



ARENA



PURSUIITS

00.7

BOND DAY

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PURSUIITS

Ideal for Building and Cementing Partnerships between you, your customers, suppliers and clients.

The Objective - World Domination

The Great Chase

Driving two Honda Pilot rally karts, team members will have the opportunity to practice before competing against the clock. With plenty of power, a full race harness and helmets, these fully automatic machines are ideal for opposite lock driving. The finale is a white knuckle figure of 8 challenge – **Octopussy**.

Deadly Cocktail Drive

Using 4x4 vehicles or quad bikes, team members have to search our purpose built "jungle" area to collect as many ingredients as possible within the time allowed. At the end they have to concoct an earth shattering cocktail that will not only blow your mind, but also the opposition if they ever get a sniff of it (with or without a cyanide capsule).

Licensed to Kill with Gun, Knife, or Bare Hands

Following M's confiscation of 00.7's Beretta, he was issued with the Walther PPK. Whilst we do not use this piece of hardware, we do use the Walther CP88 air pistols with ruby dot sights or paintball marker guns. Just get the dot onto the target and then gently squeeze the trigger. The better the shooting, the more points for the team.

Quadraker

Using Quad Bikes team members have to find 16 points around the 250 acre site using local maps. These are located adjacent to the 8 miles of private internal tracks, roadways and headlands. Each point will have a question relating to the gadgets used in the various films. Half the team will be out with the instructor at any one time, whilst the others are back at HQ researching the answers. They will be in contact with each other by radio.

The Helicopter Mission - Search & Destroy

Utilising Little Nellie's big brother, a 4-seater Bell Jet Ranger piloted by one of our most highly trained and experienced operatives (Pussy Galore?) the team has the following objectives:

- to fly over and protect their main HQ
- to infiltrate and destroy the enemy's main bases.

Equipped with large scale tourist maps of SE England, a list of cryptic clues and visitor brochures, each team has to plan their route in order to fly over home and enemy bases, including as many point scoring castles and historic features as possible in the time allowed. Each flight will be 30 minutes, which equates to 50 miles.



BUILDING TEAMS THAT WORK

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for top achievers.**

**Team Building - developing
bonds of friendship
and trust.**

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Swamp Crossing

Unlike in "Dr No" where 007 and Honey Ryder hid underwater and breathed through reeds to escape the deadly Doctor's henchmen, here the objective is to keep above the water, in order to collect and defuse a bomb. Raft building skills come to the fore, but Q has very little input. At least there are none of Dr Kananga's crocodiles around looking for an early lunch – or are there?

Oddjob's Bowler

Oddjob is very particular on how his hats are stacked. The smaller ones must be on the top and the larger ones on the bottom. Even steel rimmed ones can lose their shape. The team has to move them from one hat peg to another, without spoiling the order. Get it right and he will be your faithful servant forever and even carry your golf clubs. Get it wrong and woe-betide your marble statues. Remember what he did to the golf ball. Upset him and he could do the same to yours – just the thought makes your eyes water!

Q's Conundrum

**the Gallic Getaway - a
Wheeled version of Little Nellie?**

Q has had his budget slashed: out go the Aston Martins and other exotica, so this one is definitely "For Your Eyes Only". Teams have to build one of these Gallic icons (aka the Citroen 2CV) using a wide variety of parts. Despite it looking as though it has finally met its maker, all the parts fit in somewhere – or do they? Once built, the team has to outwit

Cristatos' henchmen around the hairpin bends and then dismantle it, before the bad guys catch up with this little beauty.

The Q Boats

Whilst we cannot offer you a chase up the Thames in Bond's Q Boat in hot pursuit of the cigar girl, we can come close, by using 2 ex-Camel Trophy boats off Eastbourne or Rye. Travelling at speeds of up to 35 knots they then have to collect the attached information in order to find the floating remains of an enemy agent. Having recovered the plans to destroy Hastings with a thermonuclear device it is then a race against time to find the device and deactivate it, before heading back to land for a Dry Martini, or perhaps a hot cup of tea. The option is ideal for smaller groups and the time required is half a day. If "The World is Not Enough" for you this may be just what the doctor ordered: lots of fast and furious action with plenty of sea air.

**BUILD A DAY WITH
A DIFFERENCE AND
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BEATING TEAM. THE
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out of a trip to the races

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