

Tabletop NASCAR

“ Our client Pepsi loved the Tabletop NASCAR event! ”
M.B. – Mohegan sun

Primary Benefit: Team Building

Secondary Benefits:

- Fun & fast excitement
- Communication
- Have fun
- Play together
- Friendly competition
- Create a memorable experience for the group

The Game: You might remember the famous Cub Scout Pinewood Derby. Now we offer the same car kits, a four-lane racetrack plus all the fanfare and regalia of a NASCAR event. Our track is computer-interfaced with light sensors at the start and finish, yielding breathtaking finish times within ten-thousandth of a second! It's all driven by laptop software, which displays results on a projector screen for all to witness. Tabletop NASCAR is a competitive team builder that has the entire crowd involved as teams design and build model cars to race against one another.

First, teams participate in a rotating set of challenges where they can earn funny money to spend at the Auto Parts Store. Here they purchase the basic stock car kit containing a block of pine, two axles and four wheels. Teams can also rent (by the minute) woodworking tools. Together, they must design a car, shape and customize it, and paint it before racing. At this point, teams vote on each other's design, artistry and overall theme. Points are also awarded for best pit crew and best team colors.



But the highlight of the day's activities is the actual racing: heats which fold teams into three finals, so even losing cars can have a chance at glory. The

suspense builds as cars screech down the track in a series of heats, Semi-Finals and Final Championships. All the action is narrated by our Track Announcer and inspired by exciting music. Once final victory is claimed, trophies you've chosen and provided are handed out at a hilarious Awards Ceremony.

Team Bonding provides cars for each five-person team, all supplies for customization (tools, paint, etc.), digital racetrack and operator, music, sound system, pre-event challenge games, lead facilitator and two additional facilitators. By request, we can also capture the day's memories on videotape or digital photos.

Training Module or De-Brief: Prior to the event, there are optional games in order for teams to earn (buy) their auto parts.

Minimum/Maximum Group Size:
10 - 150.

Program Length: Two to three hours.

Space Requirements: The center of a room, function or breakout space.