



MISSION POSSIBLE



Take your time off, forget your daily routine and become a secret agent for one day. This event includes sports competitions, tasks requiring logical thinking and lots of fun.

Note: the water - a river being the best option – is a must for this event.

DETAILED DESCRIPTION:

INVITATION

A few weeks in advance the guests receive an email invitation to the training camp held in a Secret Agents' Academy. They're going to take part in a secret mission but no further details are disclosed. The invitation also includes the date and a list of things the guests have to take to the Academy. Strangely enough, groovy pants in the style of the 1970s and a brightly colored blouse/shirt are on the list.

Attached to each invitation is the secret agent's personal ID. The guests have to print the IDs and glue their photos on them (funny and unusual photos are very welcome). It goes without saying that each guest has to take his/her ID to the training camp as it guarantees access to the Academy.

MEETING OF THE GUESTS

At a set time and place there is a bus (buses) waiting for the guests to take them to a secret place where they are met by the real secret agents (aka event assistants) and undergo the identity check. The guests are shown to the secret agents' camp where they can grab a bite before setting out on a mission.

OPENING OF THE EVENT

The event opens with the soundtrack from the movie "Mission Impossible", and the head of the Academy, Ostin Powers (aka the Host of the event), enters the stage to greet the guests and say a few words. The guests are then divided into four teams.

Each team is equipped with a state-of-the-art secret agent's kit (one kit for each kayak): a map with the route and stops marked on it, a colored band indicating, which of the four teams they belong to and a bottle (bottles) of water. The team captain is given binoculars and a T-shirt of the same color as his team's bands. On the back of the T-shirt there is a map picturing the route, and on the front there are circles for marking points and a slogan saying "Mission completed". Each team has to think of a name for themselves, e. g. "Emergency 007" or "Texas Rescue Rangers", and introduce it to other teams.

LAUNCHING "MISSION POSSIBLE"

The Host instructs the team how to use their secret agent kits and gives detailed information on the route they're going to take (this information is prepared in advance and the details depend on the unique features of that place).

When the Host makes sure that all the teams are ready, the kayaks are lowered down into the water, one at a time. When all the kayaks are in the water, the teams set off. Back in the palace the guests may enjoy themselves in a disco or karaoke.

The main aim for the teams on the mission is to maintain solidarity and team spirit when faced with challenges.

Description of the Mission

The teams follow the route with four stops that are a must as there are tasks to be completed in each of them. The teams are allowed to continue the trip only after they complete the task. Time also matters, therefore they should try to reach the finish line as fast as possible. Each team has a paparazzi who's taking photos (team members can take turns if they wish to), so that he could present 'a report' in the evening (a slide show on a big screen). The team gets points for each task they complete, and the captain can track the score on his T-shirt.

The teams complete the tasks in rotation: each of the four teams is following a different route but all four routes have to be of the same length, so that the finish times could be compared. The teams complete three tasks on their own but two competing teams meet for the fourth task.

Tasks to be completed at the stops:

Shooting

It goes without saying that good shooting skills are a must for a secret agent. Thus the first-time secret agents get a chance to practice in a shooting range and learn from experts how to shoot pneumatic guns. The points scored by each member of the team are added up and the total is what the team has scored. As soon as the task is completed the secret agents get into their kayaks and continue the trip.



Gone in 60 seconds

Any secret agent with enough self-esteem must know how to escape from enemy or get someplace without being noticed. At this stop the teams find high-rise ropes to practice their skills on. The aim is to get through the track of high-rise ropes without receiving penalty points.



Have your lunch before anyone else can smell it

A hungry secret agent is no good, thus we have a stop with an XXL frying pan on fire and a cooking challenge. The secret agents crack eggs into the frying pan as fast as they can to make team omelet and then eat it. If the team burns the omelet, they get penalty points.



Football in three-leg shorts

There are two teams of 11 players, just like in a usual football match. The difference is that one player consists of two people wearing custom made three-leg shorts. Thus we need 22 people from one team and 22 people from the other. The match is 10 minutes, and the team which scores more goals is the winner.



EVENING ENTERTAINMENT

Mission Completed

Ostin Powers and Felicity (the host and his assistant) meet the teams at the finish line to praise the agents for their perseverance and determination.

Captains of four teams are invited on the bridge to catch a prize for their team using a fishing rod (to make sure there are no losers, four bottles of champagne are tied to the fishing rods in advance).

Another thing that needs to be prepared in advance is a canvas with a huge magnifying glass painted on it. All the secret agents dip their fingers into paint and leave the fingerprints on the canvas. That serves as the means for the Academy to register its new agents and later as a symbol of solidarity and team spirit in the company.

Ostin Powers congratulates the guests once again on having successfully completed the mission and suggests changing into evening clothes: the 1970s pants and colorful blouses/shirts. In addition, it's time for a tasty and filling dinner.

Team presentations

Ostin Powers can't wait to see the photos taken by paparazzi during the day. The slideshow is on a big screen for everyone to see how other teams did on the mission. (The technical things necessary to arrange the slideshow are carried out during the break when the guests are changing clothes and having dinner.) The team captain or any other team member is welcome to comment on the photos.

It's time for the award ceremony.

- Everyone who completed the mission and the tasks receives the Secret Agents' Academy graduation diploma (a humorous document prepared in advance).
- The team with the biggest score receives a special award (we suggest something that could be used/enjoyed by all team members right there on location, e.g. some food or drink).
- The Company's CEO receives the painting with the magnifying glass and the fingerprints: the symbol of solidarity and team spirit that could be hung in the company's head office.

It's time for Ostin Power's extravagant disco party with a band performing in disco style. Later DJ takes over and the disco goes on.

Super Agents' Fire

When it gets dark the new secret agents light a fire that serves as a symbol of team work. All night long it's a cozy place for the guests to get warm, dance or have a chat.

The Ending

After firing three signal rockets Ostin Powers announces that the secret agent training program is completed and invites everyone to go back to the bus (buses) to have a ride back home.



We wish you a stunning party!