

# TASK DESCRIPTIONS



## CREVASSE RUNWAY

The whole team must cross the ice chasm with all the items of equipment using only the tension wire, ropes and bosun's chair provided. Any item or team member that falls into or touches the chasm will be deemed to be lost.

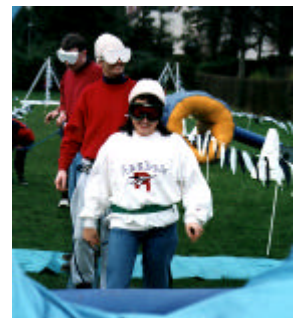
**PHYSICAL RATING(1 easy to 5 arduous) : 2/3**



## GLACIER CROSSING

The team members are joined together by rope to cross the hazardous glacier. They are not allowed to touch each other and only two team members can see due to poor visibility! Those two are allowed to communicate with the rest of their team using a range of calls and whistles.

**PHYSICAL RATING: 2**



## ICE TUNNELS

The whole team must navigate a route through the Glacier Cavern in the time allowed. The team must enter the cavern through the gaps in the ice, carrying all the equipment that they will require making sure that they do not disturb the stalactites. Once through they must build a bridge from the materials that they have carried in with them to cross the underground river. They must then exit the cavern through the ice tunnels.

**PHYSICAL RATING: 3**



## ARETE RESCUE

Teams must cross a dangerous cliff face to rescue a fallen climber. The whole team must scale the cliff to collect the injured climber from the other side. They must then construct a stretcher to return the injured climber to the base camp without aggravating their injuries.

**PHYSICAL RATING: 5**



## ***SHEER FACE***

The team must scale the Ice Face to collect ropes for a sledge, which they must then build using the other materials supplied. All eight ropes must be collected before the components for the sledge can be touched. When ready, the time will be stopped and the sledge plus one lucky team member braves the Sheer Face sledge run.

**PHYSICAL RATING: 5**



## ***ROPE BRIDGE***

The team have come across a partially completed suspension bridge. Using the pieces provided and their skill and judgement, they must complete the bridge to precise specifications on order to allow the team to cross safely.

**PHYSICAL RATING: 1**



## ***SNOWFIELD TRAVERSE***

If the team do not have enough rope to make an ascent, they can "traverse" across the mountain to an easier pitch. This involves the team crossing the glacier using the four-man skis provided. The team must pass underneath the icicles and step over the ice ridge to avoid penalties.

**PHYSICAL RATING: 1**



## ***ICE CHASM***

The team must negotiate the fragile bridge over the chasm without upsetting the balance of the bridge pieces.

**PHYSICAL RATING: 1**

## ***AVALANCHE RECOVERY***

Teams must recover the equipment strewn across the snowfield by an avalanche without setting foot on the unstable snow. You will have planks, rope and wooden poles to devise a way to recover the equipment.

**PHYSICAL RATING: 2**