



Team Events

Introduction

If you organize a team event at our hotel, you can also offer your team our Dips&Drops Games.

WE DIFFERENTIATE BETWEEN:

- Games that focus on competitiveness – **Competition games.**
These come in two variants:
Team vs. Team – for smaller groups of up to 40 people and
Score-based – for larger groups of up to 75 participants.
- Games that focus on team performance – **Team Challenges**

Competition Games

Team vs. Team (up to 40 ppl.):

In each game, two teams compete directly against each other.

Can be played with 2, 3, or 4 teams of up to 10 people each.

- With 3 teams, each team plays each station twice (A vs. B and A vs. C; B vs. C happens automatically).
- With 4 teams, team A plays against B and team C plays against D first. The winners of the two matches then compete against each other in the final.

Score-based (up to 75 participants):

At each station, a team plays for itself and tries to achieve the highest possible score.

Team Challenges

Team challenges are not about points or victories.

Depending on the game, the aim is to find solutions together, promote clear communication, or master sporty challenges as a team.

The challenges are designed to promote teamwork, communication, and cooperation.

Competition Games

TEAM VS. TEAM

(Teams with max. 10 people)

☐ 3 games / max. 40 ppl.

SCORE-BASED

(Teams with max. 15 people)

☐ 3 games / max. 40 ppl.

☐ 5 games / max. 75 ppl.

Select 3 games:	Select 3 or 5 games:
<input type="radio"/> Bike Race	<input type="radio"/> Bike Race
<input type="radio"/> Goal Kicking	<input type="radio"/> Goal Kicking
<input type="radio"/> Beer Pong (non-alcoholic)	<input type="radio"/> Beer Pong (non-alcoholic)
<input type="radio"/> Biathlon (Beer Pong + Running)	<input type="radio"/> Biathlon (Beer Pong + Running)
<input type="radio"/> Cornhole	<input type="radio"/> Cornhole
<input type="radio"/> Fitness Challenge	<input type="radio"/> Fitness Challenge
<input type="radio"/> Flunkyball	<input type="radio"/> Puzzle
<input type="radio"/> Puzzle	<input type="radio"/> Quiz
<input type="radio"/> Quiz	<input type="radio"/> Build a Bridge
<input type="radio"/> Build a Bridge	<input type="radio"/> Building Blocks Memory
<input type="radio"/> Building Blocks Memory	

Select the appropriate option in the table above and mark the games your team would like to play.

Group name:

Number of participants

Team Challenges

ALL TOGETHER

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- ☐ Quiz
 -
 - ☐ Build a Bridge
 -
 - ☐ Building Blocks Memory
 -
 - ☐ Fitness Challenge
 -
 - ☐ Secret Building Instructions
 -
 - ☐ Funny Word Guessing Game
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The maximum number of participants and the estimated duration of each game can be found on page 10.

Select the appropriate option in the table above, the desired number of games, and mark the games your team would like to play.

Group name:

Number of participants

Description of the games

Bike Race		Rules
Physical intensity	•••	The participant starts at the starting line and must complete the course as quickly as possible.
Number of participants	1-15	
Introduction	5 Min	
Duration per participant	1 Min	Modes
Team vs. Team		The team is at the station. The time runs continuously and is stopped once the last participant crosses the finish line.
Score-based		A course is set up with two starting lines, each half-way along the course. Team A starts at one starting line and Team B starts at the same time at the other starting line. Depending on the difference in performance, it is possible for one team to catch up with the other. However, the race is usually over before one team can catch up with the other.

Goal Kicking		Rules
Physical intensity	•	The participant must shoot a soccer ball from 3 different, specific points into a small goal. Small obstacles are built in. For example: The ball must be lobbed once, played off the boards once, and played from greater distance once.
Number of participants	1-15	
Introduction	5 Min	
Duration per participant	30 Sec	Modes
Team vs. Team		The game is played 1 against 1. The attacker has one attempt to score a goal. There is no goalkeeper. The defender must always remain outside the marked penalty area. The attacker becomes the defender. The team with the most goals wins.
Score-based		The team that scores the most goals wins.

Beer-Pong (non-alcoholic)		Rules
Physical intensity	•	Cups are filled with water and placed on a table in a pyramid shape. Each participant has one attempt to throw a ping pong ball into one of the cups. If the ball lands in a cup, it is removed from the table. The team that lands a ping pong ball in all the cups first wins.
Number of participants	1 - 15	
Introduction	5 Min	
Duration per game	5-15 Min	Modes
Team vs. Team		Just like with classic beer pong, the teams stand opposite each other and try to hit the cups on the other side of the table. The game is played in teams of two, with each player taking turns to throw a ping pong ball into a cup. The game lasts until one team has thrown a ball into each cup of the opposing team.
Score-based		The time is stopped once a ping pong ball has hit each cup once.

Biathlon (Beer Pong + Running)		Rules
Physical intensity	••••	The participant must throw a ping pong ball into a 5-liter bucket and then has to run a lap around the hotel as fast as possible. The next team member may start their attempt once their predecessor has returned.
Number of participants	1 - 15	
Introduction	10 min	
Duration per participant	60-120 Sec	Modes
Team vs. Team		Both teams compete against each other. The team that finishes first wins.
Score-based		The time is stopped once all team members threw a ball into the bucket and completed their lap around the hotel.

Cornhole		Rules
Physical intensity	•	The bags are thrown onto the board and the points are added up. The distance is 5 to 8 meters (8 meters is standard).
Number of participants	1-10	
Introduction	10 Min	
Duration per game	5-15 Min	Modes
Team vs. Team		The teams take turns throwing. The team that reaches the score first wins.
Score-based		A certain score must be reached, e.g., 100. The team which does that the fastest wins.

Fitness Challenge		Rules
Physical intensity	•••••	
Number of participants	1-15	
at the Loft Gym	1-10	
Introduction	5-10 Min	Certain fitness exercises must be performed. The number of repetitions is specified.
Duration per participant	2-5 Min	
or by contest	10-20 Min	Modes
Team vs. Team		Two teams start the challenge at the same time. The team that finishes first wins.
Score-based		Two teams start the challenge at the same time. The team that finishes first wins.

Flunky Ball with medicine ball		Rules
Physical intensity	••	Both teams stand facing each other, each in a row next to each other.
Number of participants	1 - 10	<ul style="list-style-type: none"> • A half-filled PET water bottle stands in the middle. • The distance between both teams and the bottle is approx. 3-5 m. • Each team has a medicine ball (3 kg), which is placed at one end of the row. • The goal is to pass the medicine ball down the line. • To make it a little more sporty and challenging, the medicine ball may not be passed directly, but must be lifted over the head and thrown at the feet of the neighboring player (the balls do not bounce back up), so that the neighboring player has to bend down to pick it up and pass it on.
Introduction	10 Min	<ul style="list-style-type: none"> • Depending on motivation, push-ups or squats can also be incorporated. • One of the two teams has a small sandbag as a projectile and tries to hit the bottle in the middle with it. • If the bottle is hit, the team may start passing their medicine ball. • The team can pass their medicine ball between their players as long as it takes the opposing team to collect the sandbag, put the bottle back in place, and lined up behind their line again. • The team that passes the medicine ball once through their own ranks and back again first wins.

Puzzle		Rules
Number of participants Team vs. Team	1-8	The puzzles must be solved and assembled as quickly as possible.
Number of participants Score-based	1-15	
Introduction	5 Min	
Duration per Puzzle	5-15 Min	Modes
Team vs. Team		Each team must solve a puzzle. The faster team wins.
Score-based		The team must solve 1-3 puzzles as quickly as possible. The total time is added up. The fastest team wins.

Secret Building Instructions		Rules
Number of participants	1-5	<ul style="list-style-type: none"> All teams have the same materials (e.g., modelling clay, string, spaghetti, matches, marshmallows) and must build the most stable bridge possible within a given time. The distance to be bridged is 30 cm. The team whose bridge can withstand the most weight wins. This is tested using a bucket filled with sand and a scale.
Introduction	5-10 Min	
Duration	15 Min +10 Min	
Team vs. Team & Score-based		Modes
		This is tested by filling up a bucket with sand and a scale.

Building Blocks Memory		Rules
Number of participants Team vs. Team:	1-10	<p>The teams are shown a picture of a building block construction on a screen for 10 seconds.</p> <ul style="list-style-type: none"> • The construction must be recreated. • Points are only awarded if both the shape of the construction and the colors of the building blocks match.
Introduction	5-10 Min	
Duration	10 Min	Modes
Team vs. Team & Score-based		The team with the most points wins.

Team Challenges

Quiz		Rules
Number of participants	no limit	<p>The questions are displayed on a screen.</p> <ul style="list-style-type: none"> • As a rule, 30 or 45 seconds is a good amount of time to answer the questions.
Duration	10 Min	

Secret Building Instructions		Rules
Number of participants	1 - 10	<p>All teams have the same materials (e.g., modelling clay, string, spaghetti, matches, marshmallows) and must build the most stable bridge possible within a certain amount of time.</p> <ul style="list-style-type: none"> • Depending on the size of the group, the group may be divided into several smaller groups.
Duration	25 Min	

Building Blocks Memory		Rules
Number of participants	1 - 10	<p>The group is allowed to view the construction for a total of 45 seconds and must try to replicate it.</p> <ul style="list-style-type: none"> • Out of the 45 seconds, 15 seconds are specifically used at the beginning for first impressions. • After that, the group can decide for themselves if and for how long they want to take a look at the construction again. That time will also be deducted from the 30 seconds they have remaining to build the construction.
Duration	20 Min	

Team Challenges

Fitness Challenge		Rules
Number of participants at the Loft Gym	1 - 15 max. 10	<p>The group is given a certain number of exercises and repetitions that they must complete.</p> <ul style="list-style-type: none"> • They can decide among themselves who does which exercise and how many repetitions each person wants to do. • The challenge is over when every exercise has been done. <p>Example:</p> <ul style="list-style-type: none"> Group size: 15 people Target: 500 push-ups, 500 sit-ups, and 1000 squats It doesn't matter if the group completes the push-ups first and then the other exercises or if they split up and 5 people each do the push-ups, sit-ups and squats.
Duration	15 Min	

Secret Building Instructions		Rules
Number of participants	1 - 15	<p>The setup is similar to speed dating: There are several tables with two players each table. A screen is placed in the middle at each table so that the players can see each other but cannot see the other half of the table.</p> <ul style="list-style-type: none"> • Each player has a couple of building blocks and several pictures of constructions made with those building blocks. • First, player 1 tries to verbally describe one of the constructions (free choice) to player 2. Player 2 must try to recreate the construction based on the verbal description. • Then player 2 tries to describe a construction to player 1 verbally. • Once they are done, player 1 stays at the table and player 2 moves on to another.
Duration	10-20 Min	

Team Challenges

Funny Word Guessing Game		Rules
Number of participants	no limit	<p>Groups of 4-6 people are formed. Each group plays for themselves.</p> <p>Procedure:</p> <ul style="list-style-type: none"> • The group members each write a word of their choosing on a piece of paper in a manner that is not visible to anyone else. • The pieces of paper are then collected in a bowl. • One player starts and draws one of the pieces of paper from the bowl. • The aim is to describe the term written on the piece of paper without saying the word itself. • Once the term has been guessed, the next player may draw a piece of paper. • Once all the terms have been guessed, the pieces of paper are returned to the bowl and round 2 begins. • In round 2, another piece of paper is drawn, but now the player may only say a single word. • In round 3, the terms must be acted out in pantomime.
Duration	20-30 Min	