



LEADERSHIP ACTIVITIES AND COMMAND TASKS





LEADERSHIP ACTIVITIES AND COMMAND TASKS – 2012

General Outline

The activities set out in this booklet cover a broad range of ability levels and group sizes. The activities are designed to bring groups together to work as a team, provide opportunities for practical problem solving and improve leadership and communication.

Planning

Before undertaking any activities a risk assessment must be conducted to ensure the activity is safe, some may require personal protective equipment.

Most of the activities within can be adapted to suit the ability or size of your group or equipment you have available.

Below are a few things to consider:

- Are you going to appoint a leader or allow the group to decide who's in charge?
- Are you going to impose extra restrictions to make the task more difficult?
(this can be done along the way if a group finds it too easy - eg. Blindfolds, No talking etc.)
- Are you going to impose a time limit?
- Are you going to brief the whole team or just the Leader
- Are you going to provide the team with extra equipment to make it easier/harder or to act as a "red herring"? (e.g. Having to carry a "Burden")
- Are you going to take away equipment or impose extra restrictions as a penalty for rule breaking?
- Are you going to give the team the equipment required or scatter it around a larger area (Like a scavenger hunt) to add an extra element to the task?

Roles within a Team

A team consists of several individuals coming together to complete a task.

Different team members will bring different strengths to a team, therefore if you want maximum participation and know your groups well, roles can be created to help include individuals.

This may mean that not all individuals within the team need to complete the physical task but instead some less able individuals could act as a co-ordinator, communicator, time keeper etc.





- **The Croc's Jaws**

Split your group in to teams of 4 – 8. You will need two P.E. style benches; at 1 end they will be ½ a meter apart and at the other they will be 2.5 meters apart – these will form the croc's jaws. Give the team 1 plank of wood for every team member. The team needs to escape the clutches of the croc before he wakes up and bites in 4 minutes. Starting at the narrow end, without touching the floor and team members can only stand on the planks (not on the overlap where the plank meets the bench). If anybody touches/stands on the floor the whole team has to start again and if any planks touch the floor they are swallowed by the croc and the team loses them.

The task is timed – fastest team wins.

- **Pin The Tail On The Donkey**

This is a fun challenge for teams of 3 – 6. You will need a Picture of a donkey with a target on it (or just a target), a tail with a pin, some blu-tac and some string. It is your choice whether you give teams several wooden poles/broom handles or them searching for sticks in woods. There will be a 2-5 meter "no man's land" between the donkey and the teams. The teams aim will be to pin the tail on the donkey from their side of no man's land.

The task is timed – fastest team wins.

- **Team Ski**

Split your group in to teams of 3 – 6. You will need a set of "Team Ski's" or you could also use a length of rope and tie all right legs together at short intervals and the same with the left. Either way this should restrict movement so that the team will have to work together just to walk. What you do now is your choice. It could be a simple race, short or long distance or it could be to complete a task or race over a simple obstacle course.

- **Splish Splash**

Split your group in to teams of 2 – 5. This task is best completed outside or in an area where very little equipment is available (cups, bowls and buckets) as the teams will be able to use anything they can find. There will be 2 water containers (the bigger the better) 5 meters apart, 1 full and 1 empty. The teams aim will be to transfer as much water as possible, in 5 mins, without moving either container. They can use anything to hand. If this is too difficult it could be made simpler by giving each team extra equipment such as cups or buckets, or even obscure items such as funnels. It's best if teams can't see the other teams attempt the challenge, so they can't copy ideas.

The team with the most water in container 2 after 5 mins is the winner.

- **The Short Bridge**

Split your group in to teams of 4 – 8 for this task. You will need 2 barrels/platforms about a foot further apart than the length of a plank. All the teams will be given is 1 plank. The teams aim will be to get the whole team across from barrel to barrel without touching the ground. If this is too difficult give the team another plank and some rope.





- **Help Franks on Fire**

Split your group in to teams of 3 – 6. Mark out 2 lines, 3 – 6 meters apart, depending on how difficult you want it to be, this will be your gorge. Position half the team on one side of the gorge and half on the other side. On side 1 there will be a tap close by (or large water container), some rope and a bucket (the bucket must have a handle). On side 2 there will be more rope, a broom handle and “Frank”. Frank is a stunt man who got lost and set himself on fire. His Fire proof suit will only protect him for 10 mins, after that he will die. It will take 5 full buckets of water to put out the fire. Teams will need to somehow get all 5 buckets from the tap to Frank. If the bucket touches the ground it will be emptied and returned to side 1. Nobody can enter the gorge. If any water is spilt going across, it will only count as ½ a bucket. If the bucket is dropped in to the gorge it will be lost and Frank will die. Teams will have 5 mins planning time before the task is to start. The task is timed – fastest team wins.

- **The Chinese Water Trap**

This is a fun challenge for teams of 3 – 6. You will need 3 buckets, some hose pipe and some rope. Ideally the area you use has a couple of trees 5 – 10 meters apart but they only help and are not necessary. You will have a bucket at each tree and one 5 – 10 meters from the second. Bucket 1 would be full of water and the other 2 would be empty. The hose pipe should easily fit between buckets 1 & 2 but can't stretch as far as 1 – 3. Between the buckets there will be a no-go-area; in these will be electric generators and if any equipment or water was to touch the generators they would blow up! The teams aim will be to fill up bucket no 3 with as much water as possible without blowing up the generators. This is a simple logic task. The task is timed – fastest team wins. Trees could be used to hoist buckets up to gain height and help water flow through the hose pipe.

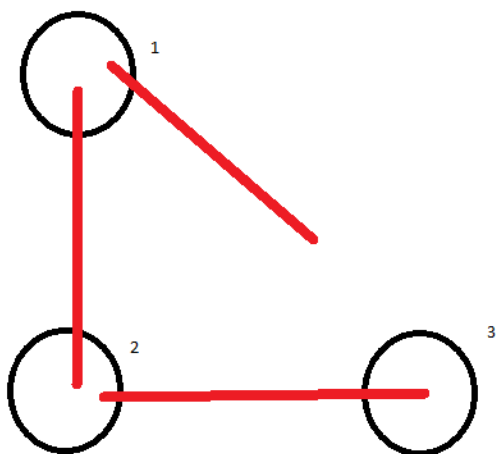


Diagram shows 3 buckets with red hose pipe fitting between buckets 1-2 and 2-3 but not 1-3



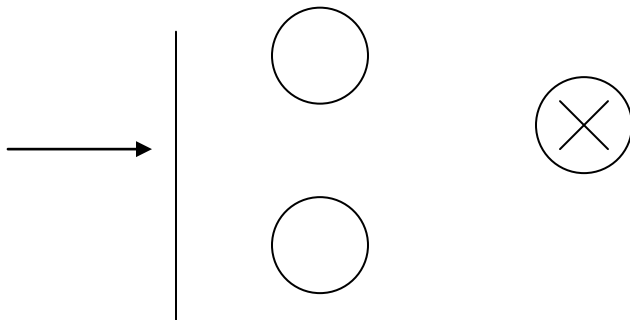


- **Bomb Disposal**

Get your group in to teams of 4 – 8. Mark a line which the teams cannot cross. The team will be given 2 planks, 2 tyres and some rope. On the other side of the line will be a tyre about a foot further from the line than the length of the plank, with an object in it (e.g. an ammo box) to act as the bomb. The teams objective will be to retrieve the bomb without touching the floor. If any equipment touches the floor the team loses that piece of equipment, if any team members touch the floor the mission is failed. Teams will have 10 minutes to complete the task before the bomb explodes.

- **Island Hopping**

Get your group in to teams of 4 – 8. Mark a line which teams the cannot cross. The team will be given 2 planks, 1 tyre and some rope. On the other side of the line will be 3 tyres (as shown in the diagram) the closest 2 tyres can be reached with a plank and can also reach each other with a plank but neither can reach the 3rd tyre. If a plank was between the first 2 tyres the 3rd tyre could be reached with another plank from the centre of the 1st plank. The furthest tyre has an object in it (ammo box for a bomb). The team's objective will be to retrieve the bomb without touching the floor. If any equipment touches the floor the team loses that piece of equipment, if any team members touch the floor the mission is failed. Teams will have 10 minutes to complete the task before the bomb explodes.



- **The Grand Canyon: Aid Packages**

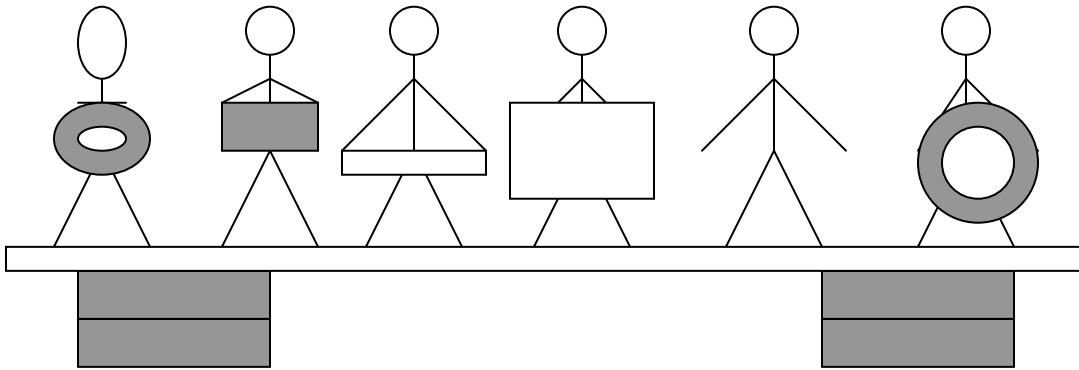
Get your group in to teams of 4 – 8. Mark 2 parallel lines 4 – 8 meters apart (the further, the harder). Spread the team out, half on one side and half on the other. The space between the lines will act as “the Grand Canyon” and any equipment which touches the ground in this area will be lost. Any people who touch the ground in this area will “fall to their death” and be excluded from the rest of the task. The equipment available on each side of the canyon will be 1 long plank, 2 long lengths of rope and 3 small planks. On one side of the canyon will be 4 tyres on a platform, which will not be allowed to touch the ground at all; any tyres which touch the ground will be lost. The teams aim will be to get **all 4** tyres across the canyon. If the team is larger than 4 or they are struggling, allow 1 person to stand on an “island” in the middle of the canyon. Allow 15 minutes for planning before the start of the task. Allow 25 minutes for the task.





- **The Balance Beam Bridge**

Teams of 6 would be ideal for this but you could have more or less. You will need 2 stacks of 2 tyres with a plank going across to form your bridge. Get all team members on the bridge and give all but 1 an object to hold (Tyres, ammo box's, small planks, traffic cones, rope etc.) The team members must be touching their object at all times. All the objects must be numbered but don't make it easy, ie if it's a box close the lid and put the number inside. The teams aim will be to get the objects in to the correct numerical order without touching the ground. If anybody touches the ground at any time, muddle up the objects and get the teams to start again. Once completed, get the teams to arrange to objects in the reverse order, size order etc.



- **Jack In The Box**

Teams of any size would suit this challenge. You will need 4 tyres, a large bottle half filled with water and some rope. Firstly make a large circle which no member of the team nor any piece of equipment may touch inside of and then stack the tyres in the centre with the bottle inside of them. The teams only have rope to use but may use any other bits of equipment you allow them to. The teams aim is to retrieve the bottle from inside of the tyres. If any piece of equipment touches the ground inside of the circle time penalties will be incurred (if 5 minutes is allowed for the task use 30 second time penalties). Fastest team wins.

- **The Broken Bridge**

Teams of 4+ would suit this challenge. You will need 2 strong poles (6-10 feet long) or you could use strong planks, 2 lengths of rope and 2 short boards about 3 feet long by 1 foot wide.

Doing this task over a shallow river or stream would make it more exciting but failing this you could use a ditch, puddle or just the ground. The 2 poles/planks must be securely laid parallel across the "river", no further apart than the length of your boards, to form the basic structure of a bridge.

Your teams now have to cross the bridge as fast as they can with the limited equipment they have.

Team members can not touch the basic structure of the bridge. To make it more difficult, secure ropes or a poncho across the "bridge" about 3 – 4 feet high: if team members touch the poncho/rope everybody must go back to the start.





- **Big Bridge Building**

Teams of 4 –6 or just one big team. Give teams fence posts, stakes, planks, boards, pallets, rope and anything else you think they will need. The teams aim will be to build a bridge over a river (up to 2 meters across) which is at least 2 ft above the water (a ditch or gap between 2 platforms could also be used). This will take a lot of planning so give 15 minutes plan time and then 45 - 90 minutes build time. If conducting this task in woodland you could add another dimension by giving teams minimal equipment like rope and them having to find branches, logs etc in the woods.

- **Big Tent Erecting**

This should be done in larger groups but could be done with a team of 3. Get a 12x12, 9x9 or even a bigger tent and get the teams to erect it. With larger teams (6 – 8) make them do it 3 – legged. The task is timed – fastest team wins. Add another dimension by making this a silent task, or by nominating a team leader who is the only person allowed to speak.

- **3 – Legged Bivi**

Get group in to pairs and tie ones left leg to the Others right leg. Spread out the parts of a 2 man canvas bivi tent in a 10m square area (if available hide parts in bushes, trees etc). Then each pair will take it in turn to erect the bivi. If more than one bivi tent is available the teams can race at the same time. Quite difficult task but good for all ability levels. The task is timed – fastest pair wins.

- **Shark Infested Custard**

Divide the group in to teams of 4 – 7. Mark off a 5m “shark infested custard river” which the teams will have to cross. Anybody or thing that touches the river is eaten by sharks (or people can go back to the start) and a time penalty is incurred. All the team gets are 3 small squares of wood which will ‘float’ on the custard. Using these they must get the whole team to the other side. The task is timed – fastest team wins.

- **The Magic Carpet**

Divide the group in to teams of 3 or 4. Each team will be given a ‘carpet’. A carpet could be a towel, poncho, small blanket or anything of that sort. The teams aim will be to stand on the carpet and turn it over as quickly as possible. If any team member touches the floor the team will have to start again. The task is timed – fastest team wins.

- **The Radioactive Well**

Divide the group in to teams of 3 – 5. Mark off a large circle, at least 3m wide. Place some kind of container in the middle (the container must have some kind of lip on all sides in order to get a grip with a rope – otherwise tightly tie a rope around it to create a lip), place the container on a platform. Give the teams a long length of rope (at least twice the width of your circle), some wood and a bucket. The teams aim is to remove the container from the circle without it touching the floor. Nothing can touch the floor inside the circle, anything that does is lost, including people. The task is timed – fastest team wins. To add another dimension place a bucket in the middle filled with water, same objective only this time do not spill any water.





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- **Follow The Leader**

Split the group in to teams of 4 – 6. Get a very long length of rope and create a route around and between trees going up to 6 ft high and as low as 1 ft in areas where people will need to duck to get under low branches or other obstacles. The team members must have one hand on the rope and one hand the person in front's shoulder. The entire team will also be blindfolded and will only have the rope as a guide. The aim is for the team to get from one end of the route to the other. To add another dimension, the team could have other objectives along the way. These could be things like to collect objects or to put objects in certain places.

- **Sheppard And Sheep**

You will need a large area. The bigger the group the harder it will be. Everybody except “the Sheppard” will be blindfolded and spread out, spun around and disorientated. There will be a pen in the middle of the area with 3 fences and 1 gate (or a roped off area). The team will get 10 mins planning time. The aim of the task is to get all the “sheep” in to the pen with-out talking. The Sheppard will be given a whistle and will not be able to move out of a very small circle, will not be able to speak and can't touch any of the sheep. The task is timed – fastest team wins.

- **The Minefield**

Teams of 5 would be best but could vary. You will need to make a small course with obstacles out of anything available. The course should be 15 – 20 metres long and obstacles should be small objects which would make noise or move when knocked. One member of the team will be the guide and the rest will be blindfolded with their hands on the person in front's shoulders. The guide can't talk but must guide them through the course. They will get 10 mins planning time before starting. The event will be timed and a 10 second time penalty will be given every time somebody hits an obstacle. A 30 second time penalty will be given every time somebody talks.

The task is timed – fastest team wins.

- **2 Blind Mice**

Split your group in to 3's; each team will require 2 blindfolds and some rope to bind 2 peoples legs together. Mark out a route as long as you like but manageable with small obstacles along the way. The 3rd person will be a guide for the 3-legged pair but will stay in 1 static location preferably higher up with a view of the whole course. The obstacles can be anything you like from highly visible trip wires to low branches which they will have to duck under. Along the way there can be small tasks for the blind mice to complete, again these are your choice but must be simple enough for them to do, eg pick up a bucket of water to be poured in to another bucket a little further along the course. The mice will be guided by the 3rd person over a 1 way radio who can say anything they want. If you wanted to make it harder and have more teams, take away the radios and have the team guides in one place shouting commands to the blind mice at the same time. You could give some kind of bonus for every task completed or you could give a time penalty for missing any out.

The task is timed – fastest team wins.





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- **Space Hoppers**

Standing on chairs or PE benches in no particular order give the briefing: You must arrange yourselves in age order without touching the floor. When they have finished and succeeded this task they must get in to order of month date from left to right. So everybody born on the first of the month would be closest to the left, then the second, then the third and so on across to the right. You could then get them in order height, shoe size etc.

- **The Egg Rocket**

Split the group in to pairs and give each pair: An egg, some cotton wool, some tissue, some cardboard, some paper and some cello tape. The aim is to build a small rocket around the egg giving it enough padding to protect the egg on impact of landing. Give 15 mins for this.

Phase 2 would be to launch your rocket landing in the designated area/landing pad (2 – 5 meters away). The egg with the least damage would be the winner. Using what they have just learnt give out new eggs and give another 15 mins to build a rocket for round 2. Maybe you could increase the distance of the landing pad making it more likely the egg will break

- **Birds Eye Words**

This is for bigger groups but could be done on a smaller scale if you only have a small group. You will need a high point like a 1st floor window or balcony to oversee or get photos. It would also be an advantage for whoever you choose to lead this challenge to have a bird's eye view to direct from.

Give the group a number or word which they have to write in people.

And that's it! If they achieve this easily make it more complicated or give them a shape to draw. If they can still complete this quite easily give them a moving object like a car, this will be difficult because of moving parts like wheels.

- **The Hoola Hoop Circle**

Groups of any size can do this or it can be done in smaller teams to compete. Everybody gets in a circle and joins hands, two people at opposite sides of the circle have hoola hoops hung on an arm each. The circle can't be broken. You will need 2 large hoola hoops, one hoop goes clockwise and the other goes anti-clockwise until they are back where they started. You could add more hoops or smaller hoops to make it more difficult.

- **Improvised Stretcher**

Teams of 5 would be ideal for this challenge. Give teams a range of equipment from broom handles to rope or you could make it difficult and not give them anything! After they have made their stretcher they will get the chance to test it by doing a stretcher run of about 200 meters. You could have 2 teams racing against each other.

- **The Square**

Teams of 8. Arrange a long length of rope tied in to a loop on a large area. The team will be blind-folded and will hold the rope in various places. The teams aim will be to make a large square with 2 team members on each corner. Fastest and most square, square wins. Repeat as required with different shapes.





- **Observation – Memory Tests**

Split your group in to teams of 2 – 4. You will need 2 poncho's (or blankets) and a range of about 15 – 20 small objects – anything will do from pens to radios. All you need to do is lay 1 poncho down on the floor and lay out the selection of objects, then put the other poncho over the top. One team at a time, uncover the range for 1 minute and then recover. At this point read the team a paragraph from any book or newspaper (this is just to distract them). The team must then recite from memory as many of the objects as possible. The team with the most right answers wins.

This can be repeated but move the objects around, take one away or add one to see if the team can work out what is different.

- **Observation – Hidden Treasures**

Split your group in to teams of 2 – 4. You will need a range of about 15 – 20 small and big objects – anything will do from paperclips to chairs. Its best to be situated on a woodland path but you could be anywhere outside. Lay out the objects, some partially hidden, along the route which the teams will walk along. The teams aim will be to spot and recite as many of the objects as possible. It's your choice if the teams have to remember the objects or if they can write them down. The team with the most right answers wins. If you wanted to, you could repeat this task a few hours later either with the same objects rearranged or with different objects, this could also be repeated with low light i.e. at dusk.

- **The Lava River**

Split your group in to teams of 3 – 6. Firstly you will need to mark out 2 parallel lines, about 5 meters apart, to simulate a river of hot molten lava and magma. Teams will have 3 narrow, 1 meter long planks of wood; these will be "titanium Struts". The teams aim will be to cross the river in the fastest time possible. Only the "struts" can touch the lava and you can only have one foot on each plank (you can have both your feet on two separate planks). If anybody touches/stands on the river at any time the whole team goes back to the start.

The task is timed – fastest team wins.

- **Moving The Mountain**

Teams of 4+ would suit this task. A large board is needed (an old black board or upside down table would do) to act as your mountain, to make it heavy put a couple of full geri cans on top of it. The aim of this task is to move the 'mountain' from one point to another, this could be over a 10m strait or you could make a longer curved trail to make it slightly harder. There are a few rules however:

Nobody is allowed to touch the 'mountain' with any part of their body (you should provide four fairly strong sticks for this) also nobody can physically lift the 'mountain'. So you must provide them with some other pieces of kit such as sections of pipe, footballs, tennisballs etc. Pretty much anything that can act as a roller. It's your choice whether the 'mountain starts of raised on bricks/messtins. If teams are struggling for ideas give them a clue about using the sticks provided as jimmy bars to lever the 'mountain' on to rollers.





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- **Animal Farm**

A minimum of 9 people are required to make 1 team. Your team will all become animals: there will be a human, a sheep, a duck, a cat, a dog, a mouse, a bear, a snake and an Elephant. Each team member should hold up a piece of paper with their animal written on it. Only the human, sheep and duck are allowed to talk, though other team members can make their respective animal noises. The teams aim will be to transport all animals across a river on a small imaginary boat. The boat can fit 3 animals plus the human who must travel in the boat.

The dog can't be left alone with the cat (unless the sheep is with them)

The cat can't be left alone with the mouse.

The bear can't be left alone with the dog.

The elephant can't be left alone with the mouse.

The snake can't be left alone with the bear.

If there are more than 9 members of the team they will become different animals which can be left alone with anything.

The Quickest Solution:

- Mouse, Dog & Snake – Leave Mouse & Dog There.
- Cat, Elephant & Snake – Take Mouse & Dog Back.
- Bear, Snake & Sheep – Leave Sheep There.
- Dog, Bear & Snake – Leave Dog There.
- Duck, Bear & Snake – Leave Duck There.
- Mouse, Bear & Snake – Done!

- **Mine field MKII**

Set up a 5 x 7 grid on the ground. On paper draw the grid and mark mines in some squares but with a clear path crossing the mine field. 1 by 1 team members will walk across the grid moving up and across only, not diagonally, if they step on a mine shout "bang." If they set off mines they must run to the end and back, the next person will now try to cross the mine field. The whole team will have to remember where the mines are until the whole team has crossed the grid. Fastest team wins.

- **The Fairground**

Teams of 4-8 for this task. Teams get 4 tyres, 2 large planks and 10 tennis balls only tyres can touch the ground. Mark out the "dead man's land" up to 20M long, along the way there must be several waterbottles sitting on buckets or walls with an area around them (5M Radius) in which no tyres can touch the ground. The aim of the challenge is to get from one side of the dead man's land to the other, without touching the ground and knocking over all the bottles. If the rules are broken or the team runs out of balls the whole team and all equipment must go back to the start and all bottles must be stood back up. If the challenge appears to be too easy or too difficult try taking away or adding some bottles.

First team to finish wins.





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- **All Hands On The Pump**

Teams of 6+ for this team challenge. You will need a large length of rope and a some space. Everybody on the team will put both of their hands on the rope and can't remove them until the task is complete. The task itself could be simple like tie a knot (but remember no letting go of that rope!!!) where they tie the knot, how many knots they have to tie, what they could be tie-ing the rope to and what kind of knot they tie is completely up to you . . .

- **Communication Tower**

Teams of any size would suit this challenge. The teams must design and build a tower to send a message over a hill. Using newspaper and sellotape, the team must build the tower to a height of more than two meters. In the top of the tower is an essential element of the communication tower which looks like a party balloon. This must not escape from inside the structure though is not allowed to be physically stuck to anything. One of the major challenges facing teams in this game is the overcoming of frustration each time the balloon escapes.

- **Mission Impossible**

Medium size teams would suit this tricky challenge better. Your team has been assigned to retrieve a disc from a platform (try and stand up a disc or similar shaped object on a tall table/box) in the middle of a 3m circle. The team will get an assortment of poles or planks and rope. The rules are simple, the floor is pressure sensitive so if anything was to touch it the alarm would sound and the team would have failed, the room is also sound sensitive so any noise over 5db would sound the alarm and the team would have failed. There is one more catch, stand up 2-6 cassette box's or alike on top of the platform these will make the task a lot harder to complete.

- **The Mini Minefield**

This challenge must be done in pairs as a race. Firstly lay out a start and finish point at the distance of your choice. Then set up large and small obstacles evenly across the course that can be either walked around or ducked under. One member of each pair will be blindfolded the other will be put at the finish line or will be allowed to follow along the side of the course, it will be his or her job to guide their team mate along the course with out touching any obstacles. Touching an obstacle will result in a time penalty. This will be a very good test of communication as there will be many people shouting out different things all at the same time. Fastest pair wins.

- **The Centipede**

Teams of 6 to 12 would suit this challenge. You will need 2 buckets, one full of water and one 10 ft away and empty. The teams aim will be to tip all of the water in to the empty bucket using only their feet to touch the bucket.

- **The Paper Ring**

Teams of 6 – 10 would suit this challenge. Each team will be given one A4 piece of paper and a pair of scissors. The teams aim will be to cut the paper to create a ring of paper without breaks or joins to go around the whole team. Several pieces of paper could be provided if necessary.

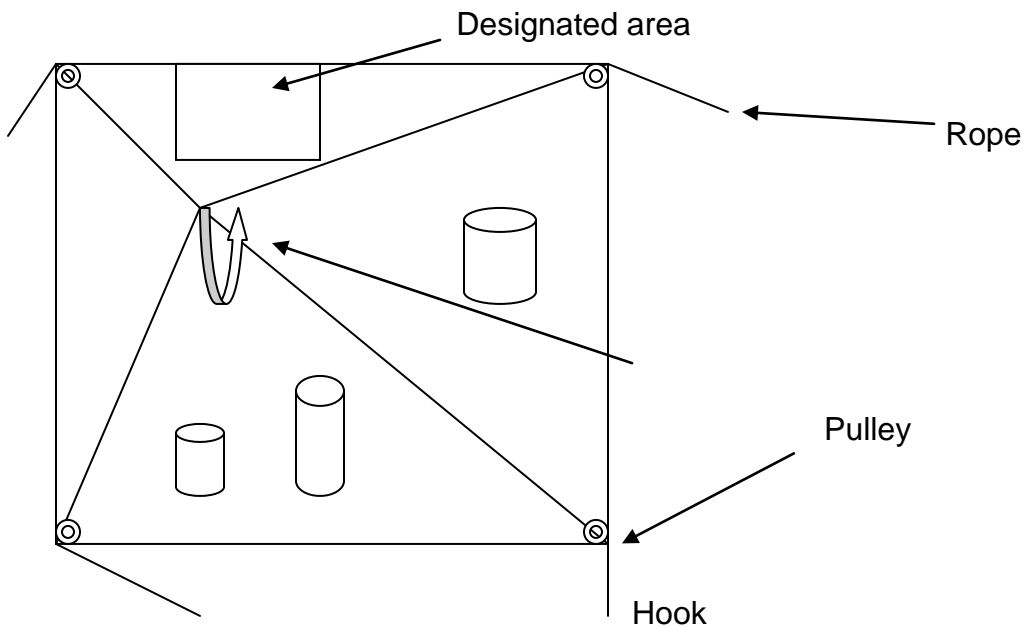




• **The Blind Man’s Crane**

Teams of 8 would be ideal, minimum of 5. Ideally this will require 4 pulleys, some rope, 4 blindfolds, a hook and some buckets with handles. The pulleys must be suspended at least 6 feet high in a square (this could be done in woods) but if you don’t have any pulleys this could be done by tying the rope in a cross with the hook hanging in the middle.

With pulleys: the 4 ends of rope must go through the pulleys to the four blind folded team members. In the middle of the square will be 3 – 5 objects with their handles uppermost. The remainder of the team are to direct the four blindfolded team members without touching them to pick up all of the objects and place them in to the designated area. See diagram below. Fastest time wins. If this challenge proves to be too easy objects in the center could be stacked in order etc.



• **Elastic Spider**

Teams of 6+ would suit this challenge. You will need some rope, Elastic/bungee, blindfolds and buckets. Make a ring of elastic or bungee that if stretched will fit over a bucket but when released will grip the bucket. Attach 5 – 8 lengths of rope to the ring depending on team size. The blindfolded members of the team will be on the ends of the rope and the remainder will be directing them to lift up and stack several buckets. Fastest team wins.

• **The Boulder of Bangkok**

Even teams of 8 or less for this challenge. Start off with a football sized ball on a high platform. Each team member will have one small plank of wood. There will be a bucket on the floor 20ft away. The teams aim will be to get the ball in to the bucket. The ball can stay on one team members plank for no longer than 5 seconds. The ball cannot be gripped between planks. The ball cannot be touched in any other way. As the teamwork improves move the bucket further away and provide the team with a smaller ball finishing with a golf or ping pong ball.





- **See No Evil, Hear No Evil**

Teams of any size would suit this challenge. Line up your team and explain that from this point on there must be silence and then give each team member a number. Now blind fold the team and shuffle them about. The instructions must now be given that the whole team must get in number order in a circle without talking.

- **Spiders Web**

Groups of 5 – 10 will suit this challenge. Tie bungee or rope between 2 trees with several different sized holes at different heights. The teams aim will be to get through the spiders web without touching it. If a team member touches the web they or the team must start again. To make it more difficult each hole can only be used once.

Consider the size of some team members when constructing the web.

- **The Tyre Stack**

This is a fast paced logic and relay task for teams of 4 – 8. You will need 3 upright posts 2 – 3 foot high, these could be existing fence posts or posts/poles/sticks dug in to the ground. Arrange 5 clearly numbered tyres on the left hand post with 5 on the bottom and 1 on the top. The teams aim will be to move all 5 tyres from the left post to the right post but there are some rules:

1. a higher number cannot be put on a lower number,
2. Only one tyre can be moved at a time
3. Tyres must be placed over a post when moved

Run this task as a relay race with one team member running to move a tyre at a time. Fastest time wins.





• Mountain Rescue

This is a debating exercise which could take place anywhere.

The scenario: The rescue helicopter which saved you're group 20 minutes ago has now crashed in a blinding snowstorm! You're high in the Cascade Range, 50 miles from Tacoma Washington.

You are on a wooded slope on the edge of a small clearing. Half the cabin of the helicopter has been broken open, the instrument panel is smashed and the pilot is dead. The fuel tanks had broken and all the fuel has drained down the hill. You are all dressed fairly well for the weather and none of you are seriously injured but you quickly realize what danger you are in.

You had awakened this morning to see a heavy snowfall and strong winds. Turning on your radio had confirmed your worst fears; 6-8 inches of snow is expected today and winds up to 55 mph. The temperature will reach 20F but with the wind chill factor –20F. Worst yet this weather will continue for 5 or 6 days making rescue attempts impossible.

The challenge: You have a list of twelve pieces of equipment; but suppose you could only have 1, what would it be? If you could have another? And so on until they are numbered 1-12 in importance. You have 15 minutes to come to a decision as a team. Your survival depends on it!

The equipment:

- Signal flares
- Cross country ski's
- 1 gallon cooking pot
- Rechargeable torch
- Fishing line and hooks
- Disposable lighter
- Axe
- Bottle of sedatives
- Snow shoes
- Ball of twine
- Pocket Knife
- .30-06 Rifle (loaded)

The Expert's Answers:

1. Disposable Lighter
2. 4 Quart Cooking Pot
3. Hatchet
4. Snowshoes
5. Signal Flares
6. Ball of Twine
7. Rechargeable Flashlight
8. Pocket Knife
9. 30-06 Rifle (loaded)
10. Cross Country Skis
11. Fishing Line & Hooks
12. Bottle of Sedatives

