

# Spy School

## What is it?

Using the exciting world of international espionage and the work of Secret Agents as a theme for tailor-made events, we have designed the perfect spy package to fill your day and keep your guests on their toes!

## How does it work?

Spy School is a series of spy related missions, each around 20 minutes long, with teams starting at different points and progressing around, thereby ensuring all players can take part in each activity. Each challenge will require a different set of skills to complete, whether it be physical, cerebral or logical, all members of the team will have to work together to gain the most points. A detailed description of optional activities has been outlined on the following page.

Scoring can be achieved by the award of money, raised or earned during the event. However, as in the world of espionage, nothing is fair and teams will quickly learn that there may be other means of earning their Spy Dollars!

Events can cover half or full days depending on your itinerary, and we will work with you to create the most suitable package for your guests.

## Finale

The finale will bring all teams back together to complete one final task to add to their scores, and prizes will be awarded to the winning team who have accumulated the most amount of Spy Dollars throughout the event (via honest or corrupt means!).

## .Spy School Missions

Here is the breakdown of possible activities:

**39 Steps** – Can you get the whole team across without maps and clues?

**ID Parade** – Name a portfolio of movie stars from all the classic action movies

**Agents International** – Identify the borders of nations, various flags and capitals

**Thunderball** - Transport the explosive charge as slowly and carefully as possible

**Minefield Breach** - Negotiate blindfolded colleagues through a minefield

**Dead Letter Box** - Use lateral thinking and equipment to solve a sequential puzzle and retrieve a locked cash box left by a friendly agent.

**Code Breaking** - Decipher a series of cryptic clues to work out the sequence of wires to disconnect on an electronic 'bomb'.



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**Safe Cracker** – Teams will need to work fast to find the combinations and gain the spy dollars

**Sniper Shooting** – Each agent shoots a lightweight sniper rifle with telescopic sight, requiring skill and patience to hit the target

**Axe Throwing** – Test your throwing skill using specially made axes with expert supervision

**Pistol Draw (Finale)** - Undergo training in how to hold the pistol and master the speed of the draw, culminating in a fastest draw competition to find the fastest draw in the group

## Who is it suitable for?

- All ages, genders and backgrounds
- Teams seeking to learn planning, co-operation and team work
- Most effective for 30 or more people

## Timing and Logistics:

<b>Number of people</b>	10 – 100+
<b>Duration</b>	From 4 hours
<b>Venue / Logistics</b>	Outdoor
<b>What we supply</b>	Instructors and all equipment necessary for the activity. Pre-event planning and on-site management.
<b>Pricing</b>	Price on application
<b>Health and safety</b>	Risk Assessed, £10million Public & Product Liability and Professional Indemnity Insurance

## Enhancements (additional costs apply)

- The event can be run by a strict or comical drill sergeant
- Too much adrenaline? Feature more sedate military activities such as combat first aid skills.
- Meals can be provided in a Mess Tent, along with an Officers' Mess
- Uniformed Military Police present to hand out charges and punishments
- We can provide a 'Good Morning Vietnam' style camp radio

