

Character Challenge Adventures

Phase A Training syllabus

- Names and initiative to start the training
- Move through introduction to Experiential Learning
- Staff Manual- quick but thorough (45-60 minutes)
- Short Break
- Go through COR2E2 quickly but thoroughly
- Introduce equipment.
- Cover Equipment
 - a. Harnesses – fitting and group inspection
 - b. Helmets
 - c. Carabiners
- Several quick games to warm things up
- Knots – demonstration and practice
 - a. Bowline on a bight; tie the perfect knot every time. “A not neat knot need not be tied.”
 - b. Clove hitch – your multi-use friend
 - c. Alpine
- Knot Practice
- Review Equipment
 - a. Harnesses – fitting and group inspection
 - b. Helmets
 - c. Carabiners
- Flow Check
- Team Ladder
- Course Carrying Capacity – When a program exceeds the C3 , close calls and accident potential increases

Factors that determine the C3 :

- a. # of students vs. # of facilitators
- b. Staff experience
- c. Course design
- d. Skill, expertise, and maturity of participants
- e. Goals and preferred outcomes for program
- f. Weather

Factors that influence us to exceed the C3 :

- a. Budget / Money
- b. Inability to say no
- c. Expectations of client / participants
- d. Time
- e. Lack of Experience / knowledge
- f. Lack of Boundaries
- g. Surprises
- h. Ego

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- Course Inspection: S.E.E. – Of primary importance is identifying belay cables and being able to identify if something is wrong. Learn to look at the:
 - a. Structure
 - b. Equipment
 - c. Environment