



GROUP dynamix TEAM OLYMPX

A friendly competition that uses fun
teamwork games to build camaraderie
and energize your group!



WHAT IS THE TEAM OLYMPIX EVENT?

Team Olympix begins with a fun set of warm-up games to connect and energize your group. We then assign teams of 6 to 12 members; alternatively we'll work from your submitted roster. Each team creates its team name and cheer. Teams may also choose to include a flag/banner, dance, and mascot.

Then it's off to the Olympix stadium where teams face off in an entertaining series of challenges. Be advised – participants do not have to be athletes to compete, just the desire to have fun as a team. Working as a team is the operating principle, therefore, the best teamwork earns the best score.

ALL OF OUR EVENTS ARE BASED ON –

100% Participation 100% of the Time for 100% Fun – There are no waiting lines. All teams are always engaged by rotating through various activity stations.

All Play – Participants might have different energy levels or capability to play a game, and that's okay. Because games have different roles, there's always a place for everyone to contribute to the team effort.

Team Play – It's not about the athlete; it's about the team. All games reward teamwork, not individual performance. Exceptional teamwork results in exceptional outcomes.



BENEFITS:

- Energizes participants and builds camaraderie
- Enhances collaboration and problem solving
- Builds relationships, respect, and appreciation

LOGISTICS:

- Indoors or outdoors
- At our facility or the facility of your choice
- From 2 to 4 hours
- Group sizes from 10 to thousands
- Low to medium physical activities

SAMPLE AGENDA:

- Welcome, introductions, and overview
- Icebreakers and forming teams
- Olympix games rotations
- Award ceremony: scores and recognitions



SAMPLE ACTIVITIES

Here are a few activities that are commonly facilitated for this event. When we learn more about you, we will then choose activities that fit your group best.

TEAM SKIS



CHALLENGE:

Members use long skis with hand ropes to maneuver from start to finish as quickly as possible. Fastest time wins.

TAKE AWAYS:

Synergy, communication, leadership

BATON RELAY CHALLENGE



CHALLENGE:

Teams compete to tag 30 placed “keypads” in numerical sequence, as quickly as possible. Sounds easy? Not so fast. You can only tag a number if you’re holding the baton. Be quick to pass and catch while tagging keypads along the way. Flawless execution wins the day. Discover what works through trial and error.

TAKE AWAYS:

Coordination, communication, planning

TARP POP BASKETBALL



CHALLENGE:

Teams are introduced to a nontraditional game of basketball. Just like an Eskimo blanket toss, all members hold a large tarp to launch a 42-inch ball across the room to teammates holding an extremely large basket. Timing is critical for successful launching and scoring.

TAKE AWAYS:

Communication, synergy

JUMBO CUP PONG



CHALLENGE:

Everyone takes turns scoring points in this team challenge. Teammates use cups to catch balls bounced by other team members. There are multiple ways to play this game. Maybe the cup is on the head or behind the back. Maybe the cup is held by many members at the same time. It’s all about coordinating the throw with the catch. Everyone gets a chance to be the “ball bouncer” before the rotation begins again.

TAKE AWAYS:

Collaboration, coordination

SAMPLE ACTIVITIES

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BIATHLON



CHALLENGE:

Teams transfer tennis balls from storage bin to shooter through a series of obstacles using special tools. Each shooter launches the balls to a team member holding the target bucket some distance away. Don't let a ball touch the ground or you must start again.

TAKE AWAYS:

Roles and responsibilities, collaboration, coordination

SPIDERWEB BALL TOSS



CHALLENGE:

Before you is a large web with 20 numbered holes. Members must stand five feet from the web and toss a ball through each hole in sequential order. Everyone tosses once before anyone can toss again. Fastest time wins.

TAKE AWAYS:

Roles and responsibilities, coordination

SHOOTING GALLERY



CHALLENGE:

Childhood favorites -- pedal cars and archery -- are combined into a thrilling relay. Start your engines as you pedal your car down to the Shooting Gallery, grab your bow and arrow, and shoot at a menagerie of items to earn points for your team. Fear not -- arrows have marshmallow tips. Quickly pedal back to keep the relay going. All go once before anyone goes again. Beware -- there may be additional challenges for those waiting in line.

TAKE AWAYS:

Defined roles, coordinated support, performing under pressure

LASER CHASE RELAY



CHALLENGE:

This is an electronic version of "whack a mole" played as a relay. Instead of moles, there are up to 20 blinking lights flashing on and off intermittently. Each successful contact is worth a point and each member takes a run to tag the lights.

TAKE AWAYS:

Agility, communication, coordination