

Nyetimber Team Building Days

Each day consists of 3 large team building adventures that must be completed in 3 x 1.5 hour sessions. Each activity earns the team Lodge Hill cash rewards. At the end of the day, the top team will have accrued the largest amount of Bank of Lodge Hill lolly!

Programme 1 – The Big Orienteering Course

Your team must complete 2 activities in this modern day biathlon.

- 1 - Work together to gather maximum team points by locating all of our cunningly hidden orienteering markers in our 32 acre woodland.
- 2 – The whole team must visit our archery zone. Each team member must shoot 6 arrows to gain their high score on classic archery competition targets. But beware of the team gates!

Programme 2 – Team High and Low Challenges

High Zip Wire Darts – Your team must all make at least one zip wire run AND, whilst flying through the air faster than Usain Bolt in the 100M, launch a dart/bomb at our ground target in order to obtain a maximum team score.

Climbing Challenge – Organise your team to gain optimum points. Only people reaching the summit and ringing the bell score points; a game for climbers and belayers!

Caving Challenge – Complete the challenging underground route and find the clues. Solve the riddles and use the information for the final problem.

Crate Stack Challenge - Literally support your team as they cooperate to build the highest stack of crates that can support 2 people high in the sky.

Programme 3 - Team Interplay

Each team will attempt to complete the following challenge initiative tasks by using their communication skills, natural cunning, ingenuity and cooperative abilities.

Plank Skis' Traverse - The team must cross the forbidden zone on the giant 8 person skis. No one can touch the floor or you must start again.

Minefield Jigsaw - The ultimate communication exercise. Cross the explosive minefield and build the jigsaw blindfolded, aided by talkative friends.

Slam Dunk with a Difference - An off the roof challenge that needs speed, hand eye coordination and everything else you have learned today to score an unusual slam dunk. Then go for the slam dunk record!

Radioactive Swamp Crossing - Using tyres and planks and taking your whole team with you; cross the radioactive swamp- but don't fall in!

Octogolf - One for the 'hole in one' fanatics. Double your money by playing blindfolded linking your whole team into choreographed action.

Bomb Removal - Your day is on hold. This bomb will explode in 15 minutes unless your team remove it out of the danger zone. You can't touch it or physically enter the zone. Impossible? Never...

Put Sheep Back in the Sheepfold – A testing communication and cooperation exercise with blindfolds but without the sheep dogs!