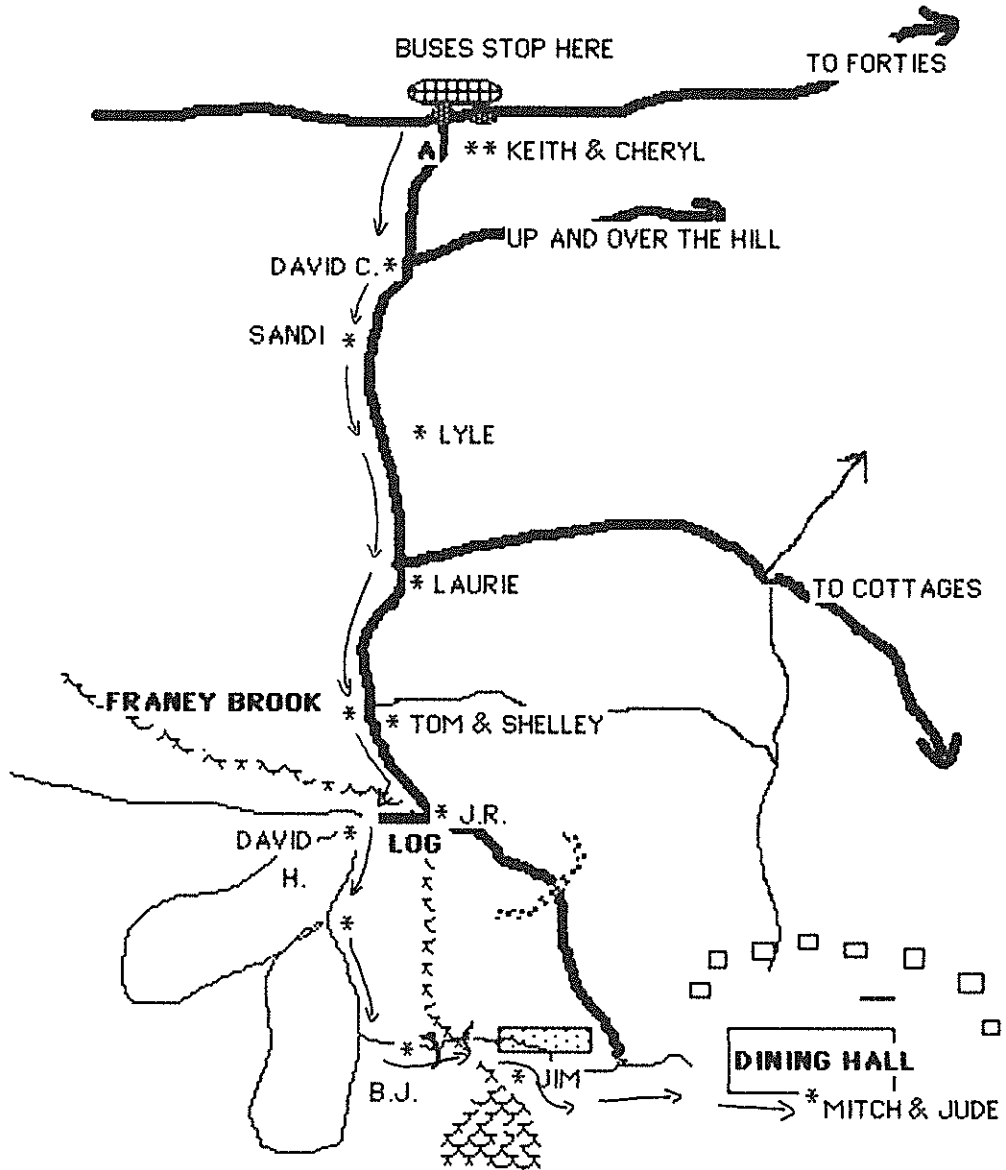
1. On Sunday night each group will be given the program instructions and a route plan. An equipment cash will be placed out side the equipment room. The four groups will asked to select and negotiate equipment for the journey according to the following criteria.
 - a. The **route must be followed** according to description.
 - b. Each group may take **two day packs**.
 - c. A **food cashe** and a **first aid kit** must accompany each group.
2. Groups may not start the journey until **4:00 am**. Starting times must be registered with Jude or Brenda.

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EQUIPMENT

The equipment available to be negotiated by the four groups is:

- 2 1/2" - 50' nylon ropes
- 2 1/4" - 50" nylon ropes
- 3 carabiners
- 2 belts
- 8 1/4" short nylon ropes
- 4 inner tubes
- 4 compasses
- 4 maps
- 2 plastic tarps
- 2 alcohol stoves
- 2 hatchets



INITIATION TRAIL

As usual, I am looking for a way to ignite the Spring Camp experience from the minute the students step off the bus. This year I would like to try something that would involve doing things on the walk in. I'd like some how to capture some of the essence of camp, at least those things that might initiate them into themes, behaviors, people, and program. So, I am calling it an initiation trail - initiation for first exposures and trail for a journey that will lead them into the Spring Camp experience. Here we go ...

My intention is to ask for your involvement in this program by making suggestions about what I think might happen, but leaving the final idea for your "part" and its execution up to you.

Some food for thought

OBJECTIVES

1. To ignite - from the minute the bus arrives.
2. To introduce members of the resource team.
3. To establish a general atmosphere of friendliness, co-operation, adventure, exploration, song, and fun. Others may come to mind as we think about camp, but you get the gist !!
4. To begin to motivate; toward program participation, toward activities for which various resource people are responsible, and toward varying group experiences that they will participate in.

LOGISTICS

Two people will meet the buses. They will

Gather everyone together, and explain that their initiation into camp life will begin now. They will be expected to find their way to camp by following the leads of the resource team. BE ON YOUR TOES THOUGH - THERE MAY BE SOME OBSTACLES !

First, they must organize themselves for the journey! There must be constant vigilance of the roadside (so they can find people in the woods and by the road side). Therefore, they must travel in groups of three, one

INITIATION TRAIL

to watching each side of the road and one to watch ahead. They must also travel from this day forward, according to date of birth. They must line themselves up according to date of birth. A first task!

Send the groups off with a wish for a safe and productive journey, leaving a space between each (as each group rounds the first bend and is out of sight the next could begin).

Refer to the route plan which indicates not only the route, but places where people will be.

Finally, students will be met at the bridge and escorted to the dining hall. They will leave their packs on the porch and go inside to eat their box lunch, and participate in their first theme meal.

SOME IDEAS FOR INITIATIONS !!!!!

First, lets think about the kinds of things that are appropriate. They should be short. We don't want to take the whole day to get them into camp but the half hour hike will become a two hour program. My hunch is that the buses will be at the road head at about 10:00 am and the masses will arrive in camp at about noon. The initiations should present a challenge, something to think about, something to do, or something to solve. They should not appear in the SURVIVAL OF THE FITTEST program. They may involve a task for which the group, or two groups, or even three might have to remove their packs. When the task is completed though they should resume 'birthday' and three person order, with some spacing between them. They should be fun with a purpose.

It might be a riddle, a song or a poem, a piece of equipment, a knot, a short initiative, a dance, or even a guess at your age or shoe size! It might be followed by a candy or the directions for the next leg of the journey, or something to assist them in the next leg (like when they have to get across the creek on the log), or something to do along the way, like learn a song. The operative words are FUN and INITIATION !!!!!

As indicated previously, they should introduce themes, behaviors, people, and program all or some of them. This is what I am thinking of.....

INITIATION TRAIL

Themes : There are a few 'camp generics' that come to mind which could lend themselves to this kind of a program. Adventure, as a positive influence in ones life. Growth from challenge. Environmental ethics, perhaps nature quizzes, techniques, or interesting facts. Leadership, shared and situational. Cooperation, community, caring and respect..... Hi ! my name is _____, if I can help you when introducing yourself.

Behaviors : Any of the standards of behavior in the manual might be reinforced in a fun sort of way. You could offer someone some cold mashed potatoes (or something) and get them to guess the related rule and then make an oath. You could get a lot of mileage out of a short lesson on out-house cleaning !!

People : This is your chance to introduce yourself, your role, your organization or whatever. It is also an opportunity to ignite or meet your Pot Luck group. There are others who will come to camp throughout the week ... you could give them a task to find out something or to do something (please don't be too rude !) to someone else.

Program : You could do something that is a part of one of the programs, like a pre-requisite skill, or a direction. You could establish an attitude toward program, like the real meaning behind POT LUCK (if you can figure it out!).

AND PLEASE, AS WE TRY NEW PROGRAMS, LET ME KNOW HOW THEY WORK. IF THEY HOLD POTENTIAL, OR NEED SOME WORK, OR ARE TOTAL BOMBS I CAN COPE. I NEED THE FEED BACK!