



## DESERT SURVIVOR

You have received your invitation to your company's national conference in Phoenix, Arizona. The overall flight is pretty smooth until a couple of air pockets cause the plane to drop altitude quickly. In an effort to lighten the load, the pilot opens the cargo door and let go of some pretty important load. Technical difficulties force the plane to crash-land in the middle of the Superstition Mountains. Far from any civilization, you're stranded in the middle of an inhospitable desert landscape. It may take up to a week or more before the rescue team can reach you. A monsoon desert storm is forming over the highest peaks. You just have a couple of hours to set up camp in the hope of surviving these harsh conditions. Only the team with the camp that can withstand the elements of nature will survive.

Fortunately for you, a few professional guides, returning from an expedition, are on your flight. Their camping gear is scattered all over the landscape. To retrieve this precious equipment, they instruct your group on how to use a compass and read a map to help better the situation. One of them even has a G.P.S. unit (Global Positioning System). If you pay attention and you combine all these skills, you just might succeed. Divide up the group into teams of 5 to 10 participants (based on the size of the group), and get those people busy. Each team will navigate from checkpoint to checkpoint in order to gather the essential materials and tools to build a camp (stones and wood for a fire pit, poles and canvas for a tent, kitchen utensils for cooking, flashlights and batteries, etc).

Without these components, constructing a primate camp of out of limited resources is much harder than it needs to be. A well-thought out strategy, effective communication and proper execution will be your keep to success. Teamwork and a positive attitude is what you'll need to succeed. The name of the game here is to get everyone involved and to have some serious fun.

Desert Survivor is a low-impact event, suitable for both non-active as well as very active persons. It all depends on the strategies that are formulated during the team planning stages.



### Arizona Outback Adventures

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**SAMPLE TIMELINE – OPTION 1**  
**Course beginning with a Vehicle Transfer**

Elapsed Time (hours)	Important Events
0.00	<p>Departing hotel on bus. AOA escort(s) will be present at the hotel departure and will provide a cooler for each vehicle with iced drinks for the 30-45 minute drive into the desert. On the drive to the desert, the escort(s) will briefly explain the event while randomly distributing colored bandannas. The color of the bandanna indicates the team the recipient will be on. Attached to each bandanna is the name of a native animal. This animal indicates which skill station meeting the recipient will be attending when they depart the bus.</p> <p><b>NOTE:</b> If the client wishes to pre-assign teams, bandannas will be handed out as the participants board the bus. We do require a spreadsheet with names and team designations to be provided 15-days prior to the event.</p>
0.45	As the participants step off the bus they will be directed by AOA staff to look for, and gather around, the sign that matches the animal name attached to their bandanna. This process always takes 10-15 minutes due to the ever-present pre-event bathroom break.
0.55 – 1.10	Once all participants have gathered around their animal name sign, they will be informed that this is their skill station. Each skill station will be taught by a professional guide/facilitator and will be accompanied by a handout. There will be at least one member of each team in each skill station meeting. Each team member will typically learn only one skill (learning two skills may be required depending on the number of participants/teams) and will be required to hand in their skill station packets at the end of the skill learning period.
1.10 – 1.15	Once the skill-learning period is complete, the participants will be instructed to move to the sign matching their bandanna color. These will be their teams. An AOA facilitator will instruct each Team Manager to spend the next five minutes briefing their team about the rules, goals, scoring and concept of the game. They must also use this time to make an overall course strategy.
1.15	At the sound of an air-horn, the groups will depart the Start area and move out onto the course. <b>NOTE:</b> Depending on the number of teams and the course, a facilitator may be present at each control point or navigate the course with the teams.
1.15 - 3.00	Teams will be navigating the course.
2.45 – 3.00	Teams will be finishing the course. Snacks and beverages will be supplied at the finish line.
3.15 – 4.00	Return to the Hotel
<p><b>AWARDS CEREMONY</b> (optional)</p> <p>Note: If the awards ceremony takes place immediately post event, it may cause the total event time to be 4 hours and 30 minutes.</p>	<p>AOA does not provide awards – the group coordinator or DMC must supply these.</p> <p>Groups with less than 60 participants can begin their award ceremony 15 minutes after the last team finishes. This can be done in the desert before returning.</p> <p>Groups of 60+ participants can begin the awards ceremony not less than 30 minutes after the last team finishes.</p>

**SAMPLE TIMELINE – OPTION 2**  
**Course on resort property or without vehicle transfer**

<b>Elapsed Time (hours)</b>	<b>Important Events</b>
0.00	<p>Participants are entering a ballroom or courtyard area. Tables will be set with a designated number of chairs and AOA staff will ensure that chairs are not moved between tables. Each table will have folded bandannas on it. Each participant will be instructed to pick-up one bandanna. The color of their bandanna will designate their team affiliation. After the game is introduced, the participants will be instructed to move to the signed areas that match the animal name attached to their bandanna.</p> <p>NOTE: If the client wishes to pre-designate teams, bandannas will be handed out from a 'registration desk' as the participants enter the start area. We do require a spreadsheet with names and team designations to be provided 15-days prior to the event.</p> <p>Note this is a sample start. Other options are possible – bandannas can even be handed out at the Conference registration days before the event.</p>
0.10 – 0.25	<p>Once all participants have gathered around their animal name sign, they will be informed that this is their skill station. Each skill station will be taught by a professional guide/facilitator and will be accompanied by a handout. There will be at least one member of each team in each skill station meeting. Each team member will typically learn only one skill (learning two skills may be required depending on the number of participants/teams) and will be required to hand in their skill station packets at the end of the skill learning period.</p>
0.25 – 0.30	<p>Once the skill-learning period is complete, the participants will be instructed to return to their original team tables. These will be their teams. An AOA facilitator will instruct each Team Manager to spend the next five minutes briefing their team about the rules, goals, scoring, and concept of the game. They must also use this time to make an overall course strategy.</p>
0.30	<p>At the sound of an air-horn, the groups will depart the Start area and move out onto the course. NOTE: Depending on the number of teams and the course, a facilitator may be present at each control point or navigate the course with the teams.</p>
0.30 – 2.00	<p>Teams will be navigating the course.</p>
1.45 – 2.00	<p>Teams will be finishing the course. Snacks and beverages will be supplied at the finish line if arranged through the hotel.</p>
<b>AWARDS CEREMONY</b> (optional)  Note: If the awards ceremony takes place immediately post event, it may cause the total event time to be 4 hours and 30 minutes.	<p>Groups with less than 80 participants can begin their award ceremony 15 minutes after the last team finishes.</p> <p>Groups of 81+ participants can begin the awards ceremony not less than 30 minutes after the last team finishes. Often it is a good idea to provide entertainment or other activities during this waiting period.</p>

### **Global Positioning System (GPS) Navigation**

One of the biggest challenges facing corporations in the 21<sup>st</sup> century is learning to utilize new technology to gain a competitive advantage and increase operational efficiency. When we add GPS navigation technology to our Team Orienteering, it forces the participants to learn, and then utilize a new technology quickly. Their teammates will be counting on their ability to do so!

Each team will be provided with a modern Global Positioning System (GPS) unit. During the skill station meetings, one to two team members will learn how to use the GPS unit for navigation. There will no longer be orange marking flags designating control points. Teams must pinpoint control point locations utilizing the GPS navigational technology.

### **Post-Orienteering Professional Debriefing:**

Orienteering is appealing to groups because it is a great teambuilding exercise, yet is light, fun, educational, non-threatening and not very serious. However, the "fun" side of Orienteering often distracts the participants from understanding the personal growth and team dynamics that take place during the event. Orienteering participation allows individuals to find their own place in a group, as well as feel like he or she is a valuable contributor to the group in a non-invasive, fun and creative environment. Including a professional counselor to debrief the group refocuses each individual on the aspects of the event that will lead to productive professional and personal development. While each debriefing is unique to each group, the following issues typically emerge:

- Effective leadership qualities and techniques
- Creative problem solving
- Dysfunctional personality and work patterns
- Self awareness of individual roles within a working unit
- The importance of each individual within a team
- Awareness of the benefits of teamwork
- Verbal and non-verbal communication skills
- Work ethic

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## SAMPLE DESERT SURVIVOR PACKET

### SKILLS

Each skill station will be taught by a professional guide/facilitator and will be accompanied by a handout. There will be at least one member of each team in each skill station. Each team member will learn one skill (or a combination of two) and will be required to hand in their skill station packets at the end of the skill learning period.

Teammates will possess the following skills:

**Map Reading:** These teammates will have the course map and understand how to use it.

**Compass Use:** These teammates will have a compass and understand how to use it.

**Desert Flora & Area Landmarks:** These teammates will know the location of, and be able to identify, area landmarks such as mountain ranges. They will know the plants that are included in their clue sheet and required for the photos.

**Team Manager:** None of your teammates have any idea what is going on, so it is the Team Managers job to explain the game concept, collaborate their individual skills, define roles and create a cohesive unit working to efficiently complete the game.

**GPS Coordinator Technology:** These teammates will learn how to utilize new navigational Global Positioning System (GPS) technology to pinpoint their team's position and find control points.

**SEE SAMPLE CLUE, SAMPLE SCORING STRUCTURE and SAMPLE SKILL PACKET BELOW...**



## **SAMPLE SKILL PACKET**

Now that you have been separated into teams, it is time for each team member to learn a different skill. Each team will need a variety of skills in order to successfully compete in today's game. Your skill is indicated below and you will be responsible for learning the following information.

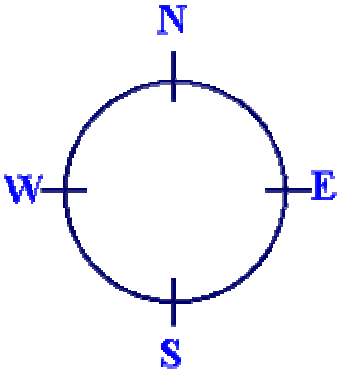
# COMPASS USE

Your skill as the compass expert will be essential to your team's ability to competitively participate in this teambuilding event. At the conclusion of the skill-learning period, please ensure that you each have a good understanding of how to efficiently use a compass for navigation and directional identification. You have been supplied with a compass. This is your team's compass, which will be used for the duration of the event. After the skill-learning period, you will be asked to return this packet. Make sure you understand compass use before you return the packet!

**BE SURE YOU KEEP THE COMPASS AT THE END OF THE SESSION**

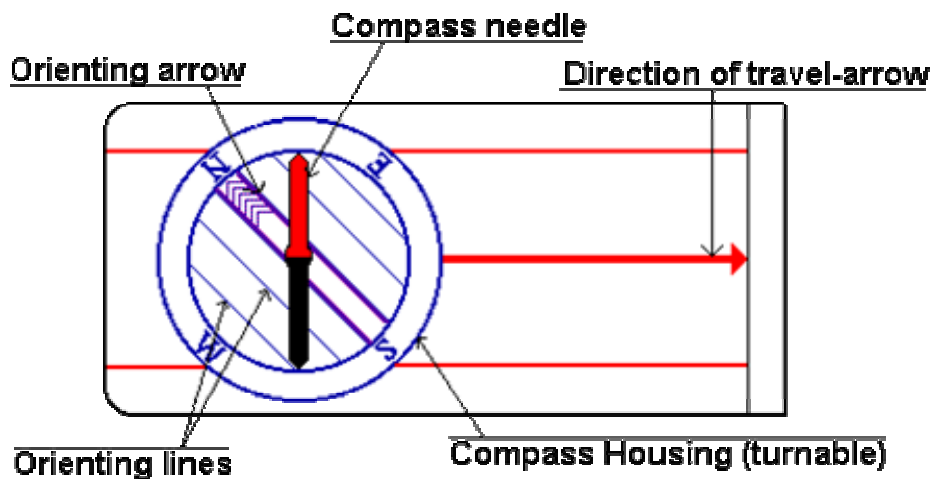
## How to use a compass:

The history of the compass dates back to the time before Christ. The invention of the compass was based on the realization that when a Lodestone was floated on a piece of wood in water, it always turned and pointed in the same constant direction. Because your compass still works on this same principle, it **MUST ALWAYS BE HELD LEVEL IN ORDER TO WORK PROPERLY!**

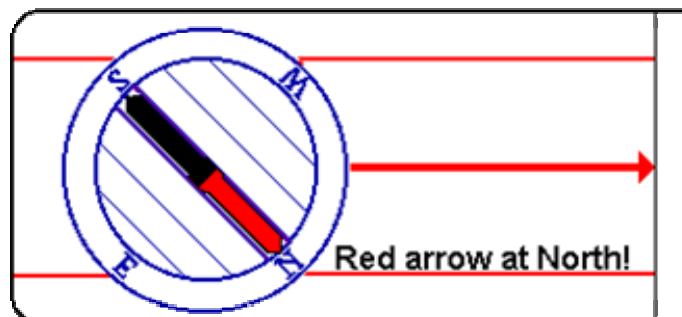


The directions are the first things you need to learn. **North, South, East and West.** Look at the figure below and be familiar with how to read each direction. North is the most important.

There are several kinds of compasses. The diagram below will familiarize you with the type of compass you will be using today.



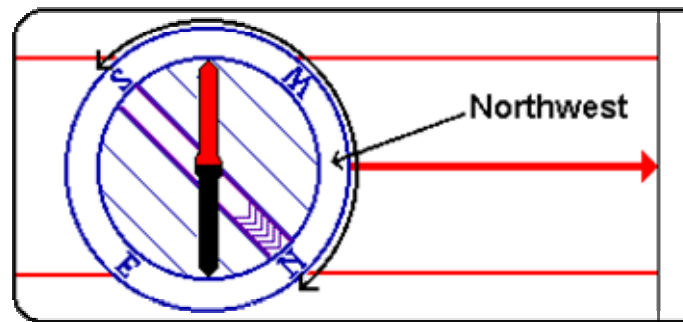
Note the red and black arrow – referred to as the *compass needle*. **The red part of the needle is always pointing towards the earth's magnetic north pole.** So, if you line up the red arrow with the N on your compass you will always be able to determine what direction North is. That's basically what you need to know. It's as simple as that and you can usually figure out all the other directions based on this reading.



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Now how do you use the compass if you want to go a different direction? Notice the turnable part on your compass – it's called the *Compass housing*. On the edge of the compass housing, you will have a scale - from 0 to 360 or from 0 to 400. Those are the degrees or the *azimuth* (or you may also call it the bearing in some contexts). You should also have the letters N, S, E and W for North, South, East and West printed on the compass housing. If you want to describe a direction between two of these, you would combine them. For the descriptive terminology for a direction between North and West, you simply say: "I would like to go northwest."



Let's use that as an example: You want to go northwest. First, you find out where on the compass housing northwest is. Then you turn the compass housing so that northwest on the housing lines up exactly where the large *direction of travel*-arrow meets the housing. Hold the compass in your hand. Make sure you hold it quite level, so that the compass needle can turn.



Now, time to **be careful!** It is *extremely* important that the red, north part of the compass needle, points at north in the compass housing. If south points at north, you would walk off in the exact opposite direction of what you want! And it's a very common mistake among beginners. So always take a second look to make sure you did it right!

A second problem might be local magnetic attractions. If you are carrying something made of metal, it can disturb the arrow. Even a staple in your map might cause a problem. Make sure there is nothing of the sort around. There is a possibility for magnetic attractions in the soil as well, such as in mining districts. These problems, known as "*magnetic deviation*", happen but very rarely.

When you are sure you've got it right, walk off in the direction that the travel-arrow is pointing. To avoid getting off course, make sure to look at the compass quite frequently, say every hundred meters. Once you have the direction, aim at some point in the distance and use it as a guideline while you take your picture or move to your next control point.

There is something you should look for to avoid going in the opposite direction: the Sun. At noon, the sun is roughly South (or in the north on the southern hemisphere). If you are heading north and have the sun in your face, it should ring a bell.

If you are taking a long hike in unfamiliar terrain, you should always carry a good map that covers the terrain, especially if you are leaving the course. It is in this interaction between the map and a compass that the compass becomes really valuable. For this event, there will be another teammate learning map-reading skills. You will meet them soon!