



Welcome to an Adventure!

Cradle Amazing Race @ Maropeng

"I decided that adventure was the best way to learn..."
Lloyd Alexander

"It is only in adventure that some people succeed in knowing themselves - in finding themselves."
André Gide

Innovative Teaming Solutions v/a Corporate Adventures Ck 2009/065846 / 23
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Thank you very much for affording us the opportunity to provide you with an Amazing Race Proposal for your team.

The Cradle Amazing Race @ Maropeng is a stunning option that allows the team to see some of the best venues on their doorstep.

Please see detail and costing below.

Theme

We can theme the race to align with your vision and mission, or any other theme you prefer. Alternatively, we use a "Mission Possible" theme for our standard package

Logistics:

Our programs are tailor made and flexible to suit your requirements. The programme below details a half day amazing race, starting at 09h00 and ending at a mystery venue between 12h00-13h00, where you and your team can enjoy a leisurely lunch. Conferencing/ meeting can be done in the afternoon. Alternatively, the conferencing can happen in the morning and the teambuilding happen after lunch.

The Race

An ice breaker gets the group excited about the adventure ahead.

- The group would be split into teams of 4/5 people per team and will start together at the chosen start venue. They will be briefed and provided with a Map and will be coached on the use of the equipment.
- Each team will receive a starting puzzle, which once solved will allow them to begin the race. The teams will then follow a course where they may meet up with other teams.

Destinations:

- **Race around Maropeng:**

Maropeng (visitor centre for the cradle of human kind)

Upon arrival, a huge ancient burial mound (the Tumulus) comes into sight and from there on its one thrilling experience after another as the secret to our ancestry is revealed. The underground boat ride leads to 2500m² of underground exhibition space that brings the history of humankind alive by way of exciting exhibits that are entertaining, educational and interactive.



Keeping Safe:

We are COVID 19 Compliant. Social distancing is encouraged. Hand sanitizer will be available.

Challenge Activities

Challenge activities will involve some of our fun, popular team based activities, or a treasure hunt/orientation around the venue.

The theme for the race is “Mission Possible” and as such all activities would speak to this both in the way they are positioned and the goals to achieve.



READY, STEADY, GO!

The teams get to compete against each other, with a fantastic series of challenges including a simulation of Apollo13 simulation using two way radios, sms clues, brain teaser challenges and many more.

The challenges, brain teasers and clues lead them to all the choice areas of the venue.

How it works:

We start out with an energising and fun ice breaker. We then split the group into teams. Each team is presented with a Mission Possible Race Pack. This pack contains instructions and the tools required for the adventure. (Maps, GPS, photo's sms numbers, caps etc). They will also be provided with a snack and water for the adventure.

The instructions are given and teams take a few minutes to learn the tools and strategise a plan of action. Then off they go on the Amazing Race Adventure.

All the teams will start at the same time departing in different directions. Teams will interact with each other at various stations, competing to get ahead. The program is structured in such a way as to ensure teams will interact against different teams at all times.

A final code breaker using previous clues, answers, and photos collected along the way will lead them to the final point. First team there wins the race!



Halt Card

Each team will have a halt card where they have the option of stopping the opposing team for a specified amount of time during the race, or they can use it to buy the same amount of time back for themselves.

Fast Track

As part of the Chase pack there will be a Puzzle which when solved can be presented to an activity facilitator which then allows the team to forego the activity and fast track onto the next activity.

The destination clues

The clues to each destination is in one of five categories

1. A point indicated on a map.
2. A printed small window of a map.
3. GPS
4. A compass bearing and distance.
5. A cryptic clue
6. A photograph of some feature.
7. Sms clue

The challenge activities:

The adventure would consist of 7 stations, and the activities will revolve around successful missions in the past.

Activity Number	MISSION POSSIBLE!!	Link to Theme:
1	Apollo 13: Two way radios and a challenging task with a time limit makes this a tense and exciting challenge.	The Successful Failure!
2	Retrieval	The Shackleton Way
3	Obstacle course 	No successful mission comes without teamwork and overcoming challenges!
4	Brain Aerobics – The name says it all. A collection of brain teasers, classic wooden 3D puzzles, make this a memorable challenge.	The Pen is mightier than the sword – Link to stories of great thinkers who have added to man's success.
5	Pulling Strings 	Success requires Focus ad GREAT communication skills.
6	Memory Game	Success requires careful competitor analysis
7	Orienteering and treasure hunt: The setting makes this a true Pirate style treasure hunt with maps, compass and cryptic clues to find X!	Exploration of the world, sea and space

Facilitators

Corporate Adventures will provide a team of facilitators for the event:

- 1 overall program manager with a vehicle
- 1 facilitator per waypoint depending on the activities



Prizes:

The winning team is the first one to solve the final cryptic clue and reach the final destination. Prizes will be awarded to:

- First team to finish the race

Prizes can be discussed. You are welcome to add additional prizes that we would be happy to hand out at the closing prize giving.

Sample Program:

Amazing Race Program						
09:00 to 10:00	Briefing, Team allocation at the starting venue and issue of equipment.					
10:00 – 11:00	Way Point 1	Team 1 & Team 2	Team 3 & Team 4	Team 5 & Team 6	Team 7 & Team 8	Team 9 & Team 10
11:00 – 12:00	Way Point 2	Team 3 & Team 10	Team 5 & Team 2	Team 7 & Team 4	Team 9 & Team 6	Team 1 & Team 8
12:00 – 13:00	Way Point 3	Team 5 & Team 8	Team 7 & Team 10	Team 9 & Team 2	Team 1 & Team 4	Team 3 & Team 6
13:00	Finish point at mystery venue					

I trust that this proposal addresses fully the requirements you expressed, and that it contains all the detail you require. Should you wish to discuss any aspect of the proposal with me, please do not hesitate to contact me at any time convenient to yourself.

Terms and Conditions:

- Acceptance and confirmation is based upon receipt by us of a signed booking form and 50% deposit for the event costs and full venue payment.
- Full payment due for the event 48 hours prior to the start of the event.
- 100% cancellation fee if cancelled within 10 days before the team build.
- 50% cancellation fee if cancelled between 10-20 days.

Warm regards

Talana Abrahamse

Consultant: Corporate Adventures

Mobile: 0825279234

E-mail: talana@corporateadventure.co.za

www.corporateadventure.co.za