

14

Progressive Group Task (PGT)

To check the performance of students in real environment is a difficult issue which is neither practical nor viable. Progressive Group Task (PGT) is designed in such a way that it checks the practical profile of the candidates.

PGT is held on third day of the group test after the Group Planning Exercise. It is the first outdoor group task. A set of four obstacles with progressively increasing level of difficulties are to be completed in 40 to 50 minutes. Structures, helping material and load are provided to the group.

Objectives of PGT

The main objectives of the PGT are to check the following qualities in the candidates :

- Analytical ability to solve the problem
- Ability to work in a team
- Organising ability
- Leadership qualities
- Physical and mental toughness
- Observation power
- Self confidence
- Innovative skill

Procedure and Rules

There will be a start line and a finish line both of which are parallel bound and approximately 20 ft away from each other. You have to cross it utilising the structures and the resource given such as wooden plank, ropes, ballies etc. So, it emerges that the ground is also on obstacle, since you cannot go from the sides also. You will rarely find structures in the obstacles close.

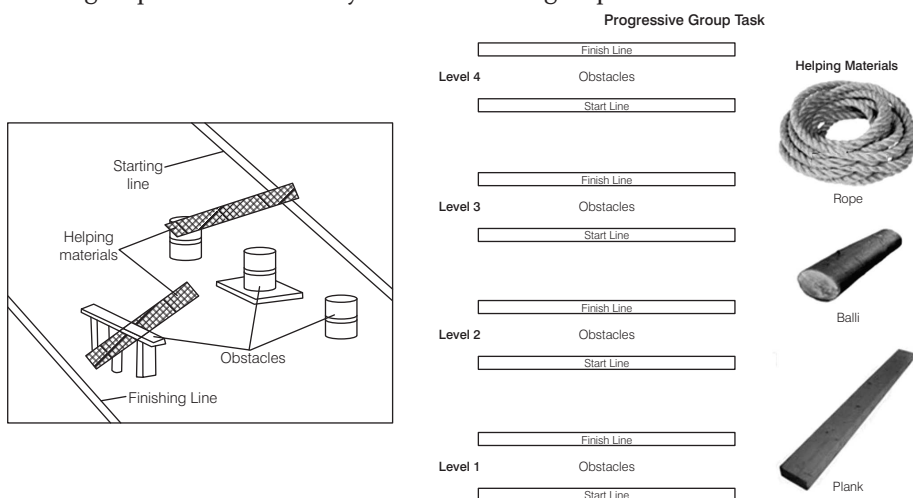
Following are the rules which candidates have to follow :

1. GTO (Group Testing Officer) will explain the candidates about each and every obstacle in a sequence and the degree of difficulty increases gradually.
2. GTO then explains to the candidates the requirements of the test i.e. the candidates have to carry a load alongwith the supporting material like planks, ropes and ballies from the start line to the finish line. He will indicate these lines.
3. Supporting material will assist candidates in crossing the obstacles.

4. He will tell them about what material or structures are not to be touched and which areas are out of bounds.
5. There are 3 to 4 continuous tasks. Every task has to be completed and the other one has to be started only when all the groups along with the helping material have reached the finish point of the previous task.
6. In the end, GTO will ask candidates to clarify their doubts and will ensure that they have understood the procedure.

Group Rule

Every person in the group has to cross each obstacle with supporting material before the next obstacle is attempted by anyone in the group. There is no leader of the group as such and every member of the group is a leader.



Colour Rule

There will be various colours painted on the structures. Some rules which are to be followed by the candidates are :

- (i) **White** – structure painted white are in bound for the candidates, the helping materials and the load.
- (ii) **Red** – structure painted in red are out of bound for the candidates.
- (iii) **Blue/Yellow/Green** – structure painted with any one of these colours are inbound for the candidates but out of bound for the helping material.
- (iv) **Black** – structures painted black are found at the bottom of the structures and does not have any significance.

Rigidity Rule

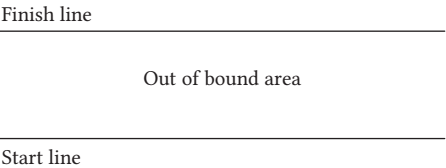
This rule pertains to the rigid helping materials like planks, *ballies*. No two rigid supporting materials can be tied together for making an extension e.g. if you have a plank and a balli, you are not supposed to tie them together to increase the length. However, you can keep one on the top of the other and use it.

Distance Rule

In this obstacle, it will be seen that you are not allowed to touch the ground. Some helping material should touch the ground. You have to utilise the permanent structures on the ground and the helping materials to cross the obstacle. The candidates are not allowed to jump either in length or height but distances exceeding 4 ft have to be crossed only with the help of supporting material. The distance restriction is applicable horizontally, vertically and diagonally.

Rule of Infinity

The start line and the finish line should extend to infinity on either side and the area between the two is declared as out of bounds.



Principles for Tackling Obstacles

The candidates have to carry the load with the help of supporting materials from the start line to finish line avoiding the out of bound area and the position marked red. The candidates should bear in mind the simple principle while tackling the obstacle.





The planks can be used as a bridge or lever with the rope tied at one end and supported on a drum. A rope should invariably be tied to the farther end of the lever or bridge as the case may be. It is very helpful while pulling back the plank. If required, the rope can be used to serve as a ladder.

Illustration of PGT

Men and material used by the group are as follows :

- A group of 8 candidates
- Wooden plank 6 ft long
- Two ropes each about 12 to 16 ft long
- Ballies 4 to 6 ft long
- An ammunition box or a sand bag



Do's and Don'ts for PGT

Do's

- ♦ **Listen carefully** about the rules and procedure, when GTO is explaining.
- ♦ It is a leaderless outdoor task. Do not look towards the GTO while doing the task.
- ♦ **Every member** of the group should be **used wisely** according to their height, weight. **Work with mind**; make such bridges which can sustain without applying any manpower on them. Concepts of simple lever and cantilever come handy in these situations.
- ♦ Keep in view various supporting material available and employ them effectively for the solutions of the problems.
- ♦ Show your positive attitude, initiative, dash and drive in overcoming the obstacles.
- ♦ Be ready to **take reasonable risk** in the common cause.
- ♦ A good leader **leads by example**. Hence, come forward and do the work instead of ordering someone. Come in front and make the bridge but do not fight for it with anybody, says politely that you have got an idea and would like to implement it.
- ♦ Be prepared to accept other's ideas if they are good and worth implementing.

Don'ts

- ♦ Do not waste time in indecisiveness. Be active and do anything possible in cooperation with your team mates.
- ♦ **Never lose temper** or shout at others, but be patient and cheerful and show a friendly and cordial approach.

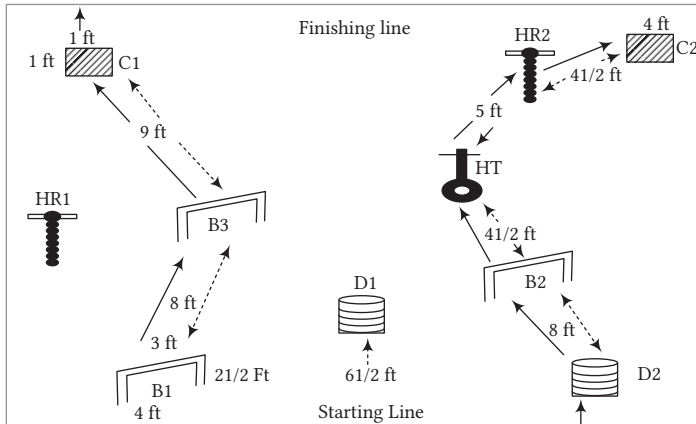
Obstacle No.1

All men and material must get across the obstacle within 8 to 10 minutes.

Structure

1. There are two fixed drums D1 and D2 and two fixed cement bases C1 and C2 around a diameter of 1 feet each.
2. Two hanging ropes HR1 and HR2.
3. A hanging tyre HT.

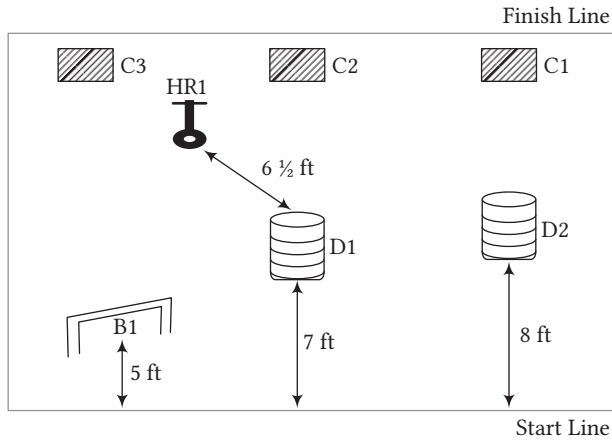
4. Three bench like structures B1, B2, B3 are fixed in the ground and can accommodate 2 to 4 persons.



Solution

1. Reach D2 and bridge the gap between D2 and B2 with the plank.
2. From B2, make use of the hanging tyre HT to rest on the side of the stretcher while tying up the ropes to other.
3. Pull the rope HR2 by throwing another rope.
4. Swing one by one to C2.
5. From C2, go to finish line with the help of plank.

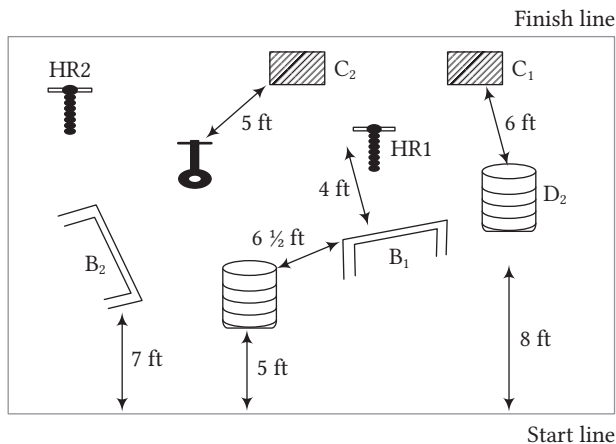


Obstacle No. 2*Structure*

1. There are two fixed drums D1 and D2.
2. One hanging rope HR1.
3. One bench like structure B1.
4. Three cemented bases C1, C2 and C3 which are fixed on the ground.

Solution

1. With the help of plank, first go to B1.
2. From B1, go to D1.
3. From D1 with help of rope, pull the rope from HR1.
4. From HR1, swing to C2.
5. From C2, go to finish line with help of plank.

Obstacle No.3*Structure*

Some Important Tips for PGT

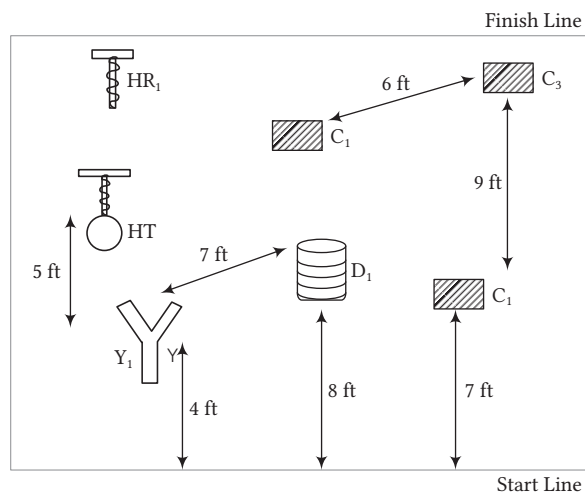
- ♦ Be an active participant throughout the outdoor task.
- ♦ Be helpful to your group members and always try to boost up the morale of your group members.
- ♦ Recognise other's ideas which are better than yours.
- ♦ Do not loose temper and involve in arguments.
- ♦ Even if you break the rule unintentionally, always get back to the point from where you committed the mistake.
- ♦ Never unnecessary try to gain GTO's attention.

Solution

1. First, go to D1 with the help of the plank.
2. Connect ballies with plank and hold tighter to go on B1.
3. From B1, go to HR1.
4. From HR1, go to D2.
5. Firstly, two persons go to D2, these person support the plank on their hands and bridge the gap between D2 and C1.
6. After all the persons go over the finish line from C1, then plank will be pulled over with the help of a rope tied to the end resting on C1.

Obstacle No.4

Structure



Solution

1. Make a bridge from Y1 to HT.
2. Make the bridge between HT to C2.
3. From C2, go to C3.
4. Finally, jump over the finish line as it is less than 4 ft.
5. The casualty should also be passed on to the finish line.