

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.

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.

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.

Labyrinth of Darkness: Participants are blindfolded and led to a labyrinth using ropes and trees. Upon arrival participants must hold the rope and find their way out of the labyrinth. Once participants leave the labyrinth their blindfold is removed, so is their ability to communicate with the group.

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.



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.



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.

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

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.



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.

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.