

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.

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.

Back Writing: Teams of 5-10 individuals are lined up single file, front to back, in rows. Symbolic messages are drawn on the back of the person in front and passed down the line "silently." No verbal communication of the message is allowed. The last person in the line writes out the message they received. An effective initial activity that illustrates communication.

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.

Blind Square: All participants are blindfolded 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.



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.

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.

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.

Challenge Wall/Log: 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.

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.

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').

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.

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.



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.

Culinary Challenge: This activity is one that effectively incorporates a diverse field of interpersonal issues creative problem solving, innovation, time management, planning, teamwork and FUN!! It also lends itself to many relevant group takeaways and clearly illustrates useful metaphors for challenges the group faces in their workplace environment. The group is divided into working teams, presented with similar ingredients, tools, and equipment then challenged with creating their own unique product. Judging criteria for each team's final product can be established on a variety of outcomes; timeliness, creativity and innovation, visual presentation, equitable team member participation, etc. Our chef offers his assistance as a co-facilitator and also as a resource for any team.

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.

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.

Flying Squirrel: A team of runners are attached to a line which will launch one of the group (the Squirrel) into the air in a pendulum swing 15-20' off the ground.

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.

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.

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.

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.



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.

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.

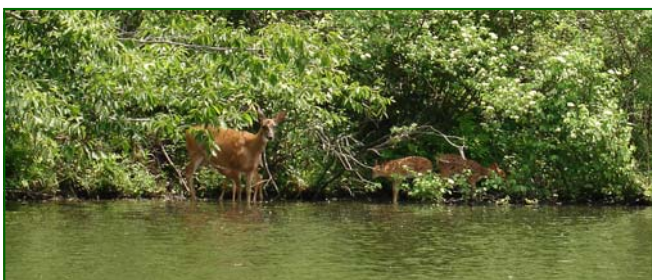
Traffic Jam: Individuals exchange places on a line of squares that has one more place than the number of people. All the individuals to the left of the Center must end up on the right and vice versa.

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.

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.

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.



Have You Ever: Individuals are set up in a circle around a piece of paper. The person in the center starts that game by asking "Have you ever...?" Anyone who has ever done the named task is required to move to a new location. Much like musical chairs, there is a scramble for available locations. The person left without a spot on the circle goes to the center and proposes the next question.

Hoopdom: Participants are split into groups of 3 – 6 people. Each group will be given six hoops and 30 feet of rope. They will have five minutes to plan this activity. After the five minutes they must build a geodesic structure that is shown to all groups, and then weave the rope through all 20 openings within this geodesic structure. Participants may not come into physical contact with the structure, only the rope may come into contact with the structure. The first group to build the geodesic structure, run the rope through all 20 openings and raise their flag for the judges' inspection will be declared the victor.

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.

Lean on Me: Each participant is given three knives and three marshmallows. They are shown a picture and asked to recreate the picture. In the second sequence participants are asked to partner with someone and then shown another picture using six knives and six marshmallows and asked to recreate a second photo. The third sequence participants are asked to create teams of four individuals; they are then shown a third picture and asked to recreate the photo using 12 knives and 12 marshmallows. Groups that are physically capable are asked to create the photos using their bodies, using their arms as marshmallows and their hands and feet as knives.



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.

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 noodles 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.

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.

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.

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.

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.



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.

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.

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.

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!

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.

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.

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.

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.

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.

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.

Unified Vision: Participants are asked to take out paper and pencil and to write the correct word or phrase from the list read. After all the phrases are read the answers are used to illustrate the importance of each member having a clear vision of what they are working towards or a unified vision.

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.

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.

Zip Line: The Zip Line is located at the top of the 34' Climbing Tower. This activity is a great finish to the Climbing Tower and Earth Ball/Cargo Net Challenge. The activity is very simple. Participants are safely harnessed to the Zip line pulley and once ready, ride the 200' long Zip line through our Teambuilding Park!

Work of Art: The group is challenged with attempting to communicate a collection of objects (A Work of Art) as accurately as possible. The process involves smaller groups of approximately 5-10 participants that arrange themselves in a specific order. The first person in the group(s) is shown the Work of Art. The image must then be passed along (communicated) to each member of the group. Only verbal communication is allowed. The last person in the group is then presented with similar objects found in the original Work of Art and attempts to successfully recreate it in every detail. This activity is great opener because it often leads to a meaningful discussion pertaining to communication; the cornerstone for all Group Unity and Teambuilding.