

"AN EVENT TO GET YOUR
TEAM BUZZING."

BEAT THE CLOCK

A HIGH ENERGY COMPETITIVE EVENT PERFECT FOR:

- Networking
- Fun
- Motivation
- Engaging individuals
- Energising your team
- ...and more!

INDOOR TEAM BUILDING EVENT



BEAT THE CLOCK

Activity Description

101 challenges, 1 ticking clock!

Your conference room is charged with an atmosphere of anticipation, excitement and energy. Around you is a wonderful array of diverse equipment for 101 tasks to be completed before the Clock counts down to 00:00:00

The clock starts ticking; the pressure is on. How does each team react? Some will open their team pack to plan their strategy and read all the rules and instructions, others will charge off like uncontrollable kids in a toy shop trying to gorge themselves on accomplishing the fun and varied activities.

Each challenge has a Gold, Silver & Bronze difficulty and scoring level from the following categories – Creative – General Knowledge – Mental – Physical – Reconnaissance – Sensory – Technical

From puzzles to putting, drawing to dancing, perfumes to pom-poms, antiques to antics, landmarks to logos, Rubik's to road signs... there's so much to do and so little time.

Furiously, the teams try to complete the challenges they have started before the clock hits zero.

Learning Outcomes

Relationship building
Strategising
High energy

Activity Type

Exciting
Collaborative
Entertaining

Watch the trailer here



BEAT THE CLOCK

Timeline and Logistics



Timeline based on a 2-hour event:

- 10 Mins** Professional Presenter sets the scene and introduces the event.
- 5 Mins** The countdown clock commences, so teams have a quick chat about their strategy and familiarise themselves with their kit.
- 95 Mins** The function room is filled with a buzz as teams get stuck into the challenges.
- 10 Mins** The countdown clock stops and the presenter highlights some of the outstanding moments of the event whilst the scores are finalised, then presented along with prizes for each member of the winning team.

Logistical notes

- This activity is ideal for minimum 1 hour to maximum 2.5 hours.
- Team sizes can vary between 6 & 10.
- Ideal set up is for one team table per team, plus sufficient space for the challenge equipment in the same room or separate area.

Client Testimonials

Here's what previous clients thought of Beat The Clock...

“We've received great feedback from the wider team regarding the Beat the Clock challenge. A number of people stated that they enjoyed it even more than last year as the challenges allowed people to focus on activities that they were comfortable with, whether they were physical or mental activities.”

 **accenture**

“We had the privilege of working with Blue Hat at our annual corporate workshop in June and it was a resounding success. The team provided the materials and led on a two hour team building event which surpassed all expectations and most definitely, in my 37 years of employment, was by far the most energetic and fun exercise I had ever seen. The teams worked together brilliantly, there was an electric buzz of energy throughout and there was even a little of competitiveness as teams fought for the esteemed prize at the end. Highly recommended. Thanks to the team for a spectacular event.”

 **HSBC**

Read more reviews here 

“Absolutely fantastic. One of the best team of people I have worked with. Completely successful, all participants enjoyed the day and were involved from start to finish although there could only be two main winners.”

 **TUI**

“Mark and the team did such an amazing job! They were always on hand to regroup around the timings which were always changing. Everyone at the event got stuck in, even me! Your team had everything covered and running smoothly so I had the capacity to get lost in the games myself. The activity worked really well with how varied it was. Even within their groups it was varied in solo challenges vs pairs vs group challenges. Thanks again for all your help setting it up at such short notice. It went without a hitch and everyone enjoyed themselves.”

 **worldpay**