

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.

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.

Bridge Blast: Bridge Blast is a new Team Challenge activity that everyone finds exciting, challenging and rewarding. The goal of this challenge is a race to the finish line. The skill lies in each Team's ability to match the attributes of the Team members with the various components of the race. Members of the Team are transported on an ever-moving bridge. At specific intervals along the course items of value are collected by each Team. Once each Team has navigated the course and collected all the items it's a race to the finish for final assembly. The Team that completes the assembly first is declared the Winner! This is an exciting activity that offers a certain level of physical challenge for some members of the 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.

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.

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".

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.

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.

Nitro Crossing: All the members of the group and a container, which is $\frac{3}{4}$ full of water, (nitro) are to get from one side of an open area to the other (about 20') using a rope swing.

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.

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.

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.

Spider Web: Each person, without touching the string, passes through a different hole in a string "Spider Web" that is suspended between two trees. Once a person is successful on the Spider Web activity they are challenged with the opportunity to build their own Web adjacent to our Web and transport each person through the group's own unique Web design.

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.

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.

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.



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.

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.

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.

Challenge Wall/Log: The participants scale a 12' high wall using only organizational planning and group effort. Once they accomplish this they are challenged with attempting to scale a log suspended between 2 trees.

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').

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.

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

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.

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.

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.

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.

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.

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.

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.