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YEAR 2011 TEAM TASKS



Our training packages, whether at the secluded Arena site or at the location of your choice, provide a range of exercises which allow teams of all kinds to assess and develop their abilities in such areas as communication, planning and organising, creativity and leadership.

After each exercise feedback is supplied by experienced facilitators, allowing teams to assess and take accurate stock of their abilities, and how best to use each team member to achieve task/team and individual goals. Conflict or tension inherent in the team is often either brought to the surface and dealt with in a social, and therefore less threatening environment, or is reduced by the need to work together under pressure on projects which are demanding, but fun at the same time.

The activities offered by Arena can be modified to focus on the particular needs of specific teams, and can readily be run within the framework of a more far-reaching team development programme involving, for example, Team Role Analysis and other classroom activities. For this purpose we have a Conference Centre with a main room seating up to 45 participants, together with 2 break-out rooms.

During the Team Tasks we look for individual skills such as –

Initiative
Creativity
Flexibility
Man Management

Leadership
Communications
Decision Making
Time Management

As well as being fun, the competitive element and team development will be of great benefit in the workplace.

Tasks include:

SHEEP PEN

Objective: The group is divided into 2 teams. The 2 shepherds (one from each team) have to get their blindfolded sheep into the pen in the shortest possible time via the far side only.

Limitations: The sheep cannot talk (surprise, surprise!)
The shepherd can only use letters (A-Z), numbers, and the word 'STOP'

MINEFIELD

Objective: To get the whole team safely from one side of the minefield to the other, together with a part filled 25 litre drum of "blood plasma" in the shortest possible time.

Boundaries: All team members and equipment must stay inside the boundary barriers.
No team member or equipment can touch the ground.
Team members may only step on the equipment or on stepping blocks.
Nobody may jump from one block to another.
They must use a piece/pieces of equipment, which must cover the ground between the blocks.

POT ON POLE

- Objective:** To get the bucket part-filled with water on to the top of the pole and leave it there with nothing attached
- Boundaries:** The boundary barrier is approximately 3m away from the pole and 1m from the ground
- Ground Rules:** No team member or equipment can touch the pole or the ground inside the boundary fence or the boundary tape
- Penalties:** If a piece of equipment touches the pole or the ground inside the barrier, the team then loses the use of this piece of equipment.

CANAL CROSSING

- Objectives:** To get every member of the team from one side of the canal and back again during the course of the event, without them touching the water.
To collect the barrel of "toxic waste" (a 25 litre white drum with handle $\frac{3}{4}$ full of water) from the far side of the canal back to this side without team members touching it directly.
Equipment may of course touch the barrel.
To get the injured team member from the far side to this side assuming he has severe spinal injuries.
- Boundaries:** Nobody may go around the sides of the canal, and nobody may go over the bridge.
- Ground Rules:** No equipment may be thrown across the canal and any equipment used must be neatly stacked back in its original position in order to finish the task.
- Dimensions:** The canal is approximately 7 metres wide and 1 metre deep.

RAVINE CROSSING

- Objective:** To get the three barrels from one side of the wood to the far side (onto the grass at the other side of the ravine) in the shortest possible time.
- Limitations:** None of the barrels may be touched by the team members. At the three Ravine crossing points which are marked by tape, no team member, nor equipment, nor barrel may touch the ground with two exceptions.
- Dimensions:** Each crossing place is approx' 10 metres wide. At each crossing place teams may use any standing trees/shrubs as far behind the tapes as they like and within 4 metres to the left and 4 metres to the right of the tapes.
- Penalties:** If any equipment; except that which is taken over by the first team member touches the ground between the tapes it will be removed.
If any team member touches a barrel accidentally, a 30 second penalty will be added – no benefit allowed.

SPIDER'S WEB

- Objective:** To get the whole team from one side of the spider's web to the other without touching any of the ropes via the gaps in the rope in the shortest possible time.
- Ground Rules:** The pole supports cannot be touched.
Each team member must go through a different "hole" plus the team must go through the holes in sequence i.e. if the first member goes through the bottom hole, the next team member must go through the next hole up etc., or alternatively through the bottom then the top (fifth) then 4th, 3rd etc.
If any member touches a rope/pole/tree, the whole team goes back and starts again!

RAISING THE FLAG

- Objective:** To construct a flag pole from the equipment provided and then fly a flag from the top of the pole, which must be situated in the middle of the “no-go” area.
- Ground Rules:** No team member or equipment may touch the ground inside the “no-go” area except for the flag pole.
The flag pole must be secured before the flag is flown.
- Penalties:** If any team member or equipment touches the “no-go” area, all the equipment must be returned to its starting position and the exercise repeated.
- Boundaries:** The boundary barrier is approximately 3 metres away from the pole and 1 metre from the ground

DISCS

- Objective:** To move 5 tyres from peg A to peg C leaving them in the correct order of size i.e. largest at bottom, smallest at top.
- Ground Rules:** Only one tyre can be moved at a time.
There can never be a larger tyre placed over a smaller tyre
Each tyre must be on a peg before another is moved
Tyres cannot be thrown
Pegs cannot be moved
- Penalties:** Each time a ground rule is broken an individual team member has to drop out.

4/5 PERSON SKIS

- Objective:** For every team member to have skied around the Obstacle Course in the shortest possible time.
- Boundaries:** The skis must remain within the taped off Obstacle Course.
Team members who are not on skis must stay in their allotted starting positions until on the skis.
- Ground Rules:** Feet must stay on a minimum of one ski at any one time when skiing.
A maximum of 5 people on the skis at any one time (if a team of 6) and 4 if a team of 5 people
- Penalties:** If anyone falls off the skis they must “re-mount” with no advantage gained.

FRED’S CADILLAC

- Objective:** To construct a method of transporting all team members (the Flintstones and Rubbles) from one side of the 8m wide “no go area” to the other in the shortest possible time.
- Boundaries:** No team member can touch the ground between the tapes.
- Ground Rules:** The Flintstones like to stick together.
The instructor will give out rules that have to be obeyed.
- Characters:** A - Bam Bam
B - Wilma
C - Barney
D - Betty
E - Fred
F - Pebbles

BLIND ALLEY

- Objective:** To get all team members safely through the alleyway negotiating all obstacles along the way and to transport equipment & puzzle pieces for correct assembly on the other side.
- Ground Rules:** When inside the alley, team members must be blindfolded.
The blindfolds may be removed after exiting the corridor on the other side.
The alley contains hazards, which must be travelled over.
The rules on contact with the ground will be explained verbally by the trainer.
All team members and equipment must travel in a forwards direction at all times from entry to exit.
Individuals may pause en route as often and for as long as required, however they may not travel or move back down the alley at any time.
Objects and items of equipment must be carried through the alley one at a time.
All items of equipment must travel through the alley and exit with the team.
The puzzle must be successfully completed at the far end to finish the task.
Further instructions on the puzzle are available on the far side of the alley.
- Hazard:** Stepping stones used to exit from the alley will start to disappear one at a time once team members enter the alley.
The trainer will give verbal information on the process.

Arena is able to draw on a wide range of outside facilitators, but is happy to work with companies' independent consultants and specialists in their various fields.

All participants must bring sturdy footwear and a change of clothing.

Time required

Half Day	3-3½ hours
Full Day	6-6 ½ hours

Refreshments are provided.

Prices

Half Day	from £80 per head + VAT (min £800 + VAT)
Full Day	from £110 per head + VAT (min £1100 + VAT)

PLEASE NOTE THAT MOTORISED TASKS ARE NOT INCLUDED IN THE ABOVE PRICE.

PRICES ARE EXCLUSIVE OF VAT AT THE CURRENT RATE

All team building activities are designed to be successfully achieved by any group that is prepared to work together. Age and fitness are not barriers and we welcome individuals who may have physical disabilities. Whilst they may not be able to partake in the implementation of a particular task, they can be a valuable asset in the planning stage as well as taking on a role of co-ordinator and motivator during the tasks.

Many clients mix a half-day of the Team Tasks with either Paintballing, itself an excellent team building tool, or a mix of Country Pursuits and Motorised Activities. Learning and then succeeding in a new skill which is exciting, rewarding and fun helps to get participants to talk to each other, thereby breaking down barriers and building friendships both on site and then in the workplace.

For more information please see our website www.arenapursuits.com