

Rope Challenge 2024
Day 2 (Saturday 28 September)

Location	1: Dockyard / Wet Dock	2: Victory	3: Action Stations		4: Warrior	5: Warrior	6: Boathouse 4	7: Spinnaker
Scenario	The Field Gun <i>70min</i>	The Keel Hauling <i>70min</i>	Torpedo Away <i>40min</i>	Petzl Workshop <i>40 min</i>	Backstay <i>70min</i>	Engine Room <i>70min</i>	Tidal Canal <i>70min</i>	Escape Hatch <i>70min</i>
0700-0755	Venue Opens / Teams Arrive / Assessors prep Venue and carry out safety checks							
0755-0930	Team 7 Team 8 <i>Brief 0755</i> <i>Start 0800</i> <i>End 0910</i> <i>Debrief</i> <i>0920 - 0930</i>	Team 9 Team 10 <i>Brief 0755</i> <i>Start 0800</i> <i>End 0910</i> <i>Debrief</i> <i>0920 - 0930</i>	Team 11 <i>Brief 0755</i> <i>Start 0800</i> <i>End 0840</i>	Team 12 <i>Start 0800</i> <i>End 0840</i>		Team 1 Team 2 <i>Brief 0755</i> <i>Start 0800</i> <i>End 0910</i> <i>Debrief</i> <i>0920 - 0930</i>	Team 3 Team 4 <i>Brief 0755</i> <i>Start 0800</i> <i>End 0910</i> <i>Debrief</i> <i>0920 - 0930</i>	Team 5 Team 6 <i>Brief 0755</i> <i>Start 0800</i> <i>End 0910</i> <i>Debrief</i> <i>0920 - 0930</i>
0930 - 1015	Reset Scenarios / Teams Check Equipment / Teams Change to new venue							
1015-1025	Assessors prep Venue and carry out safety checks							
1025-1200	Team 5 Team 6 <i>Brief 1025</i> <i>Start 1030</i> <i>End 1140</i> <i>Debrief</i> <i>1150 - 1200</i>	Team 7 Team 8 <i>Brief 1025</i> <i>Start 1030</i> <i>End 1140</i> <i>Debrief</i> <i>1150 - 1200</i>	Team 9 <i>Brief 1025</i> <i>Start 1030</i> <i>End 1110</i>	Team 10 <i>Start 1030</i> <i>End 1110</i>	Team 11 Team 12 <i>Brief 1025</i> <i>Start 1030</i> <i>End 1140</i> <i>Debrief</i> <i>1150 - 1200</i>		Team 1 Team 2 <i>Brief 1025</i> <i>Start 1030</i> <i>End 1140</i> <i>Debrief</i> <i>1150 - 1200</i>	Team 3 Team 4 <i>Brief 1025</i> <i>Start 1030</i> <i>End 1140</i> <i>Debrief</i> <i>1150 - 1200</i>
1200-1245	Reset Scenarios / Teams Check Equipment / Teams Change to new venue							

1245-1255	Assessors prep Venue and carry out safety checks							
1255-1430	Team 3 Team 4 <i>Brief 1255</i> <i>Start 1300</i> <i>End 1410</i> <i>Debrief</i> 1420 - 1430	Team 5 Team 6 <i>Brief 1255</i> <i>Start 1300</i> <i>End 1410</i> <i>Debrief</i> 1420 - 1430	Team 7 <i>Brief 1255</i> <i>Start 1300</i> <i>End 1340</i>	Team 8 <i>Start 1300</i> <i>End 1340</i>	Team 9 Team 10 <i>Brief 1235</i> <i>Start 1240</i> <i>End 1350</i> <i>*Wedding</i> <i>Debrief</i> 1400 – 1410	Team 11 Team 12 <i>Brief 1235</i> <i>Start 1240</i> <i>End 1350</i> <i>*Wedding</i> <i>Debrief</i> 1400 – 1410		Team 1 Team 2 <i>Brief 1255</i> <i>Start 1300</i> <i>End 1410</i> <i>Debrief</i> 1420 - 1430
1430	Event and Equipment Make Up / Collapse all Scenarios and lock up venues							

* Wedding at 1400 on Warrior – Scenario starts 20mins earlier than the other evolutions to ensure that venue is clear in time.