



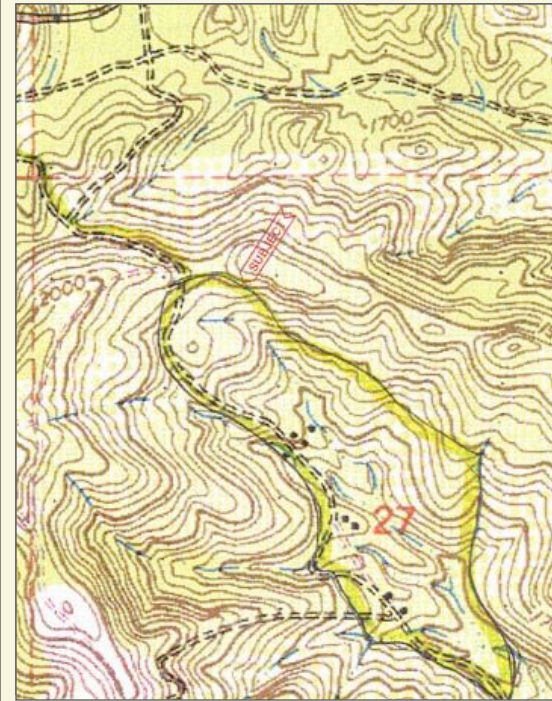
THE LODGE AT SAWMILL CREEK

The Lodge at Sawmill Creek Resort is a perfect destination for productive meetings, team development programs, conference and trade shows. This fully complemented facility offers a highly trained support staff and an exciting abundance of outdoor activities on the pristine shores of Lake Erie.

The totally renovated facility features a woodland decor and the all new Wilderness Hall combines with existing ball rooms to create over 35,000 square feet of diversified meeting facilities. Within driving distance of Cleveland, Pittsburgh, Columbus, Cincinnati, Toledo and Detroit.

The Resort's 235 acre site provides an 18 hole Tom Fazio Golf Course, a lakefront marina, restaurants, shops, lodging, indoor/outdoor pool and a workout room. All within a few hours drive or flight to the heart of the Midwest.

1-800-Sawmill (729-6455)



THE NUHOP CENTER

The Nuhop Center for Experiential Learning partners with its clients to provide a safe, nurturing, dynamic learning environment where people are empowered to succeed. The Nuhop Center has been providing corporate and organizational trainings with the topics of Team Development, Effective Communication, Conflict Resolution, Trust and Leadership for over 30 years. We constantly create and facilitate highly engaging and fun team development programs that meet our clients organizational training needs.

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THE SURVIVOR CHALLENGE

THE LODGE AT SAWMILL CREEK RESORT



THE ULTIMATE TEAM DEVELOPMENT EVENT

The Nuhop Center has partnered with The Lodge at Sawmill Creek Resort to provide the ultimate team performance challenge on the shores of Lake Erie. This premiere event integrates the most engaging Nuhop Center challenges into one capstone event at Ohio's premiere Resort and Conference Center.



The Survivor Challenge

THE SCENARIO

Teams arrive at Sawmill Creek and begin the day with a highly engaging mix of energizers, team challenges and communication activities to set the stage for the main event of *The Survivor Challenge*.

THE EVENT

As participants arrive at Sawmill Creek's Beach they are broken down into pre-determined groups of 3-5 people. Each group is issued their own hand held GPS (Global Positioning System) device and the rules for *The Survivor Challenge*. The Nuhop Center staff trains each GPS Team with the basic knowledge needed to find the hidden geo caches on Sawmill's Beach. (A geo cache is a hidden canister at a certain coordinate indicated on a GPS machine)

Once each GPS Team has a grasp of their new technology, it is off to the races. Each team is given a predetermined amount of time to find as many caches as possible. When the teams locate a cache container, they must look inside to gain their next coordinates. They must also select a card with a list of materials on it. Later in *The Survivor Challenge*, teams will be required to turn in their cards for the materials in order to build a dune buggy and boat. Each card is unique with a list of different materials on them so The GPS Teams must be selective on their card choice. At a few of the caches, teams must successfully complete a choice of two tasks prior to selecting their cards and receiving their new coordinates.

When the predetermined amount of time is up, all teams must come back to the staging area on the beach where they are required to merge with another team of 3-5 people. These groups form the new teams for the second leg of *The Survivor*

Challenge. Each team is then given the rules for this leg, which includes instructions, and specs for the building of their Dune Buggy and Specialized Boat.

At this point, teams must determine the designs for their land and water vehicles and determine point people for each project. They must allocate resources to each project; i.e. human resources and materials. Once this has been completed, the teams may turn their cards in for the actual materials. After the materials have been collected, teams may negotiate with other teams to trade and barter for material resources.

THE CULMINATION

When the build phase is complete, all teams must showcase their designs in the Buggy and Boat Parade! Each team is then presented with the race circuit. Teams must compete with one another in a Dune Buggy and Boat Race utilizing the land and water vehicles they just created. Laughter abounds as teams compete for the title of *The Survivor Challenge*.



THE DINNER

No event would be complete without an awards dinner. After teams have been given the opportunity to go back to their rooms for showers and drinks, they will arrive back at the beachfront property for the evening's festivities. A beach cookout, bonfire and awards banquet will culminate the Day's Event.

