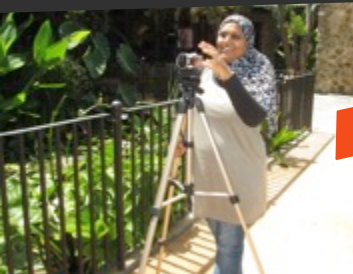


TEAM BUILDING ACTIVITIES

1. Advert Making
2. Brand Art
3. Company Fun Day
4. Culture Shock
5. Ice Breakers
6. In it to win it
7. Movie Making
8. Murder Mystery Investigation
9. News Broadcast
10. Race Day
11. Smart Ass
12. Survivor
13. The Amazing Race
14. Wacky Sports
15. Wipe Out



TEAM BUILDING ACTIVITIES



1

ADVERT MAKING – Mock TV Advert Making 2.5 Hrs

In this exciting event teams get to experience the creativity and fun of making their very own company TV adverts. The advert itself could be based on or around a new product or internal communications within the company. This event is all about fun & communication. It highlights the company's corporate brand presented by the company's employees who take it out into the market on a daily basis. This activity takes into account the values and goals of the company as well as its employees. Therefore the focus of the Ad Making team building event is determined with client input. This event ensures that your company's corporate values are realized in a competitive and fun atmosphere.

From R180 pp



2

BRAND ART – Company Art Work 2 - 3 Hrs

In Brand Art, all teammates are put to the test as they arm themselves with paintbrushes to work on a fun project. Delegates discover that the fun project at hand is a giant piece of artwork that has been separated into lots of small sections with each team responsible for painting a section. However, they do not have all the information to complete the task at hand. This is where delegates quickly realise that to succeed they will have to work together with a "One Team, one goal mind set". Absolutely no previous artistic expertise is required, but rather an attitude that shouts fun! On completion, all the teams gather together and piece their artworks together to form the bigger picture. This masterpiece is a real sight for sore corporate eyes. All teams work in a time frame so that the big reveal of the finished masterpiece can be showcased before being framed and hand-delivered to the company's doorstep, to display some serious creativity and teamwork.

From R320 pp



3

COMPANY FUN DAY – Company Fun Day 2 - 5 Hrs

Most people call it a 'fete'; we call it a "fun day" because at every touch-point everyone has fun. This full-day event features numerous mini-events that team players, families or spouses can choose to participate in. Looking for a way to end the year with a bang? Then a Fun Day is exactly the finale you need!

From R120 pp - Minimum 100 people



4

CULTURE SHOCK - Cultural Awareness Activity 2 – 3 Hrs

"Culture" is a word that has become the big white elephant in most corporate boardrooms. Well not in this game show! Here we want teammates to explore, explain and embrace every feature of their culture. Roles are played out and participants are encouraged to use their cultural distinction to create a fun interaction not only during the show, but also in their workplace. The activity comes to a great close when the teams have to make a mini movie using their cultural workplace guides and roles to show-off their cultural strongpoint's and promote a great laugh amongst their audience.

From R280 pp

TEAM BUILDING ACTIVITIES



5

ICE BREAKERS

30 mins – 1 Hr

Everybody hates an awkward silence. These quiet times can undo all the great team work and talks done beforehand, so we encourage small catalysts via conversation or activity that can reignite the conference-goers and boost them for the entertainment and activities to come. Give us ten minutes and we will invigorate the audience and let them know that the fun is only just beginning!

From R100 pp



6

IN IT TO WIN IT– Indoor Activities

2 Hrs

Has the rain dampened your hopes of an extreme outdoor team-build? No worries – we have exactly the kind of indoor fun you had secretly planned for. "In It to Win It" involves a gym circuit for the brain and the bum. Teams jostle from one activity to the next in a series of events designed to get them thinking, talking and doing. Completing a whole bunch of activities, the teams earn points, which ultimately decide the winner.

From R150 pp



7

MOVIE MAKING

3 Hrs

Whether you dream of being the next Oscar-Award-winning actress, the next Sean Connery or even the Spielberg of this decade, this product will allow you the opportunity to not only write, but deliver your acceptance speech. Movie Making provides a box of secret ingredients that gives you the tools to script, produce, act and showcase your very own movie. Everybody can get involved and show off their alter egos within. Most times the movies are so popcorn and Slush-worthy, an awards evening can be arranged, where your team not only gets to dress fancy and wear a hot date on their arm, but they get to walk the red carpet, receive an award and thank mom and dad for all their encouragement thus far!

Proposed Itinerary for Movie Stars:

The group is split into random teams.

A simple briefing is given to each of the teams.

Each team is given a briefing sheet, production sheet and "Movie Stars Craft Box" full of goodies.

The "Prop Shop" is opened for the Art Director and their assistant to rent props.

The "Camera Academy" starts; The Director of Photography collects a camera and is given various operating instructions.

The teams shoot their movies in sequence.

All the teams hand in their cameras, props, equipment and production sheets.

The movies are burned onto DVD, potential nominees for prizes are identified and the movies are scored.

Viewing of the movies, behind the scene bloopers and awards.

From R 200 pp

TEAM BUILDING ACTIVITIES



8

MURDER MYSTERY INVESTIGATION

2.5 Hrs

What happens when a group of hoity-toity guests gather at a prestigious party and one is discovered dead? A murder mystery of course! Now teams must regroup, decipher clues and gather evidence to determine the culprit. However, as with every murder case, not everyone will be upfront about his or her actions on that fateful night. There can only be one murderer and the team that can catch him first, will win his fate. The case is declared closed when each team re-enacts the ghastly deed on camera in full detail and the true mastermind behind the murder is revealed. Gather your handcuffs, your magnifying glass and put on your best poker face cause an investigation is about to go down.

Murder Mystery Investigation is a problem solving fun team build with each of up to 10 participating teams representing a guest at a country mansion. One of the guests has been discovered murdered on the estate and each team's objective (with the exception of one team) is to find out who the murderer is and identify the following: The murder's accomplice, the murder weapon, where the corpse was found, the motive for the crime

From R250 pp



9

NEWS BROADCAST - Company News Broadcast 2 Hrs

Working around themes or topics that are relevant to your organisation, your team develops and performs the script in a slick recorded news show that includes company news headlines, interviews, entertainment inserts and whatever else is necessary to produce an incredible fun memorable News broadcast.

From 180 pp



10

RACE DAY - A day at the races

1.5 – 2 Hrs

Horseracing fundi's and big time betters, get your wallets ready! (Don't worry its fictitious money) Race Day is all about the most strategic racer. Just like traditional horseracing, this activity involves stakes, bets, fictitious money, screaming fans and only one winner. The catch is, we use frogs (Not live ones) and not temperamental horses. So ladies and gents, place your bets, get your Derby-best on and make a move towards the grandstand as you pick your potential winner and egg them on. Participants pick a pad, get their frog in position and bang goes the starter gun. We'll see you at the finish line!

From 180 pp - Minimum 30 people

TEAM BUILDING ACTIVITIES



11

SMART ASS – Interactive Game Show

1.5 Hrs

Every team will always have a great combination of the brains, the brawn and the blondes. Smart Ass gives every type of person a moment to shine. But in the end there can only be one team. Using general knowledge, quirky factoids, quick discussions and descriptions, this game gets anyone in the mood to do some quick thinking. There is also never a dull moment as audience and teammates work hand-in-hand to decipher riddles, answer category questions and play each other's expertise off one another. We recommend this activity for any group looking for extreme excitement and some great laughs. The only way to win is to work together and get to know how your teammates' brains tick too!

From 180 pp



12

SURVIVOR – Team Challenge

2.5 Hrs

Whip out the warrior-paint & the bandanas and your oldest clothes, because this Survivor challenge is about to get messy! Teams have 20 minutes to prepare their war cry, dress for the occasion and decide of a fitting team name. Let the games begin! With up to 11 different physical and mental challenges to be done in three hours, teams must work as one unit to survive. Simply put: the team with the most points at the end of the challenge wins and becomes the ultimate survivors.

From R 250 pp

Some of the "Survivor" challenges



Leading the blind



Memory



Abstract Art



Plank Shuffle



Monkey Puzzle



Fear Factor

13

THE AMAZING RACE - Through Soweto

5 - 6 Hrs

This tailor-made program is definitely a memorable one for all involved. A clue to the first destination in Soweto is revealed and then it's go time! The teams are in charge of absolutely everything on their journey, including travelling and interaction with any people or challenges they may meet along the way. All stops at the correct via-point provide team collaboration, entertainment & another clue that eventually leads to the secret end destination in Soweto. The team with the most points gained from the various challenges along the way, wins! Rewards are fit for a king and the ultimate prize will be in not finishing first, but rather with the most points accumulated. We recommend sun block, sunnies, some comfy shoes and a drive for winning!

From R1200 pp

Pricing Includes:

Transport throughout in 8 x Toyota Quantum taxis (the group will be divided into 2 colour coded teams) – pick up and drop off at your offices or your preferred venue. The vehicles are very comfortable, have safety belts on all seats and are fully insured to carry passengers. The drivers are qualified and experienced with the Amazing Race Format – however it is up to the teams participating to direct the drivers to the various destinations. A guide/referee to accompany each group on the day to ensure all clues are completed. The guide is also there to provide interesting commentary along the way

Colour bandanas provided to the teams

Firebean Facilitators on the ground at each venue (clues will lead the teams to +/- 12 venues of significance depicting Soweto's history as well as culture and way of life).

Interactive entertainment by a gumboot dance and drum group at one of the destinations.

A reward / activity / community donation at each destination.

A Branded Calabash Trophy for the winning team!

Buffet lunch at Masakeng Restaurant.

4 drinks vouchers per person (exchangeable for soft, beers and ciders at a local shebeen and at lunch and prize giving)

Firebean Event management team on the ground with support vehicle ensuring all logistics runs smoothly

The actual race duration is usually about 3 to 4 hours and finishes off at Masakeng Restaurant where lunch will be served and where the prize giving will also take place. For the rest of the afternoon the group will be taken to a venue called The Rock, which is a pub with a facility on the roof with fantastic views of Soweto, they usually set up a bar with music so it is a great place to unwind and to finish off the day. Some groups have the prize giving here as well. Guests wanting to stay on at the Rock after 16h00 can do so, but will need to pay an extra R150.00 per vehicle remaining per hour.

*We usually don't provide full details of the day as we prefer to give our clients a surprise element. However, see below for some of the highlights that the clues lead the teams to:

Treasure hunt at Bara taxi rank market.

A hostel crèche.

Orlando Towers Adventure Centre.

Hector Peterson Memorial.

Mandela House & Vilakazi Street

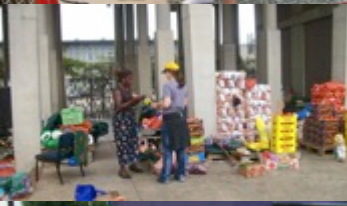
A local shebeen (compulsory halfway stop)

Regina Mundi Church.

Thokoza Park.

Freedom Square.

Kliptown Youth Project with Interactive gumboot dance activity.





14

TEAM BUILDING ACTIVITIES

WACKY SPORTS – Hilarious Active Challenges 2.5 Hrs

Consider yourself an Olympian of all things fun when participating in this challenge. With a host of fun, mental, water, physical and hilarious activities to choose from, Wacky Sports really gets your crew in the mood to work together. Pick your possibilities from an array of activities that will either make you work up a sweat, crack up in giggles, put on your thinking caps or slide down a water slide to success. Teams create an anthem to symbolise their pride and camaraderie and get their team name held high on a flag created by them. Activities are then completed in 15 minutes and points awarded for the team finishing in the top spot. For those who thrive on waving from the heights of a podium while revelling in a team victory, this one's for you!

From R250 pp

Some of the "Wacky Sports" challenges



Ball Float



Plank Shuffle



Jumping Sacks



Leading the Blind



Tug of War



Memory



15

WIPE OUT– Inflatable Obstacle Course 1.5 – 2 Hrs

Imagine an obstacle course made from marshmallows. Well, air course is close enough. Here, teams race against the clock, jumping from inflatable to inflatable, climbing nets, squeezing through tiny spaces and shooting hoops while still trying to motivate their teammates. The team with the fastest times and the greatest team spirit wins! Go you good things, go!

Requirements:

A large and reasonably flat grassed area of roughly 50 x 50 meters
Three separate electricity points at least 20 meters from the activities
Generators can be arranged if the power supply is not sufficient.

A water point at least 30 meters from the activities (water on the Inflatables is optional and only recommended in good sunny weather)
A refreshment point for the participants

From 280 pp - Minimum 30 people



TERMS & CONDITIONS*

RATES INCLUDE

Activities described above.
Experienced Instructors
Event Management and other organizational issues related to ensuring we have the correct staff and equipment, as specified.
First aid box for physical activities.
PA System (All team building events)
Data Projector (Culture Shock, Movie Making, News Room, Smart Ass)
Qualified Paramedic on Site (Wipe Out, Survivor and Wacky Sports)
Qualified Level 1 First Aider on Site

RATES EXCLUDE

Firebean transport to the conference venue or location of team building activity @R5 per Km
Transport of participants to and from the venue.
Venue Hire / Meals / Bar Account / Refreshments
Prizes / Expenses of a Personal Nature e.g. room service, mini-bar etc

OPTIONAL EXTRAS

Different Coloured Bandannas – R 30
Prizes (For winning teams)
Professional photographer onsite, unlimited photos on CD – Quote on request
Professional videographer onsite, Video of event on DVD – Quote on request

PLEASE NOTE:

These quoted rate is valid for 14 days and subject to availability.
Activities are subject to venue approval
All participants are required to sign an indemnity form.
A tab will be run for the drinks and the bar account needs to be settled directly with the venue on departure.

BOOKING PROCEDURES

50% deposit required to secure booking.
Please advise postal and physical address and VAT registration number for invoicing purposes
firebean can not hold provisional bookings for the various options offered.

Please note: firebean requires full pre-payment prior to the event.