



FASHION FIASCO

Your team are thrust into the dynamic, colourful and ever-changing world of high fashion forming their very own "Fashion House". Each Fashion House will need to research their market then design, create and brand some spectacular catwalk creations using an amazing range of resources and materials. The real fun is yet to come however, as each team must script, choreograph and then stage their own Fashion Show to launch their beautiful creations. Expect a great team event, lots of laughs and some really bad cross-dressing!

Duration: 2 - 4 hours / optional dinner show

Key Themes: Creativity, project management, resource management, teamwork, communication, cross-functional collaboration, planning versus execution, fun and networking, diversity and team roles, lowering inhibitions.



THE KON TIKI CHALLENGE

This highly original and effective water based concept requires each team to plan their voyage, construct a seaworthy vessel from fallible materials and designs, and then take to the high seas. Just like the original Kon Tiki expedition, critics may think that success is impossible. The power of the team and some co-ordinated effort inevitably proves them wrong.

Duration: From 2 hours to half day.

Key Themes: Overcoming challenges, teamwork, cross-functional working, systems and initiative, roles and diversity, fun and motivation, planning and resources, doing more with less via good team process.



GLOBAL NETWORK - GLOBAL CAPABILITY



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SAMPLE TEAM BUILDING EVENTS

from the Team Building Professionals

Team DNA
Building Business



Team Building Events



THE CORPORATE STRIKE FORCE

Team-building with real firepower and unforgettable impact via a military theme. Delegates are recruited in a surprise commando raid and briefed. Issued with fatigues, dog tags and special equipment each team embarks upon exciting missions and challenges that culminate in a united assault on enemy HQ. Real military hardware, tanks, jeeps, trucks and choppers can top off a unique event. Also take away genuine military planning, briefing and execution tools for your business. A sensational way to deliver a message and impress the team. Be the number one force on the battlefield.

Duration: Variations can be designed to suit anything from 2 hours to 4 days.

Key Themes: This concept is highly versatile and issues addressed can include teamwork, leadership, communication, fun and motivation, overcoming challenges and obstacles, cross-functional working, big picture thinking, strategy versus tactics, planning, briefing, execution, de-brief, team roles and diversity, conquering change.



WHEN IN ROME

Build the most profitable empire as you fight battles, trade exotic goods, negotiate at the forum, are entertained at the arena and make best use of available people, time and resources. Centurions and Senators introduce bold visions of prosperity before thrusting teams into an exciting hands-on business game set in the glory of ancient Rome. Teams gather information and build skills before creating their own empires and fortunes undertaking risky conquests of new territory and then consolidating those gains (hopefully also aware of customer satisfaction for the citizens and senate of Rome). Enhancement of empire is also critical with vigorous trading, commerce and technical, social and economic innovations to maintain the stability of empire. Interdependent functions must be co-ordinated to ensure that common goals are reached. Teams will accrue profit and prestige from game conduct and have a huge amount of fun whilst exploring the business of building and winning together.

Duration: 2 hour, 3 hour and half-day versions available

Key Themes: Execution and teamwork, risk versus reward, profitability and customer focus, planning and strategy, building culture, seizing opportunities, consolidating opportunities, negotiation, cross-functional teamworking, change, interdependence, team roles, diversity.



CSI DEATH OF A DIVA

Calamity befalls the nightclub cabaret scene as a key personality from this flamboyant clique is murdered. It's now up to your teams to find out, "who dunnit"? Each team forms an investigative unit that will utilise genuine forensic methodologies (CSI Style), the skills of their team and a host of bizarre re-enactments, evidential sources and strange character witnesses to eventually uncover the wrong doer from among numerous suspects in a truly twisted and unique murder mystery scenario.

Duration: 2 – 3 hours

Key Themes: Fun, balance creativity and analysis, problem solving, cross-functional collaboration, lowering inhibitions, communication and teamwork.



AN AMAZING TEAM RACE

Imagine your people embarking upon an exciting and action-packed team race around your chosen destination with innovative challenges mixed in with local sights and attractions for an unforgettable Amazing Team Race. Tailored rendezvous points will have teams engage in competitive challenges that progressively link together and lead them to a carefully selected final destination. The finale is either a competitive first past the post race format, or possibly a surprise common challenge that twists the event from competitive to common focus for a unifying collaborative ending? Pick your destination and desired format, then let the race begin!

Duration: 2 hours to full day formats available

Key Themes: Fun and competition, planning versus execution, speed and sense of urgency, teamwork and co-operation, staying ahead of the competition, destination discovery.



MOVIE MAGIC

Teams make their own movies using costumes, props, camera equipment, sound and lighting as they skilfully recreate company versions of allocated film genre. Roles such as script writing, location scouting, story boarding, sound, lighting, camera, directing and of course the acting talent must be filled. Skills workshops and the incorporation of key company themes enhance the event and films can be hilariously screened afterwards at your very own Oscars.

Duration: 4 – 5 hours

Key themes: Creativity and innovation, project management, team roles and diversity, balance planning and execution, inclusion of key company or conference issues and themes, fun and breaking down barriers.

