



Adventurebug Worldwide Ltd

Bespoke adventure travel & events since 2000

REAT Tourism License AT/MA/00022 Company Registration B93050763
Apto. Correos 1031, 29680 Estepona, Malaga, SPAIN TEL (34) 635 817 819

Corporate Team Adventure Race

El Chorro Lakes, Malaga, Spain

EVENT OUTLINE

Adventurebug's tailor-made team process at El Chorro is super fun, educational, moderately challenging and full of adventure. The location is outstanding and the atmosphere is brilliant for getting your team out in nature!



The challenge is driven by a navigational route by which participants must follow a basic topographic map, locating various controls along the way, and perform challenges at each destination. The route is largely circular – due to the limitations of access and terrain. However, the journey itself is continuous and logical and it aims to terminate a fair distance from the start point.

The **themes** associated with the experiential activities aim to enhance: *effective communication, decision making; leadership roles; team interdependence; mutual respect for and awareness of each other's strengths & limitations*

The **variables** at play include: *time limitations; alternating leader roles; moderately challenging physical terrain; potential weather limitations and unfamiliar physical tasks.*

The **means of travel** on this journey include:

1. Vehicle shuttle to start point (approx 45 min max)
2. On foot
3. By open kayak (sit on top style) 2 pax per boat
4. By bicycle

Also included will be travel by rope in the form of an abseil – challenge by choice however with the option to 'walk around' to the base of abseil.

THE JOURNEY (see map below)

Beginning with the anticipation stage when the Adventurebug team introduce themselves to your team and we outline the simplistic procedures for preparation, packing, logistics and not much more. The intention is to build anticipation and to assign the team's first task – delegation of roles, time sequencing and coordination of materials and kit.



After strategic team time and setting the safety protocols, each team gets prepared to depart. Here the group is given the task briefing and handed a laminated map and guidelines for the day. They will set off by foot and navigate over undulating, lakeside terrain to locate





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the first control.

There are 7 control points on their map. They are carried out anti clockwise. They are as follows:

1. Start to Minefield challenge – on foot, approx 1km travel, forested lakeside area
2. Minefield to Abseil challenge – on foot, approx 1km travel, lakeside leading up to road
3. Abseil to Kayak boarding – on foot, approx ¾ km travel, kayaks located at doc area on lake
4. Kayak to Island (lunch) – by boat (2 share), ¾ km travel with materials
5. Island to Tunnel site – by boat, 1.5 km travel approx / then on foot for challenge
6. Tunnel site to Spider web – by boat, ¾ km approx (crossing lake channel)
7. Spider web to Bike mounting area – by boat, 1.5 km approx (to base where kayak began)
8. Bike mount area to Camp site – by bike, 8 km approx, mostly descending

ACTIVITY Descriptions (at each station)

General guidelines:

- These tasks are most effective and meaningful when led by a team-appointed leader for each challenge.
- Other roles designated can be time keeper (quality manager), provisions and kit manager, safety officer, etc.
- Time restrictions are enforced from the start, with greatest consequence being late arrival to camp at end of day.
- The Navigation Map will not include 'modes of travel' or the 'challenges' for each station. These are all left up to discovery.

- **STATION 1 – The Minefield**

A grid floor sheet is laid out and participants must pass through the coded labyrinth (unseen on floor sheet), without speaking and gestures. A task that integrates following directions, memory, team support and attentiveness.

STATION 2 – The Abseil

A pre-rigged abseil device is in place. The objective of the team is to complete the rigging of the abseil and to lower their team members to safety below. Technical and simple to follow laminated cards are provided. The abseil process is completely overseen by our technical team.

STATION 3 – Launch the Kayak Journey

The team will arrive to the kayak stage, study the journey ahead (which indicates water travel), and make provisions for this.

STATION 4 – Shelter build and lunch preparation

The first journey is to locate a small island whereby the task of building a small shelter from simple materials and preparing lunch (which they will be carrying), is expected.

STATION 5 – The Tunnel

A longer kayak paddle after lunch brings the group to a shore line from which they have to locate (roadside / approx 200m from water) the beginning of a tunnel. The tunnel must then be passed through to obtain the item at the other side (to be announced, but likely chocolate for desert from lunch). The tunnel is long at about 250m and safe for passage – but very dark (a torches provided in the kit bag).

STATION 6 – The Spider Web

Returning the same way out of the tunnel, the group re-boards the boats to make a crossing and find station 6, where the traditional Spider Web task is carried out.

STATION 7 – The Cycle journey to the Finish Line

A final paddle back to the kayak base where bikes are waiting nearby. Group must study map and directions and make this journey as a team, in light of varying levels. Arrival to the Finish Line at El Chorro should take no more than 1 hr 20 min max. Adventurebug's support van will follow the riders to the finish line.





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NOTE – Final and exact selection of challenges and modes of travel are subject to alteration based on weather variations.

PRICE AND INCLUSIONS

Please consult us for our pricing structure. Depending on your minimum and maximum numbers and if food / beverage services are required, we can offer activities only for as low as 30 Euros / person.

Our pricing is net and includes all materials, safety assessments, leadership & local permits. We can include catering, transport and any additional services if required.

AREA MAP OF ACTIVITIES





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Detailed map of Activity rotation (1-7) Kayak journey depicted in red on lake



EMERGENCY CONTACTS

For more information about Adventurebug:

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ADVENTUREBUG S.L.

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SAFETY EMERGENCY PROCEDURES

The information below is to assist teacher leaders and monitors with managing risk and potential hazards on our trips. It also offers practical advice in the event of emergencies and provides a resource base of contact numbers to rescue personal. In the event of any emergency it's important to stay calm, get all the facts and be sure that you and the other children are safe and accounted for.

Recommendations for Safe Practice on School Adventure Trips:

1. Ensure a **FIRST AID** kit is carried on all days (Adventurebug will always have one)
2. Teachers and Activity Monitors set safety boundaries for children and give warning to any possible hazards including weather patterns, terrain, wildlife, road hazards, public areas and any items of nature that could be a danger.
3. Communication system in place between groups and their supervising leaders and teachers – exchange mobile phone numbers and have a central meeting point each day that everybody is familiar with.





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4. Always watch out for one's personal safety in areas of outdoor pursuits and double check on fellow peers when doing activities.
5. Keep within boundaries and respect monitor's judgement and authority.
6. Ensure that an escape route / plan is in place and / or provisions for repatriating an injured or sick from an activity site.
7. Respect all safety equipment and installations.

In the event of any accident or serious illness scenario:

If working with the Adventurebug monitors on activities – tell them what has happened and they will launch their own emergency procedures. If not: Provide any necessary First Aid to casualty & call in further Emergency Services if necessary. Our first line of assistance is:

Medical services – call Euro emergency number 112

Rescue services – call Guardia Civil 062

Criminal scenario – call Guardia Civil 062

Adventurebug (Matt Butler) 635 817 819 (Julie Butler 692 451 362) (Office) 952 894 308

Ensure the rest of group is together and not in any danger. If hospital services required, 1 staff member and then appropriate a parent or guardian, accompany patient to hospital. **INSURANCE AND REGISTRATION FOR A PATIENT.** Adventurebug has an internal medical emergency policy to speedily register with the Spanish National Health Service. Our insurance policy (and because they are minor in age), ensures they get prompt treatment from emergency services care. **PLEASE HAVE A DOCUMENT WITH THE STUDENTS NAME, ADDRESS AND FAMILY DETAILS available!** Ensure a Spanish speaker is present (*teacher or designated adult preferred*). Based on severity of incident, decide how to best carry on activity session with group.

In the event of a lost person:

1. Ensure all other members of group are accounted for first.
2. Get as much information regarding location person last was seen.
3. Contact supervising monitor to advise.
4. Follow instructions of supervisor.
5. Keep rest of group in one place under adult supervision.
6. Should person not be found within 20 min / and depending on environment / call emergency services (Guardia Civil) for support.

Note – this information is a guideline only and Adventurebug cannot be held responsible for the handlings and procedures – including outcomes of emergency responses as every scenario is unique and requires specialized attention – we will however do our absolute best to provide the highest “Duty of Care” to any person involved in our programs.

