

# TEAM BUILDING | TRADEWINDS ISLAND RESORT

Our team of recreation counselors can get any group or gathering inspired, invigorated and working as a team with Events, Individual Contests, Beach Olympics, A Collaborative Challenge Course, and Breakout Sessions. Contact Meg Czambel at [mczambel@twresort.com](mailto:mczambel@twresort.com) to add a little fun and camaraderie to your event.

## EVENTS

### VOLLEYBALL COURT RENTAL \$100

Reserve a volleyball court for free play or schedule structured play for 4 hours.

Also available with referee for 4 hours: \$200

### VOLLEYBALL TOURNAMENT per team \$100

Bump, Set, Spike your way to the top! Up to a 4-hour tournament with 2 line judges, 6 to 12 teams. Music included.

### GLOW VOLLEYBALL \$750

We give the very popular beach game a “glowing” twist when we set up our black lights, deck out the net with glow sticks and get the war paint on. Bump, Set, Glow on our sand volleyball court. 4 hours of play, any time after sunset. Music included.

### BEACH GAMES

#### Book four games as a package \$175

Or reserve individually

- Corn Hole \$50
- Ladder Ball \$50
- Bocce Ball \$50
- Volleyball \$100

### BEACH BONFIRE \$500

Enjoy the beach at night, under the stars, fireside. Talk, laugh and make memories that will last a life time! S'mores are included. (up to 4 hours)

Available only November 1 to May 1

### PIRATE ISLAND FIRE PIT or portable deck fire pit \$200

Light up the night and relax fireside on Pirate Island.

Call for location details. (up to 4 hours)

Add S'mores \$150

Available year round

### DIVE IN MOVIE \$500

Hang out on a raft or relax on a lounge chair poolside and catch your favorite film. With our big poolside screen, your group will enjoy a hot new release or a nostalgic old favorite. Hollywood on the screen and Florida in the sky. (Movie plays after sunset.)

### EVENT ENHANCEMENTS – Add to any activity.

#### DJ Devren \$450

Enjoy your favorite tunes with our TradeWinds DJ. (4 hours)

Popcorn \$200

Snow Cones \$200

Popcorn & Snow Cones \$375

Ice Cream Sundae Bar \$300

## INDIVIDUAL CONTESTS

### PHOTO SCAVENGER HUNT \$150

Get your cell phone cameras ready; you won't want to miss this shot! Teams of two will search the resort high and low to take pictures of some of the TradeWinds landmarks, but it wouldn't be a TradeWinds activity if we didn't add a few wacky challenges too! Be prepared to think outside of the box! Timeframe can be customized.

### SHOUT THAT SONG! \$200

We've put together clips from the theme songs from the 60s, 70s, 80s, 90s and today. We'll break you up into teams and run a competition to see who has the most pop culture knowledge. The team that scores best will win a prize. Timeframe is up to 2 hours.

### TRIVIA/LOGO TRIVIA \$250

Logo Trivia is an exciting and fun game where teams are presented a logo and are asked to guess what the logo or company is or asked questions pertaining to a certain logo. Get the most correct and your team wins! Timeframe is up to 2 hours.

### COMPANY FEUD per team \$125

Company Feud is a twist on the popular family game show in which we have two “companies” compete against each other in a contest to name the most popular responses to a survey question posed to 100 people. Timeframe is up to 2 hours.

### BOAT BUILDING REGATTA per team \$150

Each team will be given a limited amount of supplies (cardboard, one roll of duct tape, one utility knife and plastic) and 40 minutes to construct a boat that will carry one team member in a race across our pool. Throughout the 40 minutes, mini-challenges will be held for the chance to win extra materials for your team. Timeframe is 1 to 1.5 hours, teams of 4-6 participants, minimum 2 teams.

### TRADEWINDS WILD RACE per team \$200

Teams compete head-to-head in a challenge similar to the popular TV show The Amazing Race where teams use their legs, brains and wits to move from clue to clue to be the first team to cross the finish line. Ready, Set, Go! Timeframe is 1 to 2 hours, teams of 4-6 participants, minimum 2 teams.

### COUNT DOWN TO WIN IT per team \$150

60 seconds on the clock and the time starts ... now! Get ready to compete in some crazy, wacky and outrageous challenges similar to the hit TV show Minute To Win It in record time. Each challenge will get harder: the more you win, the more prizes you get. Lose, and your game is over. Timeframe is 1 to 2 hours, teams of 4-6 participants, minimum 2 teams.

## BEACH OLYMPICS

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per team \$200

Pick 3 of the following events for your chance at the Gold! Teams of 4-6 participants, minimum 2 teams. Timeframe is based on number of teams. Count Down To Win It will be used for indoor backup.

- **Aqua Blast** — Each team has a giant slingshot that shoots water balloons. Team members work together to shoot the balloons into a plastic baby pool held by other team members. The team with the most catches wins.
- **Tug-O-War** — Put your group through this vigorous test in this Beach Olympic classic. Teams go face-to-face and attempt to pull the other team across the designated marker.
- **Obstacle Course** — This relay event will match speed with agility and coordination. On signal, the individual will complete the tasks and run to the opposite end and tag their teammate. This will continue until all members complete the course. Obstacles may include hurdles, hula hoops, jump rope, and other surprises. The team with the fastest time wins.
- **Land Skiing** — A group of 6 to 8 people must stand on two long boards with one foot on each board. As a team, they must travel from point A to point B on their land skis.
- **Fire Brigade** — Each team is given a bucket with several holes in it. Using this bucket, one team member at a time will run to the surf of the Gulf and scoop up water. They then must run back, pour the water into their team's bucket, and pass the bucket off to the next person. The team that has the most water in their bucket in the designated time limit wins.
- **Balloon and Body Relay** — A balloon is placed between two members' bodies. Without using their arms or hands to hold the balloon in place, they must run to the finish line where they pass off the balloon to their awaiting teammates, again without using their arms or hands. The team with the fastest time wins.
- **Egg Toss** — How do you like your eggs? Hopefully, you like them to travel flawlessly through the air and not smash all over your partner's face. Everyone participates in pairs to have a chance to win their team a bunch of points by tossing eggs back and forth, slowly moving further and further apart!
- **Third Leg Relay** — The participating team members are divided in half, each half at the opposite ends of the course. On signal, the first person wraps a "third leg" (a pair of pantyhose with a potato in the toe) around their waist. The task is to proceed in their designated lane using only the "third leg" to hit a ball down to their awaiting team member. The "third leg" is passed off to the next person on the team and they must hit the ball back. The team with the fastest time wins.

## COLLABORATIVE CHALLENGE COURSE

### TEAM BUILDING CHALLENGE COURSE

These challenges necessitate working as a team and using your strength, brains, wits and guts. You will need every member on your team to be successful in these experiences that just may change your thinking on teamwork. Remember: there is no "I" in team! We recommend picking 3 or 4 challenges. Timeframe is based on challenges and the number of participants; fee is based on challenges chosen.

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| • <b>All Aboard!</b>   | \$100 |
| This activity requires working together in close physical proximity in order to solve a practical but physical problem. Simply move your entire team to 3 different platforms using only 2 pieces of wood. Did we mention the platforms get smaller? And, if the wood hits the ground, you lose it! Timeframe is 30 to 45 minutes.   |       |
| • <b>Circle Up</b>   | \$75  |
| This activity involves problem solving and can be used for a discussion on inclusion for groups who struggle to work together. Teams must stand inside a circle so that no part of them is standing outside the circle. As the circle gets smaller, teams must find a way to keep everyone in the circle. Timeframe is 30 to 45 minutes.   |       |
| • <b>Human Knot</b>  | \$100 |
| This activity promotes problem solving and communication. Each team will stand in a circle with each person holding one piece of rope. When told, the players must grab one other person's piece of rope and someone must grab theirs. Teams have a given amount of time to untangle themselves back into a circle without letting go of the ropes. Timeframe is 30 to 45 minutes. |       |
| • <b>Minefield</b>   | \$75  |
| A popular, engaging game involving trust and communication. Participants operate in pairs: one person is the voice to their teammate who is blindfolded. The "voice" navigates the "blind" through a minefield of various objects. Timeframe is 30 to 45 minutes.  |       |
| • <b>Multi-Way Tug-O-War</b>   | \$75  |
| This is mostly about tactics, with some strength, to win. Teams will pull the rope until one team pulls their side over the finish line. Timeframe is 15 to 30 minutes.  |       |
| • <b>Pipeline/Gutter Ball</b>  | \$100 |
| This group problem-solving and communication exercise involves moving marbles from pipe to pipe into a bucket at the end of the line. Timeframe is 30 to 45 minutes.   |       |

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| • <b>Toxic Waste</b>   | \$75 |
| This is a popular, engaging activity which always provides a teamwork challenge. The challenge is to move the toxic waste contents to the “neutralization” container using minimal equipment and maintain a safe distance, within a time limit. Timeframe is 30 to 45 minutes.   |      |
| • <b>Turning Over A New Leaf</b>   | \$75 |
| This activity develops leadership and requires patience. In this challenge, the entire team must be standing on a tarp or sheet. They must completely turn over the tarp with no one stepping off the material. If anyone touches anything other than the material at any time, the team must start over. Timeframe is 30 to 45 minutes. |      |
- **Photo Finish** — Individuals line up side by side behind a straight line marker. Using any form of communication, teams must cross the line with every member in the team touching the ground at the exact same time. It's sure to be a photo finish!
  - **No Bounce Beach Ball** — Each team gets a beach ball and has to keep it in the air without catching it or having it touch the floor. The team keeping the ball up the longest wins. May have multiple rounds.
  - **Backwards Clump** — Individuals pair up with a partner and sit on the floor with their legs out in front of them and their arms linked. On “go” they must try and stand up. Once standing, they must find another pair that has successfully stood up. Those 4 players then sit on the floor and try to stand up as a team. Group continues this until the entire group is linked and trying to stand up together.
  - **Marshmallow Catch** — Pairs will be formed. One individual is the catcher and the other is the pitcher. The pitcher will throw marshmallows at the catcher. The catcher will catch and eat as many marshmallows as they can in 60 seconds.
  - **Purses, Pockets and Wallets** — Teams of 6 are formed. Teams are allowed to ONLY search their purses, pockets and wallets to find the items named. The first person to bring the called item receives a point for their team. Team with the most items/points wins.
  - **Zoom** — Teams of 6 compete to be the first to properly identify the zoomed-in image shown on a screen. If a team properly guesses correctly right away, 5 points will be awarded. If not, then a larger view appears for 4 points, then a larger view for 3 points, etc.

## BREAKOUT SESSIONS

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| <b>BREAKOUT SESSIONS</b>   | <b>\$200</b> |
| Breakout sessions are brief, 5- to 10-minute activities done inside the meeting room, to break the ice, re-energize, and get to know others within the meeting space. Pick 3 of the following sessions. Timeframe is 30 to 45 minutes. |              |

- **Name That Person** — Individuals are separated into two teams. Each person on the team is given a notecard and asked to write down 5 little known facts about themselves. The cards are then thrown into a pile on the floor. Each team draws one card at a time from the opposing team's card pile. They read the first clue and, if they correctly guess who it is on the first clue, they score 5 points. If not, then they read the second clue for 4 points, then the third clue for 3 points, etc. The team with the most points wins!

