

Climbing Tower: Participants are trained in proper belay and climbing techniques. They are then given the opportunity to climb any of our 3 climbing surfaces.

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.

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.

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.

Vertical Minefield: Participants are split into groups of 3 to 6 people. One individual from each team is chosen to negotiate the Climbing Tower while blindfolded to retrieve an object or totem.



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.



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.

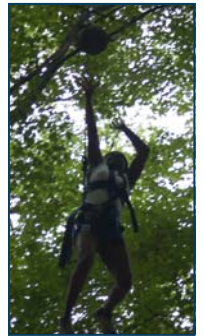
Earth Ball Challenge: The participants work as a Team to raise a 5' earth ball up a Cargo Net given two possible climbing stations and one extra length of rope (50').

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.

All Aboard: Participants are challenged to get the group to balance on a 2'x2' platform and hold a position for at least 5 seconds. This activity is a great finish to the Islands Activity.

Puzzled Vision: As your group sits to start their meeting one of our facilitators enters the room and begins a lesson on the importance of a shared vision. Participants are asked to look under their chairs and remove an envelope. They are informed that this envelope contains a piece of a puzzle. Participants are asked to assemble the puzzle, then challenged to take their piece of the puzzle and assemble it on the ceiling of the meeting room. We will use your companies Vision, Mission, or any statement you wish upon the puzzle.

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.



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.

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.

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.

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.

