

Conference Breakouts



Everyone seeks to keep the energy and attention levels high at conferences and utilising breakout opportunities can play a pivotal role in achieving this. With carefully planned and well executed breakout activities, conference leaders not only help motivate attendees, but can also ensure they leave totally receptive to the messages you wish to convey.

M&MR has an extensive list of popular and entertaining breakout activities, with just some listed below.

For further details, simply contact M&MR on **01295 770933**

Indoor "Labyrinth"

Our most popular and versatile challenge which takes its inspiration from TV's "Crystal Maze" or "Krypton Factor" but is for teams rather than individuals. The 'Labyrinth' is our collective name for a series of 30-minute physical and intellectual challenges, aimed at team building with an emphasis on fun and problem solving rather than physical exertion, although each does require a high degree of co-operation between team members. Even better, we can directly relate these to the types of skills used in the office environment, providing genuine "take home" value too.



Pitstop Challenge

In our very enjoyable F1-related challenge, teams are tasked with designing & building a working model racing car. All cars must be "self-propelled" and cannot be aided by pushing, pulling or similar means. The discussion, debate & frantic rushing to-and-from the 'Pit Shop' breaks the ice even before construction begins! With the cars ready – the deadline seems to always come as a surprise! – cars are 'raced' one at a time on our 'grand prix circuit' with the one travelling furthest winning.



Armada

As per the Pit stop Challenge (above), but teams are tasked with designing and building a working model ship. In addition to all the above options, teams can choose to put sails on their craft and purchase a "blast of wind" (varying strengths and durations) from our Chandler's shop... the results are often hilarious as entrants propel themselves either forwards, backwards or not at all!



Blind Tasting Challenge

If you have ever wondered how Masters of Wine identify grapes, countries and years in wine without seeing the label, then you and your guests will be enthralled at just how much you can detect in wine and how quickly the necessary skills can be developed. This is an interactive exploration of your senses combined with great fun & teamwork; as a bonus guests will also learn to unlock the mysteries of picking good from bad, finding the bargains and avoiding corked and problem wines.



Pot Throwing

A professional potter will run a team session based around pot-throwing: your chance to design and craft jugs or bowls, using a traditional kick wheel. This is a totally absorbing activity which looks simple but is in fact very amusing to both do and watch: you'll want to push your colleague out of the way and take over when you see how quickly it can go pear-shaped! Also on the task list: pinch potting ("Animal Crackers") coil potting and the amusing Team Teapot Challenge!

Giant Scalextric – The GS 500!

Most know Scalextric the toy, but probably do not appreciate the potential as a participation event. Each team has to complete a host of challenges, both on and off the track in order to earn money to keep their car running. Everything is based around QUALITY, ENDURANCE AND SPEED ... It is fast and frantic and a very entertaining team-oriented exercise.



Rolling Thunder – The RT 500!

As per Giant Scalextric above, but instead of our 8-lane GS track, this is its somewhat bigger brother! Rolling Thunder is full contact motor racing, with six drivers at a time driving 18 inch stock cars. Speeding around a 22 metre banked oval super speedway with crash retaining barriers provides non-stop action. You can crash and burn, grab reverse and still make the turn with full-sized steering wheels, and forward & reverse gears for complete driver control.



"Just 90 Minutes"

A very popular "something for everyone" event mixing fun and light competition. Teams are required to make as much 'fun money' as possible by completing a wide selection of challenges. The team can do as many as they like, in any order, but everything is scored on a qualitative basis. With tasks loosely falling into four categories – "performance-related", "creative", "mental agility" & "physical" – and some requiring co-operation or competition with other teams, each guest gets to work with the maximum number of people in the room. As the time progresses, each team will naturally work faster and more frantically to get as much money as they can – and without stressing the point, the best teams will be those who are working most efficiently utilising planning, communication, resource management, decision-making, problem-solving, negotiation and time management.



The Pyramid / The Galleon

Creating a superb atmosphere of competition, teamwork and energy, teams need to bring all of the skills they'd use on any work project together in a co-operative challenge with high visual impact.

The Pyramid: Teams are tasked with jointly creating the most impressive pyramid – at or over 3 metres in height - using only materials supplied. The kits can either be identical, or teams will have to "earn" materials based on their performance in other challenges throughout the day. The higher the team makes their pyramid, the wider it must be!

The Galleon: A variation on this to incorporate the 'journey' theme is for the whole team to build a giant galleon (sailing ship) together. It would be entirely down to them as to how it would be kitted out, becoming a true expression and visualisation of the team's 'journey', achievements and aspirations. This always captures everyone's imagination, provides the important 'something for everyone' factor and also creates the "wow" factor as per the Pyramid...



Note: we can do any number of variations on this theme – popular alternatives have included a 'learning wall', and a 'family tree' – the options are very much open to your requirements



DigiCam Challenge

Forget the 'standard' treasure hunts – this is a bespoke event which utilises not only a unique challenge, but the group gets to see a fair bit of the venue or local area too! Each team is armed with a digital camera and a plan or map of the selected area. They are then given a maximum of 90 minutes to source and photograph up to ten items, each starting with a letter from the company name/product. Throwing another spanner in the works, they must also source – in the style of a scavenger hunt – one physical item of each letter too. The best displays win the day.

Chocolate Making Workshop

This is a workshop designed to make you think. Teams will receive a chocolate branding mission designed to test their creative skills and strengths. With a Dragon's Den style judging panel and fantastic prizes up for grabs, we guarantee a high level of creativity... and a little friendly competition.

Antiquity

The team of sleuths must identify a number of original Victorian artefacts – used in households and businesses just 150 years ago – with many of these once-commonplace items the cause of much debate and discussion within a team as they try to work out what the items are, how much they are worth, when they date from and their primary use. Many of the antiques are bizarre, hilarious or simply fascinating. Educational and fun, encouraging interaction and instigating conversation topics between guests.

Gourmet Gauntlet

This highly interactive gourmet show blends gastronomic information with challenge, participation and a good slice of humour! Involving cheese, olives and chocolate, by the end you will have learned the skills required to spot the real delights in a line-up of convincing impostors from different countries. You'll look at these end-of-meal treats in a new light after experiencing the skills needed to create them!

Test The Nation

State-of-the-art graphics, a great set and a personality compère turn this famous television format into a fun "quiz" with instant results for all participants to try to sort the wheat from the chaff! This is an especially effective conference breakout challenge as it can, of course, be entirely personalised to cover the content of the conference – reinforcing messages in a fun way and discovering those who have not been listening!

DrumPulse

Imagine your delegates entering the room to find an array of world drums & percussion awaiting them... Within minutes, our facilitators will have your group exhilarated, playing cohesively together and reacting & communicating as a unit. We will send you on a vibrant sound adventure that will build in pace and intensity until the explosive finale.

Note: we have several variations on this theme including "Junk Funk" – an urban "Stomp"-style rhythm – and "The Haka" where the whole group learn the movement and words of the famous All Blacks war chant...





Our Spy Is Missing

007's gone missing in Europe, your mission is to locate him and provide him with the essential kit Q forgot to pack. A big, colourful interactive exercise which not only gets everyone up from their seats but provides colour, humour and interaction on a large scale: it will be down to the team to physically locate the clues, place them in order, then finally log each leg and assess how they have done compared with the other teams: the final "denouement" to the day – solving the 007 mystery of where Bond has ended up – will be revealed along with a winning team of agents!

Ice Carving

Your chance to both learn a new skill and create something rather impressive! The activity will commence with a professional demonstration of Ice Carving by our sculptor, demonstrating carving techniques on a horse's head to reveal 'how it should be done'. Thereafter the participants will have the opportunity to 'try their hands' at carving to create a masterpiece horse's head of their own!



Magician's Apprentice

How often have you watched a magician performing "sleight of hand" and thought "I wonder how they do that?". The answers will come thick and fast as each group are taught a variety of close-up magic tricks by a member of the Magic Circle...



Battle Tanks!

Each team are provided with a 1:16 scale remote control tank and a series of "optional extras" which they will have up to 10 minutes to attach as they see fit. Each tank is also "armed" with 3 balloons of a particular colour. When the whistle sounds, tanks will then enter the arena with the simple aim of "disarming" all other opponents by bursting the balloons attached to their turrets – it is a game of "last man standing wins! The tank driver must change each time the whistle blows making this a fantastic & very amusing team exercise, and ideal for highly competitive groups....



Radio Controlled Speedboat Relay

Each team must complete as many laps of the lake as they can, with drivers changing on the whistle, and at random, blindfold driving rounds (the rest of the team vocally guides the driver). Strategy is required as every three minutes or so, a battery change is required, meaning the team must plan carefully when to bring their ship into "dock" to change batteries – too soon and they waste time, too late and the boat will need rescuing, ensuring big time penalties....

Masters & Commanders

This is, in effect, a variation on the board game "Risk", but with specially adapted rules and played on a giant 8' x 8' foot board looking like a map of the entire world divided up into countries, or territories. Each of the 42 territories borders on one or more other territories, and each territory is also a member of a group forming a continent. The teams' task is simple: conquer the world!

