

**TITLE:** Pipeline

**IMPACT:** Teambuilding, problem solving, energizing, leadership, fun

**RISK:** Low-medium

**GROUP SIZE:** 4 or more

**TIME REQUIRED:** 5 - 15 minutes

**DIRECTIONS:**

- The object of this activity is to get the ball from one end of the playing area to the other and into the cup.
- The ball must move by its own momentum; it may not be carried by any of the participants.
- The participants cannot touch the ball once it has passed over the starting line.
- Everyone in the group must participate in the solution.
- If the ball stops moving or is touched by a person, the ball has to be returned to the starting line.

**DISCUSSION:**

- How many tries did it take to accomplish the goal? What did the group try and reject?
- What was the key to success? (Probably synchronizing their actions, being efficient or planning ahead)
- How could this be applied to other activities like running an event, teaching a workshop, working on a group project, etc.?

**HINT:** Calculate the distance of feet needed between the start and finish lines by multiplying the number of participants by 4 or 6 feet. The farther apart the distance, the more difficult the challenge.

**OPTION:** If there are 12 or more people, this can be done as a race between two teams.

