



## On a Roll in Sugar Land

Here is the ultimate in team socializing, fun, and local interest. Teams are loaded onto individual minibuses with a map of fourteen various Sugar Land attractions to visit. At each location, the team is met by an E. staff person and given a challenge to complete, which wins them points according to difficulty. The team's their first destination is assigned, but thereafter each team gets to choose what site to go to next based on their interest, the presumed ease/interest of the activity, the point value, and the relative proximity. All teams need to return to the starting point by the announced time or receive point deductions. Bonus points are given for the first five teams to return.

### Corporate Events

- Product Launches
- Sales Conferences
- Client Events

The activities are matched to the subject matter and vary in difficulty. Some are puzzlers, some are brainstorming activities, others involve coordinated team activity, some are just plain fun. Part of the challenge is discerning whether the activity sounds like something the team will be good at or not. But like "Jeopardy", sometimes the activity isn't quite what you thought it would be.

### Convention Support

- Theme Parties
- Technical Support
- Scripting & Staging
- Trade Shows
- Ground Transportation
- Airport Meet & Greet

Your selection of locations and the related challenges are:

**Museum of Southern History and "In the minutia"** At this gem of a museum, the team will be challenged to identify where you would find a "thespian on strings". While they peruse the antique toy exhibit, they will shortly find the answer to the riddle, an antique puppet stage.

**University of Houston and "How's your learnin?"** Upon arrival, our E. staff person in the guise of a Texas professor, will pull the team into a private classroom to review their knowledge of Texas lore – state flower, state bird, state tree, state motto, ... With some prompting, every team will eventually complete the test, meantime receiving a dose of Texas lore and humor.

**Sugar Land Airport and "Can you make it fly?"** When your team arrives at the municipal airport offices, our staff person will lead them quickly to a nearby hangar where the team members will all be asked to create a paper airplane that will fly. Our staff person, other team members, and a "How to" book will be available to assist anyone who doesn't remember a pattern.

**Barnes and Noble and "It's Your Taste"** As the team arrives at the bookstore, our staffperson will direct them all to find a book they have read, then assemble back in the reading area for a team photo. This stop will give members an interesting insight to each member's interests.

**Sugar Creek Country Club and "How did that get here?"** Just off Rt. 59 is the stately Sugar Creek Country Club. Upon arriving, our E. staff member will greet the team with a riddle – "At this bastion of tradition, find the piece that doesn't fit". If the team tries to go inside any farther than the immediate lobby, our staff will prompt them that the clue was "at", not necessarily in. Around the back, they will discover a modern art sculpture that our staff will photograph them in front of.

**Oyster Creek Park and "How's your aim?"** At this sweet little refuge with its rolling creek and open meadow, team members will all be challenged to cast a fishing weight with a supplied pole into a bushel barrel target. The spot is extremely pleasant, and the challenge is a cast back to simpler times.

**Wildbirds Unlimited Store and "Gotta be a local"** – At this interesting little shop, team members will be challenged to find a photo of a bird indigenous to the area/Texas, and verify it with our attending staff person. One twist – any bird named by a previous visiting team becomes unusable.

### Public Events

- Expositions
- Festivals
- Sponsor Solicitations

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**Aerodrome and “Did you see it?”** – At this unique spot, the practice facility for the local pro hockey team and public ice rink, our staff member is going to challenge the team members to bring on their best for a round of air hockey. The challenge is completed once two different players each score a goal on our staff member.

**Mercer Athletic Stadium and “Keep your hat on”** At this spot, team members will be challenged to figure out what name goes with what football player, whose picture only shows his team and player number. Every team will eventually make the matches from process of elimination, but it will be noted that football is king in Texas.

**The Imperial Sugar Plant and “What’s missing?”** – Right at the entrance to the boarded up symbol of Sugar Land’s beginnings, each team will disembark and be given a series of sentences, each missing a word, name, or term for the team to fill in. All the sentences will impart some piece of information about Texas history (which most of us transplants don’t even know).

**Sugar Land Medical Pavilion and “Get in the picture!”** Like a lot of pretty public parks, there are some picturesque views and ... ducks. The challenge here is to herd a duck into position and arrange your team so they all are in a team picture (that our staff member will take).

**Steven F. Austin Fountain and “Gotta take the slope and the wind into consideration”** This is a putting game with two twists – First, it’s a relay, as in a member has to sink their putt, then the next putts to the next hole, etc. and second, they are putting a nerf ball. That makes the target more of a basket instead of a glass. Everyone will have a pretty equal chance at this one. Extra consideration – this is not a challenge to keep to the conclusion of the game because any team playing has to finish before the other can start.

**Fountain Avenue and “What’s the name of ...?”** With the backdrop of the giant sprays in Fountain Lake under a beautiful arbor, our staff member will challenge the team to come up with the names of seven famous fountains, anywhere in the world. To verify their accuracy (and in case they need some help), there will be a book to consult to ensure the challenge is completed.

**The Harley Davidson Dealership and “In the Club”** Amidst the incredible display of motorcycles, team members will be challenged to find a rendition of the Harley slogan and have it verified by our staff. “Live to Ride and Ride to Live”. Yeah.

**Mercer Stadium and “Build it Again, Sam”** In this challenge, all the team members observe an assembled giant Lego structure, then select three team members to put on blind folds. After the E. staff member disassembles it, non-blindfolded members direct the three blindfolded members in retrieving and rebuilding the structure.

<i>Museum of Southern History and "In the minutia"</i>	20 pts.
<i>University of Houston and "How's your learnin?"</i>	20 pts.
<i>Sugar Land Airport and "Can you make it fly?"</i>	25 pts.
<i>Barnes and Noble and "It's Your Taste"</i>	15 pts.
<i>Sugar Creek Country Club and "How did that get here?"</i>	15 pts.
<i>Oyster Creek Park and "How's your aim?"</i>	25 pts.
<i>Wildbirds Unlimited Store and "Gotta be a local"</i>	10 pts.
<i>Aerodrome and "Did you see it?"</i>	20 pts.
<i>The Imperial Sugar Plant and "What's missing?"</i>	15 pts.
<i>Sugar Land Medical Pavilion and "Get in the picture!"</i>	25 pts.
<i>Steven F. Austin Fountain and "Gotta take the slope ..."</i>	15 pts.
<i>Fountain Avenue and "What's the name of ...?"</i>	15 pts.
<i>The Harley Davidson Dealership and "In the Club"</i>	10 pts.
<i>Mercer Stadium and "Build it Again, Sam"</i>	25 pts.

*Points for partial completion are given at the discretion of the E. staff person on site.*

*Among the first five teams to return – bonus 10 pts.*

*Points deducted for returning late to the hotel – 15 pts. / each 3-minute segment (ie., 4 minutes late is a deduction of 30 pts.*

*At the five-minute kick-off, we will make explanation of the rules and suggest some strategy. The more successful teams will maximize their point accumulation, but get into proximity of the hotel close to the ending time. Careful budgeting of time is essential.*

*During lunch, we will recap some of the funnier exploits of various teams, herald some of the strategy that was evident, and announce team point totals. All teams will receive a prize denoting their accomplishment.*

*End result? A stimulating period out in the fresh air, taking in the best of the local sights, and getting to know ten other people on your team in a fun, no-pressured manner.*