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2024 JUNIOR TEAM TASKS (12-18 year olds)

We have developed many of the ideas used for Management Training and by the Armed Forces for younger participants. Team Tasks are designed to develop an individual's ability to work together as a group when faced with various scenarios often unrelated to normal everyday life.

Participants are divided into groups, and each group is briefed on the objectives of the particular task, the materials available, and the ground rules. During the plan forming stage we look for individual skills such as initiative, leadership, team building, creativity, communication, flexibility, decision making and time management. Events include Assault Course, Sheep Pen, Minefield, Pot on a Pole, Spidersweb, Canal Crossing and Ravine Crossing, Raising the Flag, Discs, 4/5 Person Skis, Fred's Cadillac and Blind Alley.

As well as being great fun, the competitive element and teamwork development will be of great benefit in the future. These sessions are ideally suited for Schools, Youth Clubs, Scout Groups and similar organisations.

During the Team Building Tasks we look for individual skills...

- Initiative
- Leadership
- Creativity
- Flexibility
- Decision Making
- Time Management
- Communications
- Man Management

Tasks include:

SHEEP PEN

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.

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

MINEFIELD

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.

No team member or equipment can touch the ground and 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

Get the bucket part-filled with water on to the top of the pole and leave it there with nothing attached. The boundary barrier is approximately 3m away from the pole and 1m from the ground.

No team member or equipment can touch the pole or the ground inside the boundary fence or the boundary tape. 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.

RAVINE CROSSING

Get three barrels from one side of the wood to the far side in the shortest possible time. None of the barrels may be touched by the team members.

At the three 10m wide Ravine crossing points no team member, nor equipment, nor barrel may touch the ground.

If any team member touches a barrel accidentally, a 30 second penalty will be added.

RAISING THE FLAG

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.

If any team member or equipment touches the ground inside the "no-go" area (except for the flag pole, which must be secured before the flag is flown) all the equipment must be returned to its starting position and the exercise repeated.

4/5 PERSON SKIS

Every team member must ski around the Obstacle Course in the shortest possible time.

Feet must stay on a minimum of one ski at any one time. If anyone falls off the skis they must "re-mount" with no advantage gained.

A maximum of 5 people on the skis at any one time (if a team of 6) and 4 if a team of 5.

CANAL CROSSING

Get every member of the team from one side of the 7m wide canal and back again during the course of the event, without them touching the water. Collect the barrel of "vital medical supplies" (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 and to get the injured team member from the far side to this side assuming he has severe spinal injuries.

SPIDER'S WEB

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.

Each team member must go through a different "hole" plus the team must go through the holes in sequence.

If any member touches a rope/pole/tree, the whole team goes back and starts again!

DISCS

Move 5 tyres from peg A to peg C leaving them in the correct order of size - largest at bottom, smallest at top.

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 and pegs cannot be moved. Each time a ground rule is broken a team member has to drop out.

WATERSLIDE

Move 25 litres of water from the starting point to the empty barrel 14 metres away using the equipment provided. Neither the original barrel or the empty barrel can enter the taped off area.

Once the drainage system has been built and the water is poured, team members may not touch any of the pipes, guttering or supports.

ASSAULT COURSE

Get the whole team plus the injured man "dummy" plus the 25 litre barrel around the Assault Course in the shortest possible time.

At least 3 team members must go at a time and at no time can there be less than 2 people carrying the dummy.

BLIND ALLEY

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.

When inside the alley, team members must be blindfolded and all team members and equipment must travel in a forwards direction at all times.

FRED'S CADILLAC

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.

No team member can touch the ground between the tapes.

Junior Team Tasks : Ages 12-18

Cost per head (inc. VAT)

Half Day: £45.00 (Minimum £450.00)		
Times:		
10.00 am - 1.00 pm	2.00 pm - 5.00 pm (1.30 pm – 4.30 pm in Winter)	5.00 pm - 8.00 pm (Summer only)
Full Day: £65.00 (Minimum £650.00)		
Times:		
10.00 am - 5.00 pm (4.30 pm in Winter)		

We can be flexible on times. Please telephone to discuss

BBQS & PICNICS - Recycling the Recyclable - Removing the Rest

Participants can bring packed lunches, clearly marked, or use our barbecue facilities by prior arrangement. If you wish to picnic/barbeque please allow a maximum of 45 minutes at the end of your event for collection purposes. Please note that parents/teachers are responsible for their group during this time on site.

As always, we are happy to offer our visitors the use of the undercover BBQ and Picnic Area on the day of their event. We do not charge for the use of the barbeque, but please note that you will need to bring your own food, charcoal and cooking utensils. However, we cannot cope with the enormous amount of rubbish which gets left after the events - on busy weekends we can have up to 20 black bags to deal with.

We have unlimited fresh water for drinking so please refrain from bringing bottled water - you will significantly reduce the need for recycling and help save the planet too!



We have bins on site to recycle glass, clean plastic bottles and aluminium cans. For everything else – **PLEASE TAKE IT HOME!!**

It is the responsibility of the parent/teacher to ensure that the picnic/barbecue area is cleared up after use.

2024 JUNIOR TEAM TASKS BOOKING FORM

Please print clearly in capitals and return to above address

NAME	
SCHOOL NAME (IF APPROPRIATE)	
ADDRESS	
POST CODE	TEL
EMAIL ADDRESS	NUMBER IN GROUP
EVENT TYPE	AGE RANGE
EVENT DATE AND TIME	NUMBER OF PARTICIPANTS

**Call Arena Pursuits on 01580 879614 or visit www.arenapursuits.com
for more information**

