



PRESENTS

AN INTERACTIVE TEAMBUILDING
ADVANCE PREPARED FOR

***Whiteface Lodge
Management Staff***

***Whiteface Lodge
Lake Placid, NY***

May 1, 2014

REVITALIZE... ENERGIZE... SYNERGIZE

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What we heard you say

During our discussion revolving around the Whiteface Lodge management staff advance at Whiteface Lodge, I have gained valuable insight into the current needs for this retreat. The following summarizes this current understanding.

- Whiteface Lodge (WL) is looking for a team building event on property for 15-18 management staff on May 1, 2014 from 10:00-1:00pm.
- In the past WL went to Paul Smith College where they went through a high and low ropes course for their team building event
- The group consists of all managers from the resort who's roles are to supervise staff, department budgeting, up-selling packages to the guests, and most importantly, ensuring that the guests have the best experience while on property
- These managers all know each other, approx. 10 are new within the past couple years and 14 were managers who opened the doors for the resort or started shortly after.
- WL would like the event to be held outside 75% of the time to create an enjoyable, engaging, lasting impression on the staff while the remaining 25% to be held indoors for the opening and closing of the event.
- One lady recently had arm surgery so may not be able to fully participate in the activities.
- Positive Attitude = Positive Influence
Negative Attitude = Negative Influence
- WL would like us to show the management and sales team what specific events and activities we can provide to their corporate groups so that they have the ability to sell it after we leave as well as gain from the experience as a team

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Outdoor Team Expedition©

Team Expedition is an engaging series of team building initiatives that use the diverse naturalistic terrain of your choice of an outdoor environment. Teams follow the experiential learning cycle as they experience unique problem solving challenges, reflect on the team process, and develop and test new theories of performance. The program design and facilitation ranges from light discussion to in depth knowledge transfer to personal and professional lives. The program will highlight key business concepts that are relevant to propelling your team toward future success. Using our "Better-Faster-Cheaper" framework teams will collaborate and share information after each round which is the key to organizational success. Each event is customized according to the focus of your organization and specific desired outcomes.

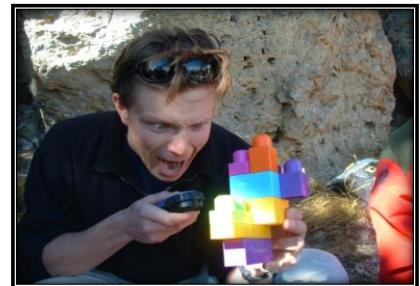
Sample Activities (Choose 2)

These are only a couple of the activities that we have to offer which can be changed or modified to help promote your company's needs. What is most important in our design considerations is that these activities provide the framework to challenge the Whiteface Lodge employees and provide the platform to process the meaning of the activities. Behind each of the strategies are the individual and team processes, and the actions which turn these values into reality. The final design will be furthered as we continue our dialog and will be adapted as the program is delivered.

Communication Break Down

Activity overview: In this engaging communication activity, teams are sub-divided into two groups. One group has a series of "solutions," represented as a series of interconnected objects in one completed model. The other group has the "problems," which are identical objects. The groups must work together under the parameters provided to share communication and complete the task as efficiently as possible. This fascinating activity highlights assumptions, feedback, individual awareness and communication styles.

Outcomes: This activity highlights the 3 styles of communication; visual, auditory and kinesthetic but also challenges the two sub groups to have a shared mental model to become successful.



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Key Punch



Activity overview: The team is broken into “divisions,” (depending on numbers), and are told that they must touch a series of “key pads,” which are numbers 1-25 on the ground within a boundary rope, in sequential order, in the fastest time possible. The team starts and ends behind the finish line, and all members must participate. Several other rules are in place (i.e. no two numbers can be touched out of order), and an infraction of the rule will

result in a time penalty. Teams have multiple attempts to complete the activity and improve upon their process, and information sharing is an integral part of their success.

Outcomes: An awareness of strategic problem-solving methods, accountability of all team members, quality control, process improvement, communication and leadership.

Cup of Dreams

Activity Overview: The team is challenged to transport a bucket from point A to Point B, using only the resources provided. The resources include a flexible transportation device that has a series of strings tied to it. Objects, which can be framed as metaphors for individual contribution, elements of teamwork, etc. are place into the transportation bucket and the goal is to not drop any of the objects while transporting the bucket with the device. There are a variety of methods for implementing this activity. The following is one such example:

Option 1: The team is split into two halves – “coaches” and “implementers.” Every implementer is blindfolded (or closes their eyes), and each coach is assigned to an implementer. Only the implementers may touch the strings and the coaches must communicate with their implementers to execute the task. Coaches may not touch the strings or their implementer at any time.

Outcomes: This activity opens up a variety of issues depending on the framing and facilitation. Participants will experience insights around challenges of clear communication, sharing a clear vision, trusting information flow and execution of a task. Communication is critical for success and leadership styles will be illuminated. The coaching and mentoring relationship is also a highlight for participants. The act of being blindfolded may also highlight certain emotional states for participants. This activity may also be positioned as a ceremonial closing activity and finale as the group transfers their “learning” from the day.

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Teaming with GPS©



Technology meets adventure when one or more teams go on a high-tech treasure hunt.

Experience the hottest corporate team building event available. In this action-oriented, engaging experience, two or more “Geo Teams” go on a high-tech treasure hunt in a customized, designated location. Each team is given critical team resources, including GPS units that are pre-programmed with vital coordinates of the goals, called *caches*. Utilizing leadership and team skills, two-way radios and GPS units, each team collaborates to find their caches, often while solving two minutes for teams challenges, or solving Whiteface Lodge trivia questions. This program offers a great way for individuals or teams to explore a local area, get to know each other and have fun!

Teams will need to develop a plan as to how they will navigate the course to optimize their time and efficiency and locate as many “caches” as possible in a limited amount of time. The goals are designed to the group’s specifications and can vary from simple to complex. Throughout this event, individuals and teams will be challenged to optimize their team performance, focus on communication skills, and allow individuals to emerge as leaders. Participants enjoy the excitement of combining adventure with technology while building stronger connections with each other, improving communication skills, and developing specific action plans for fine-tuning performance in the workplace. Caches and solutions are customized to the location and outcomes of each event. The total number of caches will be determined by the amount of time allotted and the physical challenge desired. Programs typically involve one to three hours of navigation and searching for the caches, with moderate physical activity required. Program themes can be customized to fit company specific concepts.

This Program Includes:

- Teaming with GPS© course design and client customization
- GPS units, 2-way radios and “mission critical” information
- Grand Dynamics adventure facilitation for briefing, coaching, monitoring, debriefing, awards ceremony and conclusion

Timeframe: The Teaming with GPS© event is typically designed to last between 2-4 hours and will be customized to meet event timelines.

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Two Minutes for Teams

Grand Dynamics will create our version of the popular “Minute to Win It” challenges with our new: “Two Minutes for Teams!” These are short challenges that take place at the checkpoints of the Teaming with GPS event: **(Choose 2)**

Ka-Broom

To begin the game there will be several paper plates that hang halfway off a table with a Ping Pong Ball centered on the portion of the plate covering the table. When the clock starts, a player places broom bristle side down, and releases the handle so it makes contact with the plate. The Ping Pong Ball should catapult into the air and a separate player must attempt to catch it in the cup while at least 1 foot is behind the foul line which is 7 feet away. If a player's hand makes contact with a Ping Pong Ball, the attempt does not count. After each successful round the team must rotate in a new catapulter and Ping Pong Ball catcher. To complete the game, the team must catch 9 Ping Pong Balls so that they are in the cup concurrently within the 2 minute time limit.



Movin' on Up

Prior to the start of the game there will be 49 red cups with 1 blue cup on the bottom of the stack. When the clock starts the team must develop an order as to how they pass the stack of cups around while taking one cup at a time from the top of the stack and placing it on the bottom. Every player must touch at least one cup and the game will be complete when the blue cup has successfully moved up the entire stack and placed back on the bottom within the 2 minute time limit.



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Stacker

One participant will slide 10 nuts onto chopstick so they're all touching. There will be a green foul line, which the player's hand cannot pass, between the end of the chopstick and the nuts. When the clock starts, the rest of the team will hold the platform and the player will carefully place the first nut on the board by tipping the stick onto the platform. Once started, the nuts will be stacked vertically. The nuts should be stacked on one of the six sides of the hexagon, on top of each other one at a time until all ten are stacked. The stack of 10 nuts must remain standing for 3 seconds before the 2 minute time limit is up.



Speed Eraser

When the clock starts, players will need to bounce pencils into glasses located on the table. The pencils must bounce off the table using the eraser end and land directly in the bottom of the glass with no interference in order to be counted. To complete this game, players must land 1 pencil into the bottom of each of the 10 glasses within the 2 minute time limit. Every player is responsible for making at least one cup.



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