



Primary Benefit: Serious fun!

Secondary Benefits:

- Maximum participation for everyone
- Measurable results - everything is put up on the record board
- Can be customized to fit ongoing themes in the company
- High energy
- Emotional impact that sticks- a great story that people will be talking about for weeks afterwards
- Learning new things about team members and being surprised by what they can do



The Game: Have you ever wondered what it would be like to capture the energy, passion and fervor of the Olympics in your work team? Imagine a high-energy teambuilding event unlike anything you've ever seen before -- 12 brazenly hilarious competitive events, 12 records to break – all at the same time! Regardless of physical ability, everyone is able to participate.

Your group is divided into sub-teams. Each team is given an extensive list of records to set and beat. Teams strategize, plan and choose which records to go for. But this is unlike any record setting event you have ever seen, because each team is trying to beat the same records. And no record is safe for long, because the team next to you is working to break the record you just set! As the game ends, teams huddle around the official Record Board to see who really scored the fastest, longest, funniest, and zaniest, etc.

This program is definitely designed for groups who like measurable results. Everything is put up on the record board for all to see! The game is designed for full and comfortable participation for everyone. Record Breakers can be customized to fit ongoing themes within your company. The events themselves can also be easily customized to fit certain activities that take place at work (example: for a manufacturing team, we can integrate your products into some of the records).

Training Module or Debrief: This activity does not usually have a debrief. However, if requested, a trained facilitator can lead a debrief discussion.

Minimum/Maximum Group Size: Can be played with groups of 10 up to the hundreds.

Program Length: 60 to 90 minutes.

Space Requirements: Depends on team size. Groups of 10 can play in a conference room. Groups in the hundreds can play in a ballroom or outdoors. 20 square feet per participant is a good guideline.

