



Ballista!

Ballista – an ancient military device for hurling stones!

In medieval and Roman times, the BALLISTA was at the cutting edge of modern warfare. The ballista was used to hurl rocks at enemy encampments. A well-built ballista is both extremely accurate and awesomely destructive!

Your objective is to build a ballista and then battle it out with your opponents, defeating all that stand before you!

Each team will be provided with a menu of challenges and tasks. These can be active or cerebral, long or short to fill your schedule. For each challenge completed, teams may select one item from the *Ye Olde Medieval Stores*. Teams can choose either equipment (such as a pole or some rope) or consultancy (design tips or knot tying instructions). A minimum set of equipment to build a simple ballista will be required. Consultancy, however, is optional - teams may choose to draw upon existing skills and knowledge within the team. The *Ballista!* Event runs in three stages:

Stage 1: Planning & Purchasing - During this stage plans are drawn up, challenges tackled and equipment stockpiled.

Stage 2: Constructing & Testing your Ballista - Teams construct a ballista and build their defences. There is time to test and modify their ballista before the final stage...

Stage 3: The Endgame! - Teams take it in turn to fire upon opponents' fortified positions. If your fortified village is destroyed your team is eliminated from the duel. Let battle commence!

This is a fun, competitive, team activity. It will appeal to a practically-minded audience who will enjoy the challenge and teamwork involved in building and improving their prototype. The *Ballista!* event can run indoors or outdoors so is suitable all year round.

- 8– 200 participants
- Indoors or outdoors
- Competitive
- 2-3 hours
- Construction activity



The feedback from the group has been overwhelmingly positive as there was a clever mix of skills required (general knowledge, planning, building skills and leadership) which appealed to a broad cross-section of the team
Chris S – O2

Team Learning:

- Innovative approach
- Problem-solving in teams
- Getting to know team members better
- Building team spirit