

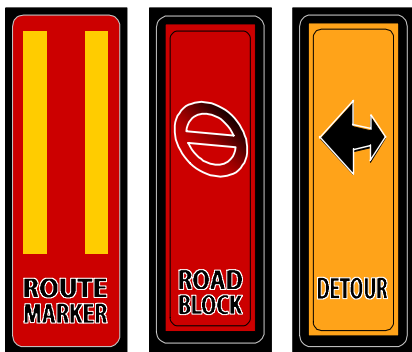


THE AMAZING CORPORATE RACE

Similar to the top-rated TV show, Arizona Outback's Amazing Race is a race against time with a competitive team element. The event focuses on communication, problem solving, strategy and a real need to be creative. It is a great way for individuals to work as a team and to get to know each others strengths. The race consists of a series of clues to get from one point to another; along the way certain tasks and activities have to be completed in order for teams to continue.

How it works: The group is split into teams of 3-12 people (depends on group size). We have a pre-race briefing to explain the rules of the race, provide emergency numbers, colored bandannas, etc. Teams must interpret a number of "clues" to locate Route Markers positioned at local landmarks. Throughout the course, teams will come across a variety of interesting and exciting route markers, road blocks and detours.

This is a low impact event although, as a minimum, there is a significant amount of walking involved. This race can be done by all ages and fitness levels but it is essentially up to each team to use their initiative and creativity to get from start to finish by the quickest and easiest possible route.



- **Route Markers** mark the location of additional route information.
- **Road Blocks** Outline a specific task the entire team must complete before moving on.
- **Detours** give a choice of 2 tasks that at least one person on each team must complete before moving on.

After the last team has finished, we calculate the winning team(s) and award prizes (provided by the client if desired).

CALL US FOR A CUSTOM AMAZING CORPORATE RACE.



Arizona Outback Adventures
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SAMPLE TEAM CHALLENGES

Communication & Trust: Midnight Crossing.

This challenge requires excellent communication and listening skills. Choose only four teammates to participate. Choose who will be the verbal “navigator” and who will be blindfolded. Then pair up 1 navigator to 1 blindfolded teammate.

- From outside of the cone minefield, the navigators must verbally direct their blindfolded teammate through the minefield to the other side.
- If the blindfolded teammate touches a cone, the pair must start over from the beginning

Problem Solving/Visual Recognition: Puzzle Boards.

This seemingly simple exercise is ultimately difficult and time consuming. Teams must complete a series of Puzzle Boards that will challenge the team’s ability to think quickly, accurately, and perform efficiently against the clock. This, after all, is a timed event.

Risk Taking/Survival.

You ran out of food days ago...and yet, you are so close to make it out of the mountainous wilderness. You desperately need to eat to stay alive and keep going. The choice is now yours: you can survive a few more days by eating crickets, live ones.

Communication/Coordination: Walk the plank.

Teams must walk to the end of the line, turn around, and race to the finish line...as a team. Right foot, left foot... Right foot, left foot, as a team, on wooden planks.

Strategize/Leadership Skills: Human Checkers.

Determine the proper pattern so that your team can move on to the next challenge. Each participant stands in a circle (total of 7 circles, 1 remaining empty). The two sides must exchange places, with only two legal movements available: one participant may step into an empty circle that is immediately in front of them or one participant may pass another agent that is facing them only if there is an empty circle immediately behind the participant being passed. Only one participant may move at a time.

(this exercise also works with an odd numbered team).

Problem solving/Desert Traverse. The Arizona summer heat is unbearable, so your team searches for the little shade available in this part of the Sonoran Desert: in the bottom of a wash, under a large palo verde tree. A late afternoon monsoon storm forces you out of your hiding spot. Water and debris are raging down the wash, and you are now on the wrong side of the wash. To reach civilization, you will need to cross the wash on a 2” wooden board. No one can be left behind.

Once on the board, your team must re-arrange itself according to length of employment, from the most senior member to the newest member of the team.



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