

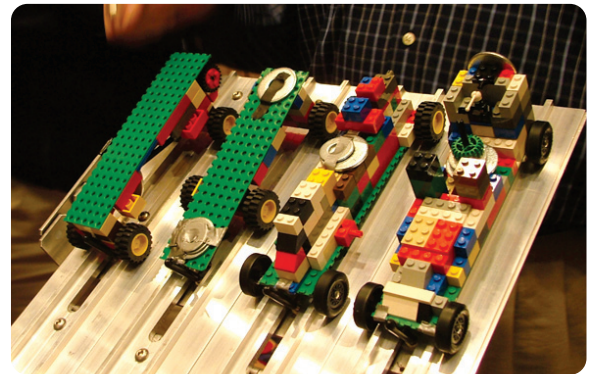


# TABLETOP FASTCAR

COMPETITIVE RACING AND HIGH-ENERGY TEAMWORK!

## BENEFITS & RESULTS

- Boosts camaraderie and team spirit
- Enhances communication
- Engages teamwork and collaboration
- Fosters new connections
- Creates a memorable, fun experience for the group



Move over Pinewood Derby. This is serious racing fun. Take today's hottest building blocks by LEGO® and don't just build any car, build a FASTCAR that will beat all the rest! *Tabletop FASTCAR* is a competitive team builder that gets the entire crowd involved as teams design and build cars to race against each other. Ladies and Gentlemen, let the FASTCARS roll!

## THE GAME:

How fast are FASTCARS? We can tell within tenths of a second! Imagine a 32-foot four-lane racetrack with all the trappings of a FASTCAR event. It features light sensors at the start and finish, and a projector screen that displays results for all to see. This is a gravity-powered speedway in which teamwork and smart design will ultimately determine the winner.

But before teams design and build their FASTCARS, they participate in fun and challenging Icebreakers, including racing trivia, to get them ready for competition. They can even win extra tape and extra washers to get a competitive edge (if used wisely). Finally, with their package of LEGO® building blocks at the ready, teams work together to design an aerodynamic hot rod that will be the best!

During the process, teams manage their resources and manage their time. They sketch out their designs, develop a team flag and conduct testing. They tinker with designs, weigh their cars and make modifications like engineers on a mission.

(continued...)

## PROGRAM LENGTH:

Approximately 2 - 3 hours

## GROUP SIZE:

10 - 100

## TEAM SIZE:

6 to 10 people per team

## SPACE REQUIREMENTS:

The center of a room, function or breakout space.

## TRAINING/DEBRIEF:

An optional debrief can be conducted if discussed in advance of the event. We'll be happy to emphasize key highlights of the event as they correspond to your team building objectives.

## IDEAL USE:

- Conference/Meeting breaks
- Project start-up, conclusion or midproject motivation
- Award trips, annual meetings, retreats & celebrations

*"Our client, Pepsi, loved the Tabletop FASTCAR event! Thanks for everything!"*

M.B. – MOHEGAN SUN



# TABLETOP FASTCAR

## COMPETITIVE RACING AND HIGH-ENERGY TEAMWORK!

They are allowed to run their creations down the track one time before their racing challenges begin. When the cars are designed, built and customized for speed and sleekness, the excitement begins!

The Parade of Cars kicks off the start of the event and teams present their Team Flags, complete with an explanation of their symbolism and vision. (Always hilarious!) 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!

When the race begins, suspense builds as cars fly 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, winners receive top honors in an Awards Ceremony.

### WE MAKE FASTCAR FUN!

Bring your group and we'll do the rest. TeamBonding orchestrates every detail and provides all supplies for each team. We set up a digital racetrack and provide an operator for it, along with a music and sound system. We conduct all pre-event challenge games and our lead facilitator and additional facilitators, as needed, ensure the event runs smoothly! To preserve the day's unforgettable events, we can also capture the day's memories on videotape or in digital photos, as an option.

*Tabletop FASTCAR* is an unforgettable, fast-paced team building event that energizes your group and builds teamwork through the sheer fun of friendly competition, and the need for speed!



*In Tabletop FASTCAR, teams tinker and test their creations. They design and customize their FASTCARS for speed and sleekness to bring home the ultimate prize: FASTCAR Victory!*