

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.

Marketplace: This activity lends itself to several meaningful corporate group metaphors. Positioned around a circle, the group is challenged with sequentially identifying the letters of the alphabet, represented by objects within the circle. The Marketplace consistently draws both intuitive thinking as well as laughs.



Rope Cuffs: Participants are asked to choose a partner and stand facing each other. One person places the rope cuff over both of their wrists. The second person places one hand into the wrist loop; they pass the middle of their rope through the other person's rope and place the loop on their other wrist. They are now connected together. The challenge is for the partners to become separated without altering the ropes at all.

Gotchya: Participants stand in a circle, arms out to the side. Left hand palm up, right index finger pointing down and touching your neighbor's outstretched palm. "When I say the word Gotchya, do two things.... grab the finger in your left hand, and prevent your right finger from being grabbed".



Triangle Traverse: The group is presented with the challenge of successfully navigating around a triangle. The triangle consists of cable suspended 18" off the ground and strung between 3 trees. Although this activity does not require strenuous physical ability, it does require the group to coordinate their actions and work together in order to accomplish their goal. The Triangle Traverse is a fun activity for the entire group and lends itself as a warm-up to some of the High Elements in the Teambuilding Park.

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.



Trap Floats: Participants are asked to join with two or three other people. Individuals then take turns loading Mouse Traps and placing them upside down on the table attempting to stack as many traps as possible on top of each other.

Walk This Way: Group members are challenged to move across a stretch of ground while standing on a set of long beams with hand ropes attached.



Operation Beaver Drop: Individuals are strapped into our 200' long Zip Line and given two water balloons. Their objective is to land the balloons on the targets below while zipping through our Teambuilding Park.

Whale Watch: The entire group is challenged to balance on a fulcrum platform (10'x10') for five full seconds. At any time the ends of the platform touch the ground, a "shipwreck" is declared and all "hands" must abandon ship and start over. The group must successfully embark all members on the "deck" without a touch and balance for the designated time limit.

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.

TP Shuffle: Each person in the group randomly steps up onto a telephone pole (TP) suspended 12" off the ground. From this position they are challenged with rearranging or shuffling their order on the pole in any possible fashion: by height, alphabetically by first name or last name, or any other possible order... without stepping off the pole!

Noodle Press: Participants are divided up into groups of two and four; they are given a large number of 1 inch cut foam noodle pieces. They are then challenged to compile the noodles into a large "press". The group with the largest "press" of noodle pieces will be the winner. The guideline is that every time a noodle piece is added the individual adding the noodle piece must reveal a fact about themselves or ask a question of the group.

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

Beaver Trap: Participants are placed into groups of 2 – 6 people. Each group is given 15 Mouse Traps and shown a picture. Groups are challenged to replicate the picture in the fastest time possible.

Trap Towers: 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.