



CORPORATE OLYMPICS



Team Building * Corporate Olympics

FUN, MUSIC, SPORT, Healthy Life, Increased energy level

<http://sportuli.weebly.com>

 gartoba

Always wish you could compete in the Olympics? You can now live out your dream as you compete against your fellow colleagues in your own Corporate Olympics event - [Sport and Entertainment Games Association](#) **will provide everything you need for successful Corporate Games and Team Building event.**

What we supply:

All the giant inflatables, obstacles and props as well as PA systems are all supplied by us. The referee and compeer will help with the smooth running of the event. The format of the event is designed to meet your particular needs. The number of events, layout of the equipment and duration of the competition are completely individual and presented around your specification.

Our equipment:

- Giant Inflatables;
- All equipment and props for games
- Hours of Games;
- A Professional Compare / Referee;
- licensed doctor;
- A Public Address System;
- Music / DJ
- Commentator;
- Event summary and results
- Trophies, Medals and Certificates for each award ceremony
- Confetti.
- Photos from the memorable event burnt onto a CD.



The event starts off by having everyone split into teams. Proceedings will then start with an opening ceremony to get everyone into the Olympic spirit. The activities are split into mini versions of actual Olympic events through to many fun games. Each of the activities are designed to involve full participation from all team members (rather than individuals) which will draw on everybody's strengths and weaknesses. The event will consist of a series of rounds with each team also taking part. A running commentary will be provided throughout the event complete with musical **accompaniment ensuring that the team members are the "stars of the show"**.

If you think you are up for the challenge and would like to get everyone into the Olympic spirit, let Uplift Events design a Corporate Olympics event for your company that will be hailed as 'the greatest games ever!'

Objectives/Benefits:

- Team building (great social / fun activity to get to know your work colleagues better)
- Communication (individuals are required to communicate and co-operate in a team environment)
- Fun (ideal event to get everyone relaxed and enjoy the day in a casual fun environment)
- Increased energy level and fitness (gets everyone outdoors to enjoy the fresh air and to be active outside the office)
- Friendly competition (allows everyone to work towards a goal and push their team to strive for real results)

The Venue

Access to the venue should be suitable for large vehicles. The arena area required is 25m by 40m. This should be a safe playing surface. Indoor events can also be accommodated but a large sole use facility must be available.

The Teams

We recommend you bring a minimum of 8 and a maximum of 16-teams. Each team can include from 10 to 18 participants. So we can organize during a day games for up to 288 participants. Ideally, each team should come with an appropriate team shirt which often bears the name of their company or charity they are sponsoring.

- No. of People: 10 – 288
- Team Size: 8 – 18 people per team
- Duration: Can be tailored anywhere from 3 to 7 hours
- Focus Areas: Team Building, Communication, Decision Making, Problem Solving, Leadership
- Locations: Any large open area (indoor or outdoor).
- Fitness Level: Low – Medium (Tailored to suit any fitness level required)



Format

4 rounds of the games will be conducted by 'Olympic System'. First round consists of one game in which every team takes part. Only the winners will move to the next round. Team-scores will be set to zero and counting the points will start from default points after finishing every round.

In the case of 16 teams, the game schedule looks like this:

Round	Teams	Game
I	All 16 teams	Giant Inflatable obstacles - 1
II	8 best scored teams	Game: "Balance"
		Game: Inflatable obstacles - 2
III	4 best scored teams	Game: 1-2-3
		Game: Baskets
IV	2 teams (final)	Game: Rope pulling
		Game: Jenga
		Game: Inflatable obstacles - 3
		Award ceremony



THE GAMES:

Round I Giant Inflatable obstacles – 1

Description

Males and females will take part in games one after another. Competition begins with players crossing big, inflated barriers, whereupon one reaches a checkpoint and then throws the ball taken from a basket in the direction of another player which stands on a cube, a special basket on his/her head. If player succeeds at dropping the ball right into the basket, an additional point is scored.

Participants: The whole team takes part in the game.

Grading System: The team that crosses the line first wins a round and gets 10 points. Opposite team will score 5 points. Every fallen barrier and starting the game before the sign means penalty with 1 point off. Every successfully thrown ball gets a team one additional point.



Round II

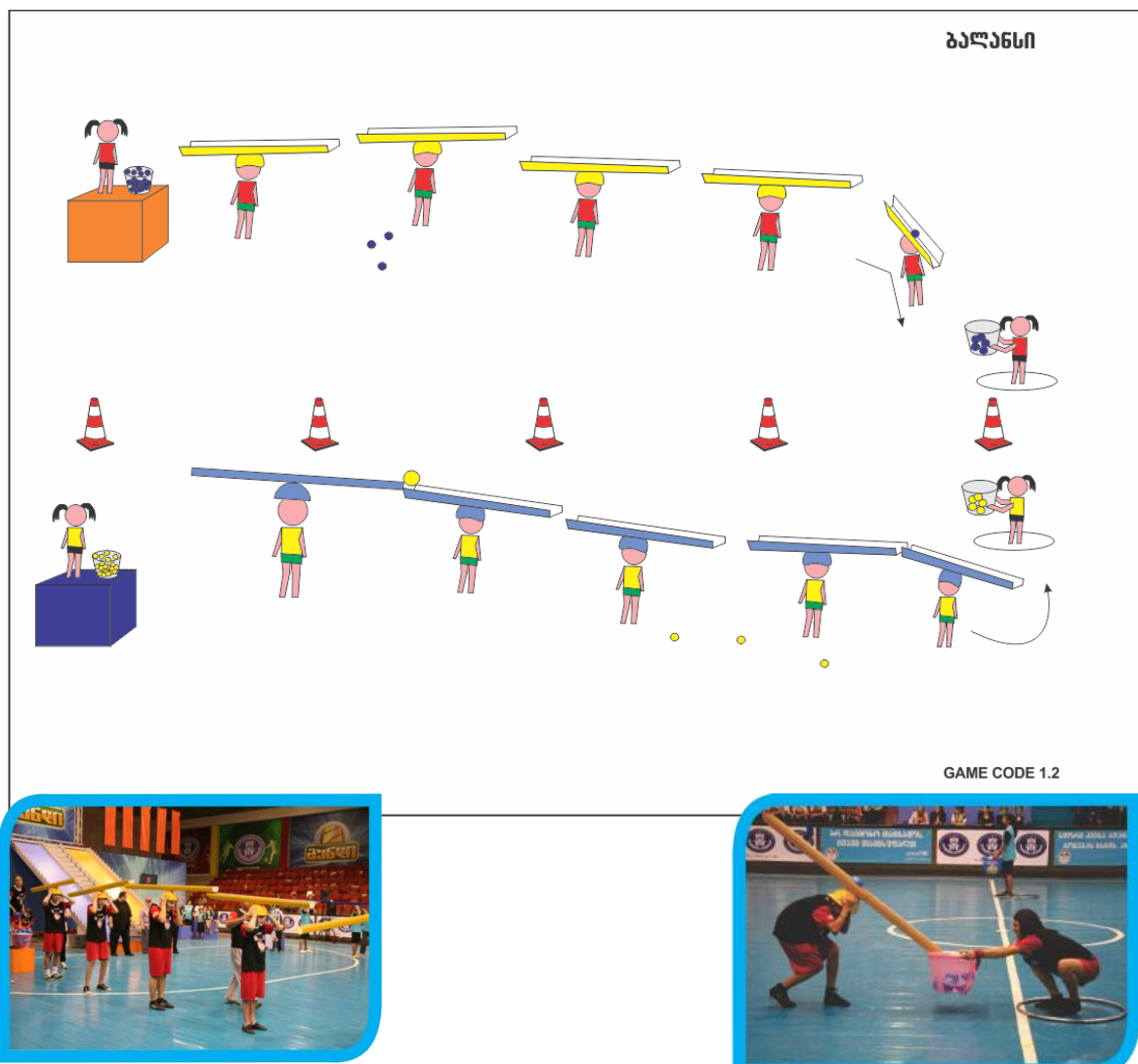
Game: "Balance"

Description

A female player stands on a cube with a basket. In front of her 5 players stand in one line, each of them wears special grooves for rolling the balls. At the end of the line, another female player stands in a ring with a basket. The female player on the cube opens the game, which takes the ball from the basket and places it on a groove held by first player. The first player tries rolling the ball in the groove and then placing it on a player's gutter standing on his way back. In this round teams are to finish the run under 5 (five) minutes, rolling balls from using grooves on their heads and placing them correctly into the player's basket standing on the end of line. The first player can place a new ball on his/her groove only after throwing a current ball into the basket successfully or not. Players can hold the helmets with their hands. One of the participants can follow the ball and give advices to players.

Participants: 8 players: 5 males, 2 females, 1 overseer.

Grading System: Every successfully thrown ball gets a team one point. Early rolled ball means one penalty and subtraction of a single point



Round II

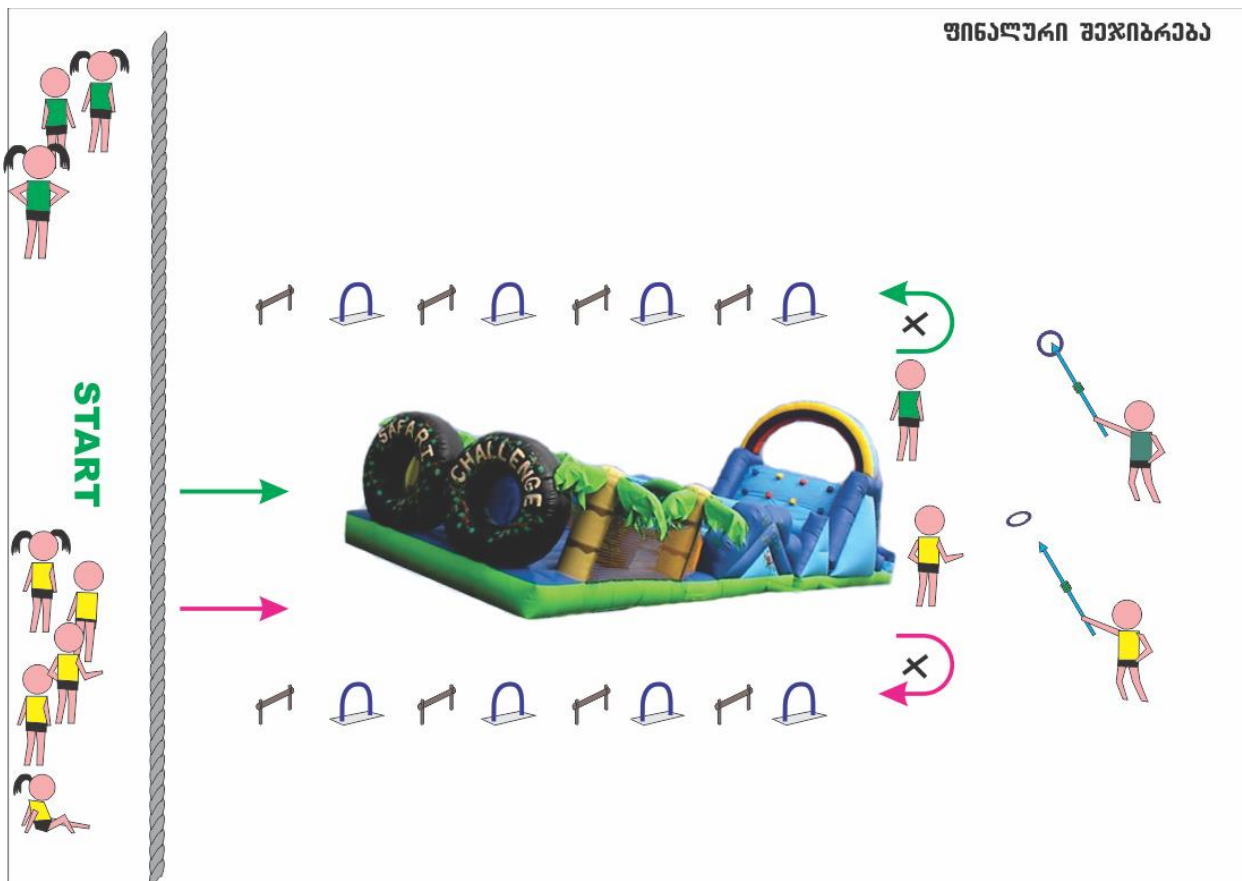
Game: Inflatable obstacles - 2

Description

A round is opened by male players and gets continued by females. The competition begins with swollen "palm-tree" barriers which get crossed by players. This takes a player to a signified point, whereupon one takes a ring from a basket and tries to throw and fit it onto the 'spear' held by another player. After this, the player returns to the starting position by jumping over and penetrating under the special barriers.

Participants: Whole team is taking part in the game.

Grading System: A team that crosses the line first wins and gets 10 points, another team gets 5 points. Every fallen barrier and starting the game before the sign get a penalty of 1 point off. Every successfully thrown ring gets a team one additional point.



Round III

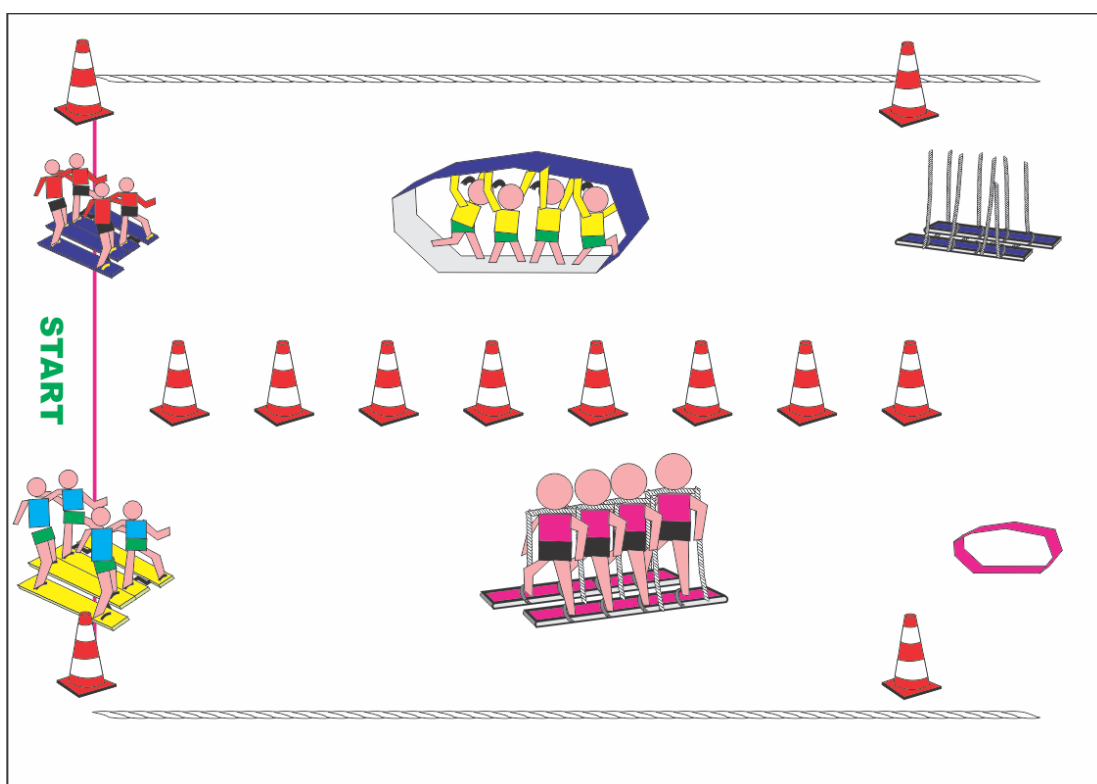
Game: "1-2-3"

Description

Round begins with 4 females inside a 'caterpillar', from where they get outside once they reach the end of the line. After this, they get on the 'centipede'. Behind them, male players are getting started, standing on 'moving boards'. At the end of the line, they get off from the boards and get in the 'caterpillar', using it while getting back.

Participants: 4 males, 4 females.

Grading System: A team that crosses the line wins the round and gets 10 point, another team gets 5 points.



Round III

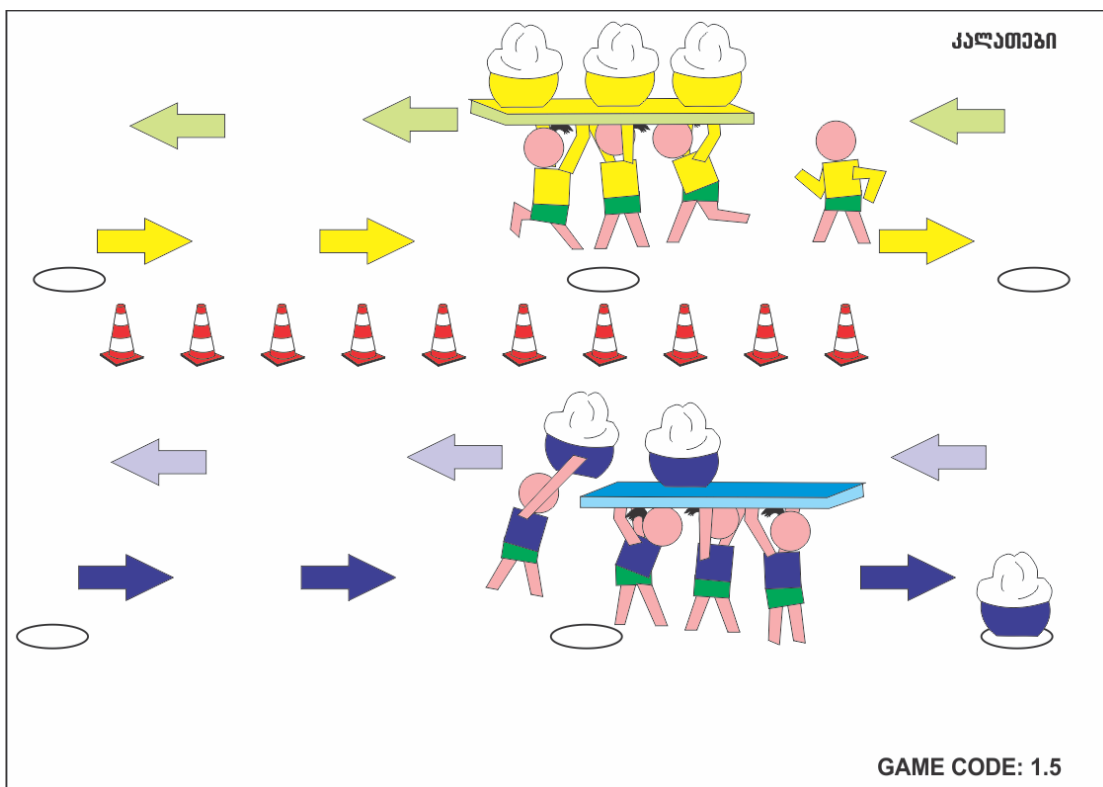
Game: "baskets"

Description

3 female players stand at the starting line with tablets on their heads, three baskets placed on the tablets. 1 male player stands with them. They start the game together under the sing of referee, moving fast towards the finish. Players have to balance the baskets on their heads. If a single basket falls down, they must stop and put it back to its place, and then continue the run. At the end of the running path players must turn around. Teams are obliged to get to the final sign twice.

Participants: 3 females and one male from each team.

Grading System: Team that returns to position after 5 run-through and finishes the line first is the winner. Winner team gets 10 points, loser – 5 points.



Round IV

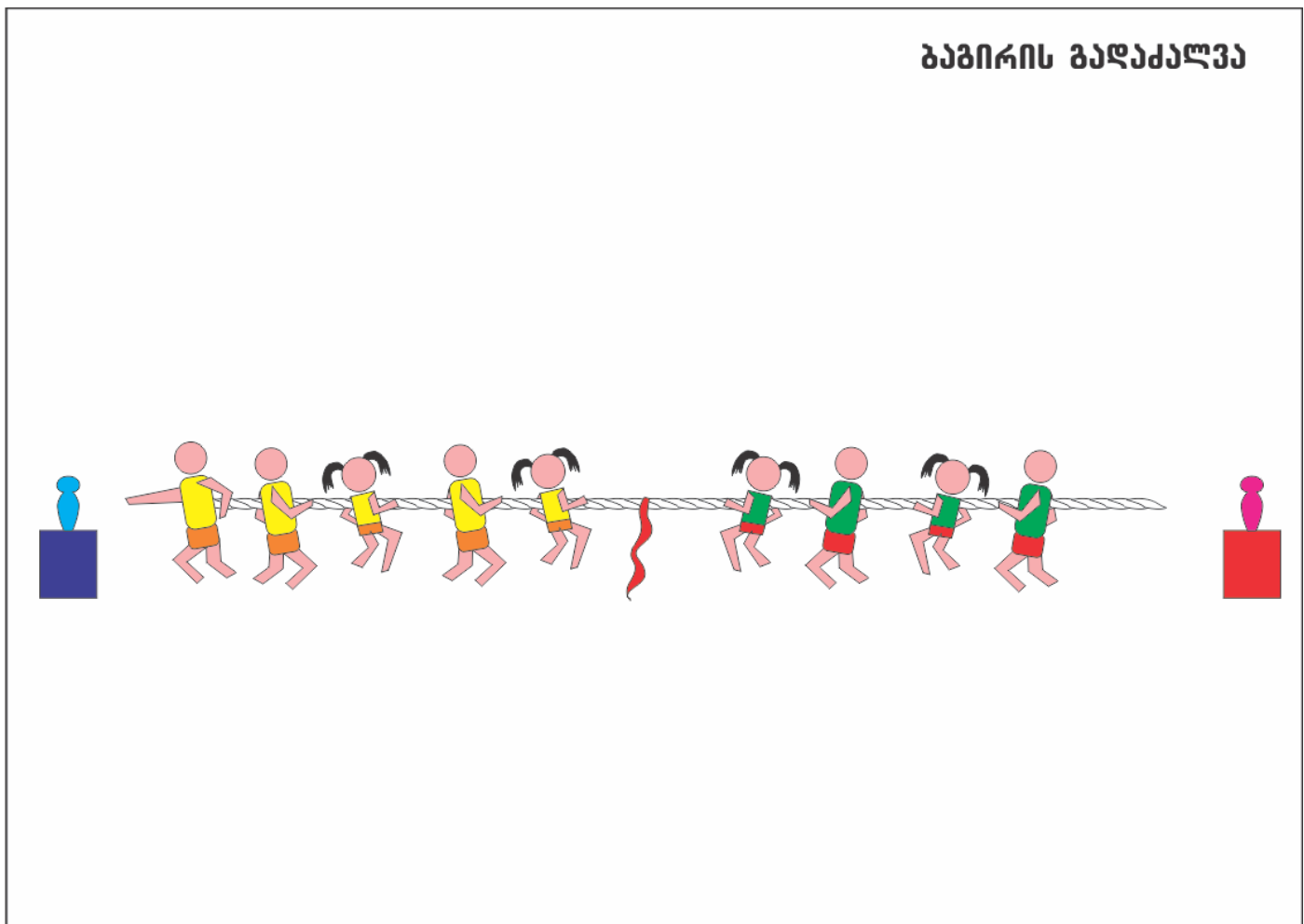
Game: "Rope pulling"

Description

A principle of the game is to reach and get a totem placed on a cube by pulling the rope from an opposite team to one's side.

Participants: Whole team takes part in the game.

Grading System: A team with players finishing the line with rings first is the winner. Winner team gets 10 points, loser – 5 points.



Round IV

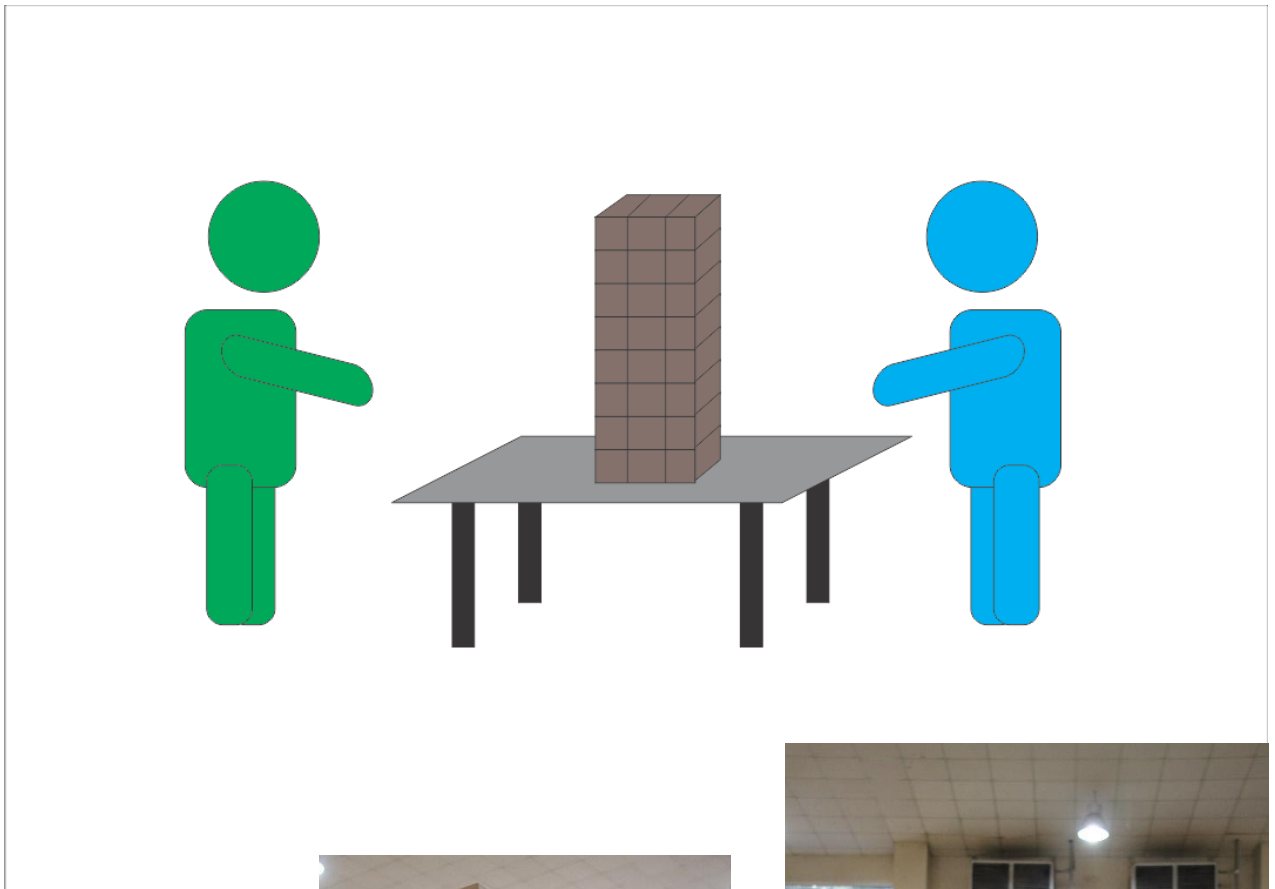
Game: “Jenga”

Description

20-storeyed wooden tower, built by three wooden cubes laid on each other at every storey of the tower. Before players start the round, a referee conducts a ballot. Whole team participates. Under the sign given by the referee, players begin to pull out the cubes from the tower (from all stages except the last, 20th one) one after another.

Game Rules: A player who fails to pull a cube successfully and gets the tower destroyed loses the game. A winner gets 10 points and a loser – 5 points.

Participants: Whole team participates.



Round IV

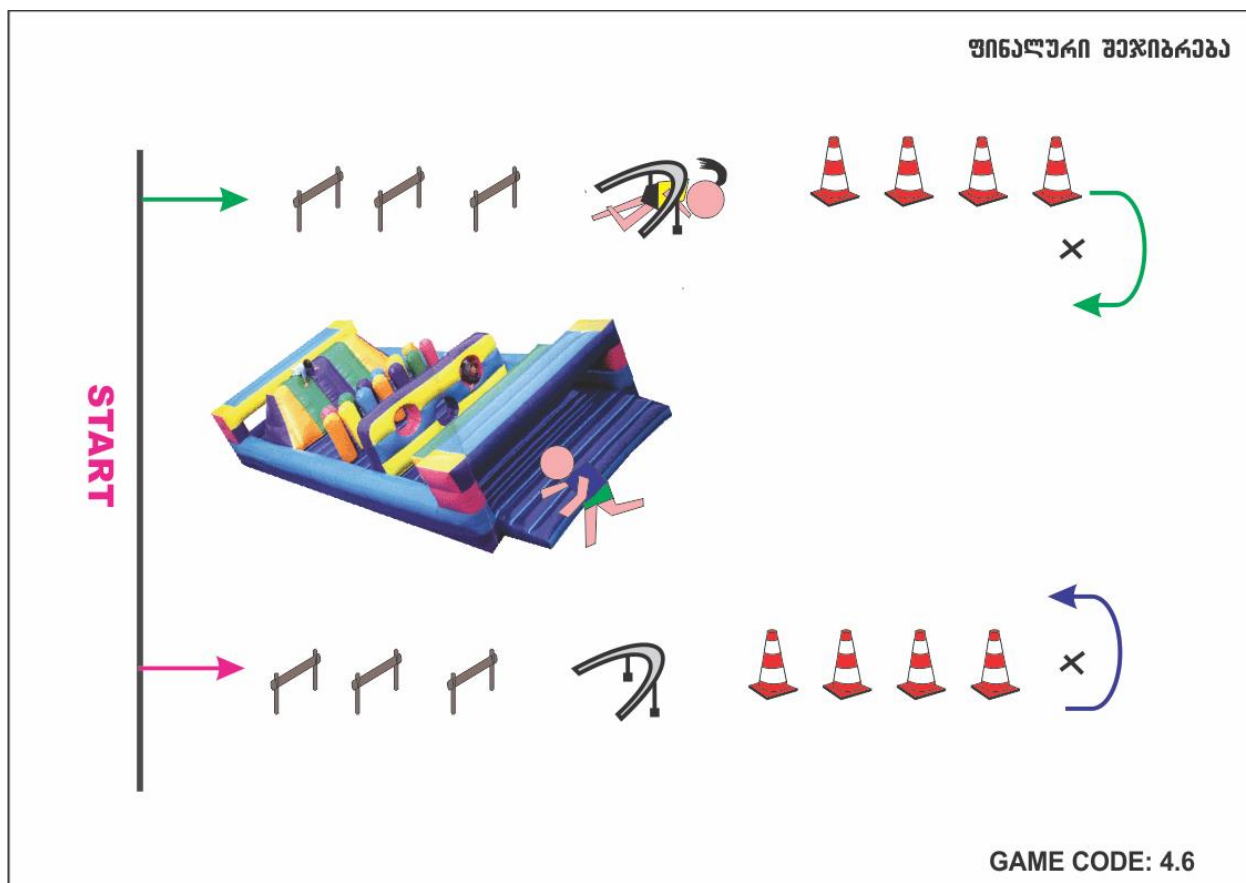
Game: "Inflatable obstacles - 3"

Description

Players open the round by jumping over three barriers, facing next, loop-hole barrier. At the sign point, player throws a ball to the direction of a basket and then crosses 'naughty' barrier, returning to the starting position. Once he/she crosses the line, next player does the same. Competition starts with a female player followed by a male player. This rule must last till the end of the round.

Participants: Whole team participates in the round.

Grading System: Team that crosses the finishing line first wins. Traditionally, winner gets 10 points, looser – 5 points. Every fallen barrier gets a team one point off and the amount (one, two or three) of additional points is determined by the size of the baskets the ball gets in.



Practical Recommendations for Participants



- Athletic pants or shorts are advisable.
- Participants must wear light colored sporting shoes.
- Hard bottomed/plastic or metal, so called "spiked" sporting shoes are not allowed.
- It is recommended to take off earrings, necklaces and other accessories while on inflatable playground.
- Every team's captain will get a special game bible and the olympic thesis. It is strongly recommended to read and learn the game rules and descriptions mindfully. This will help you being more concentrated and ready for the games and save your time.
- During the rounds, every outside-player must keep out from the starting line in order to keep the play safe and regularized.
- No smoking around playground.
- Wearing caps are recommended.
- Allowed: shouting, entertainment, interjections for encouraging teams :).



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