




Extreme visits

Spy Training



   <p>Programme:</p> <p>Arrival : 10am</p> <p>Duration : 3 Hours</p> <p>Format : 4 teams of 10 competing in :</p> <ul style="list-style-type: none"> ● Sniper Shooting ● Axe Throwing ● Code Breaking ● Safe Cracking ● Minefield ● Pistol Draw ● Thunderball ● Agents International 	Date & Time	10 am on Monday 18 June 2018
	Transport	Car share
	Venue	Spy Games Coates Grounds, Singleborough, Milton Keynes MK17 0RF http://www.spy-games.com/ !! Check website for best directions !!
	Price	£50 per person
	Parking	Ample
	Accessibility	Not tested
	Dress Code	Dress for active involvement. Some outdoors. Tuxedos, sunglasses and cocktail dresses optional
	Notes	See below for more details. We'll be doing the activities highlighted in yellow.
	Contact	The Extreme team : wtu3aextreme@gmail.com
	Refreshment	Complimentary Tea, Coffee and Soft drinks
Numbers	40 places	

Version 2

25 Apr 2018

Cheque to "Weston Turville U3A (Travel)" secures place. This is likely to be a popular event so please book early to avoid disappointment! Priority will be given to Weston Turville U3A members & regular 'Extreme Events' participants.

As with any U3A activity, members take part at their own risk, the U3A does not insure against personal accident or loss.

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This does not include venue hire costs. Climbing tower is an additional £ 650 + vat, Photo slideshow is an extra £ 150 + vat, Rocket launch is £40 + vat per team. Helicopter costs vary according to number of participants and venue location. If a site visit is required in order to verify suitability, this is an additional cost of £250 + vat.



Axe throwing: After a short period of instruction, each agent will test their throwing skill using specially made axes, always under expert supervision.

Demolitions: Teams must connect a series of explosive charges using colour coded detonating cables – a complex mission against the clock!

Agents International: Teams test their knowledge by identifying the border outlines of nations, and flags and capitals from around the world.

Brief Case: Agents attempt to crack the code for a brief case, open it and the money inside is theirs!

Safe-cracker: Only the best secret agents can crack a safe open under pressure. Teams will need to work fast to find the combinations and gain the spy dollars inside for their reward.



Climbing wall: 2 qualified staff will instruct and supervise agents as they test their physical dexterity in climbing our mobile tower. Up to 4 climbers can attempt routes of varying difficulty at once. Subject to venue approval and suitability.



Sniper lane: Each agent shoots a lightweight sniper rifle with telescopic sight, requiring skill and patience to hit the target. Subject to venue approval and suitability.

Agents in Disguise: Teams must get as many photos as possible from the list of disguises – gardener, cleaner, juggler, bank robber, and so on. With digital cameras and their imagination they'll have 15 minutes to go 'under-cover.' These can be shown as a slideshow presentation at the end of the event (and a CD of images provided) at an extra cost of £150.

Laser challenge: Can you avoid the laser alarm systems as you stealthily cross the room and collect the reward for your efforts? Can you then get away without breaking the beams as the clock ticks away? Subject to venue approval and suitability.



Minefield breach: Teams have to successfully negotiate their blindfolded colleagues through a minefield, is there enough trust for your colleagues to do this successfully, and with accurate and clear communication?!

Mortar Attack!!! You have all the pieces, but this is no flat pack and no instructions. Can you build the mortar and fire the furthest to gain the biggest reward?

Thunderball: The explosive charge must be transported as slowly and carefully as possible for a controlled explosion. More dollars are available or the extra twists and turns.

Code breaking: A 15 minute challenge where agents decipher a series of cryptic clues to work out the correct sequence of wires to disconnect on an electronic 'bomb'. Tension builds as the agents work against the digital clock and its relentless ticking.



Radiation: Teams must work together to move unstable radioactive fuel rods into liquid nitrogen containers. Protective clothing and handling tongs will be provided and there will be strict time limits set for exposure to the radiation!

I.D Parade: Teams test their recognition and memory skills naming a portfolio of movie stars from all the action movies.

Photo-fit: Having witnessed enemy agents caught on CCTV, teams must re-create their images using facial photo-fit techniques.

Dead Letter Box: A lateral thinking problem that creates lots of discussion and ideas, where teams use equipment to solve a sequential puzzle and retrieve a locked cash box left by a friendly agent.

Airborne surveillance: Spy from the sky in a sleek and fast jet-ranger helicopter. Your mission is to spot enemy agents and report back to HQ using UHF radios; this will add adrenaline to any event. Subject to venue approval and suitability.

Rocket Launch: Teams must construct and launch a solid fuel rocket – this is an impressive challenge, with the rocket streaming a smoke trail up to 500ft into the air and travelling at over 100mph! Subject to venue approval and suitability.

Pistol Draw: Using the secret agents weapon of choice, the pistol, the team undergo training in how to properly hold the pistol for firing at targets. The next step is to improve the speed of the draw, ready to fire the weapon, culminating in a fastest draw competition to find the fastest draw in the group!

What, Where, When: An asset to any secret agent is the ability to recall events, their timing and location. A general knowledge challenge that will provoke discussion and much head scratching in their aim for reward for each correct answer.

The 39 Steps: Challenging memory test. Can you get the whole team across without running out of lives. No maps, no clues, everything is stored in your head. Good luck secret agents.

Stage Fighting: Learn how to fight like the stunt-men and throw a punch or a kick without actually hitting anyone, then be rewarded for how realistic your fight sequence is. Next stop Hollywood!

Casino Royale: Gamble your hard earned Spy Dollars on the roulette wheel, we will give you some chips to gamble with, you keep the winnings, but will you buy more and speculate to accumulate?

Usual Suspects: One of our agents has been murdered, as we always investigate crimes against us, it's the job of the team to establish the murderer and be rewarded accordingly, one thing is for sure, this time, the butler did not do it!

Moonkraker: The team are trapped on a space platform and need to move everyone to safety. A limited supply of anti gravity pads are available so maximum concentration is required to plan and execute their escape.

The Great Escape: Teams must cross 'no mans land' using the map and equipment provided. No one can touch the ground until the group have worked out the safe route.

