



WITH TEAMS SPLIT AND READY FOR ACTION THEY WILL NEED TO BE AT THEIR VERY BEST IN ORDER TO 'OUT-PLAY', 'OUT-THINK' AND 'OUT-RUN' THE OTHER TEAMS IN AN ATTEMPT TO COMPLETE AS MANY CHALLENGES AS POSSIBLE AND SCORE THE MOST POINTS WITH-IN 60 SECONDS.....

Ten Challenges using Household items. 60 seconds on the clock. Rival Teams! Incredible Prizes on the line. Your Team has a Minute to Win-It.....

During the teambuilding session teams will sit together in teams. Our host/s will present the different challenges calling 1 (or all) members of each team up to complete in each challenge. Challenges may be done in front and on stage or at the teams table.

The 'blueprint' of each particular challenge will be projected onto the screen or played through the plasma system. Teams will have a chance to watch this and the MC will go through each challenge in meticulous detail so that the competing members will understand exactly what is expected of them. For some challenges teams will be given time to practice their techniques.

Each challenge completed within the minute will score that team 1 point. Bonus points will be awarded for the fastest time in completing a challenge 3 points.

DURATION: 2 HOURS (DAY/NIGHT ACTIVITY)





A fully interactive program, based on the TV series Survivor, the group is split into tribes and those tribes will go head to head in a number of entertaining and fun challenges. Identities must be created and teams will be tested to the limit as they must 'out-play', 'out-think' and 'out-run' each other to be the 'Ultimate Survivors'.

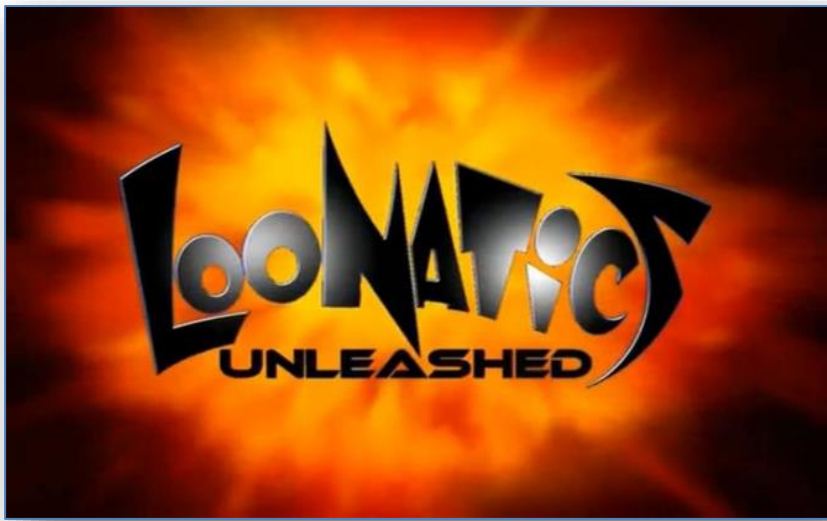
At the start of the 'Survivor' teams will be given coloured bandanas as well as a tribal necklace and tribal name. At each challenge teams will win beads and this will be the scoring system, and the team with the most beads at the end of the day will be deemed the winners!

Teams will rotate in clockwise and anti-clockwise directions so that at each challenge they will meet a different team.

At the end of the Survivor Challenge we will hold a tribal council where the winners will be announced.

DURATION: 2 HOURS(DAY ACTIVITY)





A fully interactive program, roughly based on the legendary 'Hill-billy Games of America', the group is split into teams and those teams will go head to head in a number of entertaining and fun challenges. Identities must be created and teams will be tested to the limit as they must 'out-play', 'out-think' and 'out-run' each other to be the 'Ultimate Loonatics'.

At the start of the Looney Games, teams will be given coloured caps as well as a looney necklace and crazy name. At each challenge teams will win beads and this will be the scoring system, and the team with the most beads at the end of the day will be deemed the winners!

Teams will rotate in clockwise and anti-clockwise directions so that at each challenge they will meet a different team.

At the end of the Looney Games we will hold a tribal council where the winners will be announced.

DURATION: 2 HOURS (DAY ACTIVITY)



The group will be divided into forensic investigation units and will be required to investigate a murder. Forensic evidence must be collected from the scene of the murder, the body dumping site, the vehicle and more, and once collected the evidence must be interpreted and the murderer named.

There has been a murder at the venue!

Teams will assemble for the briefing and the kit hand over. Each team will be branded as a unit of the local PD and their task...to solve the murder and put the killer behind bars!

Once the teams are assembled they will be briefed on the day and its workings after which they will be given a bit of time in which to plan their movements and approach to the problem.

The program will run across the property with different areas playing key roles in solving the murder.

There will be a murder scene (bedroom), the site where the body was discovered, the wagon wherein the body was transported as well as undertaker, saloon and the police station's investigation unit where teams will be able to

profile the killer/s, match ballistics, and look at the local gun register.

DURATION: 3 HOURS (DAY/NIGHT ACTIVITY)

✉ Info@unitybuilt.co.za

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Potjie Pots

**A DAYTIME/EVENING PROGRAM PERFECT AS A TEAMBUILDING EXERCISE,
WITH SOME FUN COMPETITION AND GOOD FOOD THROWN IN!
AGAIN, INDIVIDUALS WILL BE ALLOCATED INTO TEAMS AND EACH TEAM
WILL BE LOCATED A POTJIE COOKING SECTION, THEIR RECIPE AND
INGREDIENTS WILL BE PROVIDED AND THEN ITS 'READY', 'STEADY.....
COOK!'**

Teams will be judged on Team spirit, taste and presentation.

Some fun quiz and Minute-to-Win-it type activities will be thrown in between cooking periods to take up the time, and there will be a clear winner of the quiz section as well.

DURATION: 3 HOURS (DAY/NIGHT ACTIVITY)

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Includes:

- Management and facilitation of the event.
- All activities as described above.
- Bandanas & prizes.
- Travel expenses & meals for facilitators.
- Photographer

Excludes:

- Transport to and from the venue for delegates
 - Drinks alcoholic and non-alcoholic
 - Any extras not mentioned in the above
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