



Beaver Retriever: Standing outside a circle approximately 30 feet in diameter, whose center point is a large tree, the group is challenged to create a system of retrieving randomly placed objects inside the circle. The group is provided with a 100-foot length of rope. Neither the rope nor any person may make contact with the ground inside the circle.

Culinary Challenge: This activity is one that effectively incorporates a diverse field of interpersonal issues creative problem solving, innovation, time management, planning, teamwork and FUN!! It also lends itself to many relevant group takeaways and clearly illustrates useful metaphors for challenges the group faces in their workplace environment. The group is divided into working teams, presented with similar ingredients, tools, and equipment then challenged with creating their own unique product. Judging criteria for each team's final product can be established on a variety of outcomes; timeliness, creativity and innovation, visual presentation, equitable team member participation, etc. Our chef offers his assistance as a co-facilitator and also as a resource for any team.



Floating Cubes: This activity can be accomplished as a single group activity or with the group split in small teams. Two cubes, roughly 4" in size, are suspended from a tree. Members of the group are presented the challenge to enter and exit the cube in a fashion different from other members of the group. The result is that the activity is easy for some members of the group, but as the entry and exit options become limited, the activity becomes more challenging. Teamwork and assistance from the group is essential with this fun activity.



Catapult Challenge: A fun group challenge that draws on the individual skills of each member of the team. Each team collects their materials through a draft process and collaborate on an effective design they plan to construct. Each team must construct their catapult within a specified time frame. Test launches are staged with final modifications allowed. Each team then launches tennis balls, grapefruit or watermelon to determine a team victor for distance, accuracy and design.

Mohawk Walk: The group is challenged with traversing a designated area using a series of cables, hand holds and other elements without touching the ground. One of the most effective takeaways that the group experience is the process used by the group to set a common goal.

Nitro Crossing: All the members of the group and a container, which is ¾ full of water, (nitro) are to get from one side of an open area to the other (about 20') using a rope swing.

Traffic Jam: Individuals exchange places on a line of squares that has one more place than the number of people. All the individuals to the left of the Center must end up on the right and vice versa.

Team Tubes: An energetic and creative series of group initiatives using PVC sections and connections that are used by the Group to execute a broad range of activities. Activities range in scope from creative problem solving challenges to team competition scenarios to fun group challenges. Team Tubes is an activity that can be tailored specifically to the unique goals of the group. It's also fun to see the different outcomes and creations that different groups produce.

Blind Square: All participants are blind folded and challenged to find the length of rope positioned somewhere in the room. Once found, the group is challenged to construct a "perfect square" out of the rope. Once achieved, the group is challenged with more difficult symbols to replicate with the rope.

Blind Mile: The group is asked to partner into groupings of two. One Partner is then blindfolded and led by their partner through a walk in the woods with some obstacles to navigate around. Then the partners switch blindfolds and the other partner walks a different course in the woods led by their partner going over and under some obstacles. This activity initiates trust, differing forms of communication and interpretation of communication within the group.



Ringer: Groups are challenged to place a tire over a 12-foot tall pole and place it on the ground while not coming into contact with the pole.

Trail Challenge: Trail Challenge is the newest Team Challenge activity at Beaver Hollow Conference Center. In fact, this activity can be experience only at Beaver Hollow. It is one that every participant is sure to find exciting, challenging and rewarding.

The goal of this activity is a race to successfully complete every challenge found on the Nature Trail course in the most time effective manner. The skill lies in each Team's ability to match the attributes of the Team members with the various challenges on the course. Critical to the successful completion of each challenge is for each Team to work as a team.

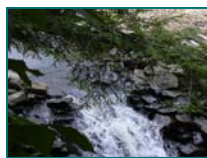
Teams of 4-6 people begin the course at staggered start times. At specific intervals along the course they encounter a new challenge. The challenges range from requiring some degree of physical activity from the members of the Team to other challenges that are purely cerebral. The success, though, in effectively completing each challenge is participation by every member of the Team.

Once each team has navigated the course and completed each challenge, their time is measured against the other Teams. The Team that completes the course with the fastest time is declared the Winner!

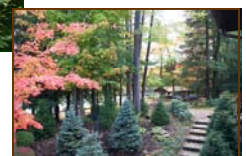
The Trail Challenge course encompasses our 2-mile Nature Trail walking path carved through out wooded property. It is a walking path that takes the Teams around our lake, both up and down a few short hills, over a few footbridges, and through an open area. In some spots the Trail has wood chips; in other spots the Trail is more natural with dirt pathways. There are 5 different challenges posted at different intervals along the course. At each challenge a monitor is stationed to ensure the integrity of each Team's performance. A challenge may require the Team to navigate a certain feature of the terrain or it may involve a puzzle or riddle that must be solved.

This is an exciting activity that offers a certain level of physical challenge for most members of the Team.

Circles of Influence: The group will be split into three teams. Each team has the same objective maximize points by placing their pieces into their hoop. Each team has its own types of resources that create the score, although some teams resources overlap. This activity leads to a discussion of resource allocations and possible outcomes for negotiations within the organization.



Finding Balance: Balance 14 nails on the head of one nail, which is placed upright in a block of wood.



Frenzy: Groups are placed into teams and challenged to gather all the Tennis Balls from the center Hoop and place them into their teams Hoop within a given amount of time.

The Grass is Greener: Participants must all move while attached to a large puzzle by a rope from one end of the puzzle to the other side, while not breaking contact with the rope. This puzzle requires people to learn for themselves the best way to solve the puzzle.



GeoCaching: We are the only Conference Center or Teambuilding facility in the area offering GeoCaching. This activity is the newest teambuilding activity. Based on the scavenger hunt concept, GeoCaching integrates state of the art Global Positioning System (GPS) technology with a team hunt. We hide a number of “caches” throughout our 200 acre property, inside of which are clues to help the team locate the next cache. Teams must navigate their way throughout our property along the Nature Trail using a handheld GPS unit to locate their particular cache. Teams must navigate their way throughout our property along the Nature Trail using a handheld GPS unit to locate their particular cache. This is a fun activity that can be done any time of the year.

Islands: Participants are assigned islands to occupy in a unique configuration. The islands are 4'x4' platforms allowing 3-4 people per island. Given only three pieces of lumber, neither of which is long enough to span the distance between the islands, the group is challenged with safely and effectively navigating participants to the designated home island without touching the ground between any of the islands.

Tying the Knot: Participants are challenged to stack pairs of loaded Mouse Traps on the edge with the metal spring facing towards the inside. Each new level is stacked on top of and perpendicular to the pair below.

Electric Snake: Participants are asked to stand on specified locations on the ground, and pick up a rope. They are then challenged to guide a member of their group holding a Hoop and Blindfolded from end to end of the rope while not coming into contact with the rope or the other participants.

Gyroscope: Participants are placed into groups of 6 people. Groups are challenged to turn someone on the team head over heels while holding a cup of water, and not spill the water.

Hoopdom: Participants are split into groups of 3 – 6 people. Each group will be given six hoops and 30 feet of rope. They will have five minutes to plan this activity. After the five minutes they must build a geodesic structure that is shown to all groups, and then weave the rope through all 20 openings within this geodesic structure. Participants may not come into physical contact with the structure, only the rope may come into contact with the structure. The first group to build the geodesic structure, run the rope through all 20 openings and raise their flag for the judges' inspection will be declared the victor.

Knotty Business: Participants are split into groups of 6 people. They each hold the end of a rope, and then are asked to create the largest, nastiest knot possible without letting go of their ropes.

Mine Field: Teams of two individuals are created around a defined area containing all manner of objects (balls, Frisbees, rubber chickens, etc.). One individual is chosen to negotiate the “Mine Field” blindfolded, listening to the voice of their partner. If any object in the “Mine Field” is touched, the participant exits and re-starts until they have successfully negotiated the entire area.

Shut Your Trap: Using mousetraps and teamwork the group is guided through three sequences of loading and unloading the traps. This activity is a powerful tool, requiring trust and communication, used to grow leadership and open communication within your team.

Earth Ball Challenge: The participants work as a Team to raise a 5' earth ball up a Cargo Net given two possible climbing stations and one extra length of rope (50').

Trafficking Traps: Replicating a factory process the participants are challenged to load mousetraps, transfer the loaded traps to the assembly area where they must create mousetrap structures. Followed by routing these set trap structures to loading and shipping where the set trap structures wait for inspection. Trafficking Traps is an excellent activity that touches on many aspects of the workplace and leads to discussions from process improvement, to cross training, to high stress and how to deal with these situations.

Trust Fall: After ground level trust sequence, participants are challenged to fall backward into the arms of their peers. A very powerful activity, the Trust Fall builds team unity and trust like few others.

Sky Hook Commander: Groups are challenged to transfer items and drop them into a target zone using a system of ropes and pulleys. Participants must work in unison to accomplish this task.

Walk of Faith: Participants are challenged to load a Mouse Trap and place the trap in the middle of a circle. Participants are then placed into groups of three, and asked to remove their shoes. One member of the group then guides another member through the circle of loaded traps keeping eye contact with the guide.

Pamper Pole: Participants scale a 30 foot telephone pole and prepare for a leap. With emotional support and encouragement offered by the other group members, the climber leaps from the top of the Pole towards a target (a tether ball), cementing a symbolic leap towards positive change. This activity is very powerful in it's ability to draw members of a group together and form a lasting bond. Beaver Hollow is unique in that we are probably the only Teambuilding facility that has 2 similar-sized Pamper Poles placed next to each other. This allows larger groups the opportunity to program this activity in a time efficient manner while keeping the whole group together.

Toxic Waste: The group must transfer a bucket full of “Toxic Waste” from one bucket to a different bucket, using only ropes and an inner tube. If any of the waste is dumped the team must begin again.

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Lean on Me: Each participant is given three knives and three marshmallows. They are shown a picture and asked to recreate the picture. In the second sequence participants are asked to partner with someone and then shown another picture using six knives and six marshmallows and asked to recreate a second photo. The third sequence participants are asked to create teams of four individuals; they are then shown a third picture and asked to recreate the photo using 12 knives and 12 marshmallows. Groups that are physically capable are asked to create the photos using their bodies, using their arms as marshmallows and their and feet as knives.



Moonwalk: Participants are lined up single file and given carpet squares. The group must go from one location to another location only stepping on the carpet squares and reach their destination with their group in its entirety with all of the original carpet squares.

Raft Building: Each team collects their materials through a draft process. They must inventory their materials and create a drawing of the raft they plan to build. All designs are approved, and then the groups are allotted a specific amount of time to construct their raft. The teams then race their rafts on the lake around a buoy and return to the beach. Rafts are then dismantled and all supplies are returned to the supply depot. The first group to complete this is the winner.

