



**Program Title:** The Exxon Games  
**Client:** The Wild Planet Inc.  
**Duration:** ½ Day



Planet Scuba and the Wild Planet Co. Ltd. have over the last 15 years built a reputation for offering safe, fun and exciting adventure programs for Schools, colleges and corporate groups all over Thailand. Our intention with the Wild Lodge and our programs in the surrounding area is to continue that reputation offering first class programs, first class instruction and first class equipment within a relaxing and pleasant and ecologically sustainable environment.

We operate in a way that promotes the active stewardship of our natural resources and surroundings and encourages current and future generations to protect it, but at the same time get

out into nature and enjoy it. We realize that this involves individual commitment and may not be embraced by all, but if we can have all of our guests leave us with a better appreciation of the outdoors then we are some way forwards to making a difference.

### Program Aims

Through the use of the low risk activities and an experiential learning approach, we aim to approach some of the following areas

- \* Conflict resolution
- \* Communication
- \* Trust
- \* Team work
- \* Leadership skills
- \* Problem solving
- \* Co-operation
- \* Creativity
- \* Resource management
- \* Decision making

Whilst we cannot hope to address the areas in any depth in a short program, there is a positive/tangible effect through the outdoor experience on group behavior and communication within the workplace.



### Ecological Awareness

“leave no trace” principles will be briefed during the program and participants expected to follow these whilst in the forest areas. We will minimize the use of disposable packaging and single use items when preparing refreshments and lunch.

#### “Ecological Adventure: reducing our Footprint” Workshop

A portion of the income generated from this program will be used to plant trees at The Wild Lodge with the aim of further reducing our impact whilst promoting stewardship of natural resources in the local area.

### Challenge by Choice

Our challenge-by-choice approach enables each participant to achieve their own successful adventure in the context of their own aspirations free from peer or instructors pressure. We have found during adventure activities, the greatest achievements are never in terms of the distance leapt or the height climbed and that in all our adventure activities everyone has a role to play.

## Prior to arrival

The department head/organizer can be taken on a pre visit to the site prior to the finalization of the programs to address any supervisory or safety issues and to discuss program customization and optimization. If a number of staff are involved in delivery within the context of a larger program it is suggested all attend the pre visit.

As all of our activities are provided in house our program and activities can be customized as to the particular requirements of the group..

A full copy of our code of practice along with risk assessments will be provided for the program.

## “The Games”

The program will commence with an initial briefing from Wild Planet staff outlining the location, hazards and boundaries for the program, along with “leave no trace” guidelines and emergency procedures.

Group will then split into participant teams. Each team will be given their colours and camouflage paints and equipment with which to prepare for the “The Games”

After proceeding to the training area each team will be required to split into sub groups to undergo basic skills training to enable completion of the challenges. These will be carried out on a completely random basis using a selection exercise.

Training will consist of stations laid out within the start area and instructed by Wild Planet guides:

**Navigation** ( this will be required for the groups to move around the course)

**Hunting**

**Fire starting**

**Shelter building**

**Survival First aid**

Upon completed the training the groups will be lined up to start and given their survival backpack with the map and team equipment required for the main challenge. This will contain:

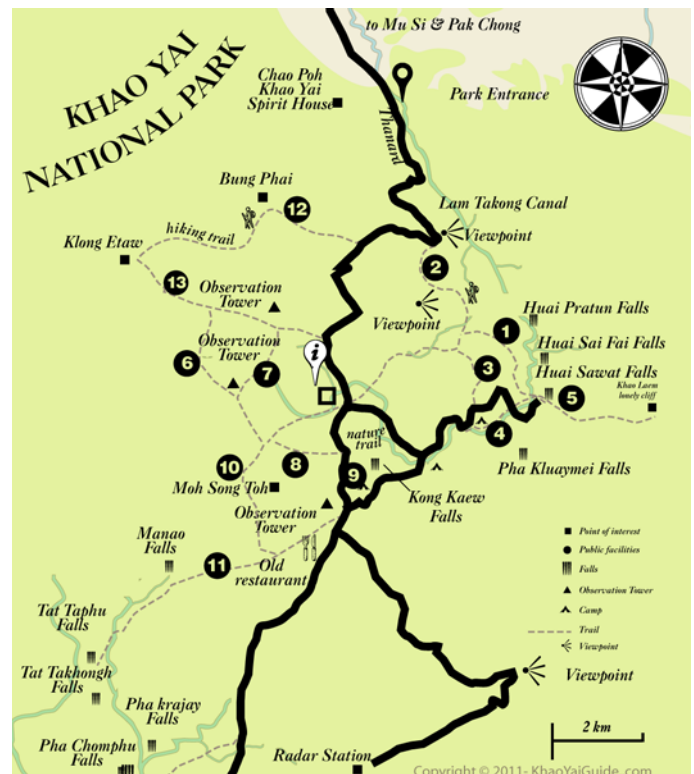
- Comms equipment + emergency response info.
- Fire starting flint and steel
- Cooking utensils
- Map and compass
- First aid equipment
- Shelter building basics + tools
- Snacks/water bottles

Some groups may require infill via vehicle to ensure an even spread across the games area.

The main challenge itself will follow a route within the park headquarters area that the team must navigate with a number of waypoints/viewpoints within the 2h 45min time limit. Proof of visiting these points must be either photographed or called in using the comms package.

Spread out along the route will be the challenge stations themselves run by Wild Planet guides. There will also be roaming Wild Planet guides to keep errant teams on the correct track.

Each of the participant groups will be accompanied by a National Park ranger in an observational role.



## 1. Fire & Shelter



Construct an overnight shelter for the group using the materials carried within the backpack, supplementing local materials + establish a camp fire and brew a hot drink.



## 2. Hunting

Teams will be supplied with bows and other weapons and required to complete a "hunt" laid out within the immediate area.  
**(no live targets used ☺)**



## 3. Survival First Aid

Group will arrive on the scene of an incident and be required to assist with the incident. Some members of the team will have already received basic training. Resuscitation, splinting, wound management and access skills will be required. Caveat given is that no member of the team should ever place themselves in real or simulated danger. A short casevac will also be required of the team.

## 4. Mystery Challenge

This element will consist of physical/initiative challenges based around a survival theme



## **Scoring of the program**

A scoring matrix will be employed with both performance based scores and arbitrary role playing and participatory scores being given by Wild Planet guides at each station. This will be explained in the initial briefing session.

## **SAMPLE ITINERARY**

NOTE: Park vehicles will collect group from Kirimaya Resort.

08.30 Depart Resort to Park Headquarters

09.00 Welcome briefing and team assignment

09.30 "Games training session"

10.15 Back packs are given and groups start

"The Games"

13.00 End of the games

13.15 Lunch & Wind up

14.15 Depart for resort

## **Basecamp**

The program will start and finish at Khao Yai forestry lodges. The grounds surrounding the lodges will also be set up to host the training part of the program.

The lodges offer changing/showering and toilet facilities for the group and a place where valuables can be left. They are also a place of shelter in the event of inclement weather.

## **Lunch**

Food provided will be a picnic buffet style. This will include roasted chicken, grilled pork, fried rice, Thai and western salads and fruit along with vegetarian options. Soft drinks will be provided.

Throughout the event, water will be available during all activities, participants will carry water bottles and all activity locations will also have a 'drink station'.

## **Equipment**

Full equipment is provided for each participant and accompanying staff members for all activities. This will include PPE for water activities and harness and helmets for climbing activities if required, full details are provided in our activity risk assessments. No participant or staff member requires any previous experience, as full instruction will be given before any activity commences. Wild Planet guides are trained in first aid and a full medical kit is present during all activities. All participants and staff members are covered under our accident program.

## **Photographer**

There will be a photographer onsite taking candid shots of the groups and he will present a CD of selected shots for use during the gala dinner.