



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.

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.

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.

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').

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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!

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.

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.

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.

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.

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.

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.

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

