



TRIP NAVIGATOR  
PIONEERING CORPORATE TRAVEL & EVENTS

PRESENTS

# League of Corporate Legends

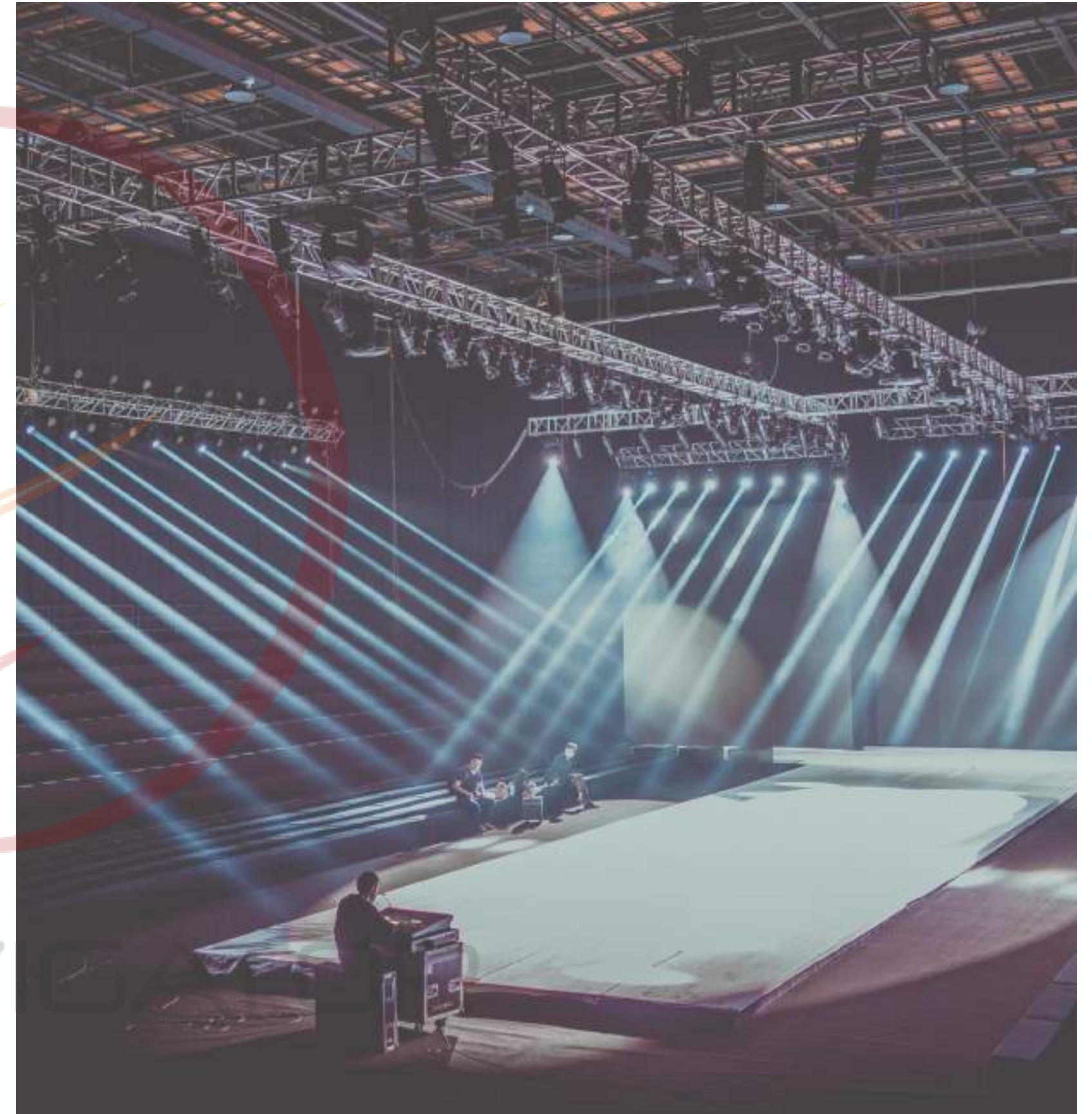
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# Day 01: Grand Opening

## OVERVIEW OF KEY IDEAS

- Grand Opening of Virtual League. This can be configured for large groups even in excess of 1000 Pax.
- Addressal by the senior management.
- Virtual 3D Stage and Customized Animated Logo.
- Client Exclusive Branding.
- Emcee to moderate the Virtual Event
- Artist Solutions



# League of Corporate Legends : Week 01 Execution Details

- The League of Corporate Legends can be configured for large groups even in excess of 1000 Participants.
- The league has been planned like a competitive tournament format spanning across 4 weeks.

- The league has been split into 4 stages:

Stage 1 - Clash of Units
Stage 2 - Clash of Tiers
Stage 3 - Semi Finals
Stage 4 - Finals

- Few consideration while planning the entire league:
  - Some teams operate 24/7 under tight schedule
  - Half of the teams operate from home and other half from offices
  - Majority of the employees don't have laptop and will be logging in from their phones

# League of Corporate Legends : Week 01 Execution Details

- The Team managers will be the captains of each of the teams
- The Captains will be given a QR code before the tournament launch and through that they will be able to create their teams WhatsApp groups that will be used for the communication all across the tournament.
- In case, the team members are not able to access WhatsApp due to any reasons, we will set up a dedicated helpline and team members can reach out anytime for any clarifications.
- The League would start as a competition within Units having sub teams within those units. Each team may not be equally divided and varies across units and teams. The games are planned keeping that in mind.
- The games will be held on Saturdays and Sundays – There would be fixed slots on both the days and roster would be prepared accordingly.

# League of Corporate Legends : Week 01 Execution Details

- The quorum (minimum attendance) expected for any team would be 70% - if they don't have the quorum or majority of the team members are not able to participate in their scheduled slot.
- There will be the provision to play in a spare slot. Every Sundays there will be 02 spare slots. Following may the various reasons people might need the spare slot:
  - In case people don't join due to some emergency.
  - In case the captain doesn't join.
  - In case 70% Quorum is not achieved.
  - In case for any business reason people are not able to join.

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STAGE : 01

# Clash of Units

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# Clash of Units

**\*Sample Dashboard Structure taken for example with 10 Units**

All the teams in their individual units compete with each other for 03 Games. The Highest scorers in their individual unit proceed to the next stage

Unit 01 ( Teams play within their units)

Unit 02 (Teams play within their units)

Unit 03 (Teams play within their units)

Unit 04 (Teams play within their units)

Unit 05 (Teams play within their units)

Unit 06 (Teams play within their units)

Unit 07 (Teams play within their units)

Unit 08 (Teams play within their units)

Unit 09 (Teams play within their units)

Unit 10 (Teams play within their units)

Winner from Unit 01

Winner from Unit 02

Winner from Unit 03

Winner from Unit 04

Winner from Unit 05

Winner from Unit 06

Winner from Unit 07

Winner from Unit 08

Winner from Unit 09

Winner from Unit 10

Proceed to the Clash of Tiers

# CLASH OF UNITS – Week 1 – Saturdays & Sundays

- All the teams will play three matches each during this week.
- All the three matches will have different competitive virtual team engagement activities
- Teams will play as per their assigned slot (Sample calendar given on next slide)
- The activities can be conducted for all teams together however lesser number of teams can be accommodated in slots in the weekend.
- Teams will be sent 1 Zoom Platform Link and 1 Google Meet Link as a part of the Invite
- The objective for each team will be to score maximum points. The team from the unit with maximum score in all three games will proceed to the next stage. All the teams will progress to next stage.
- All the teams scheduled in a particular slot will login together on the Zoom Platform. Here we will take a stock of attendees and will also brief them about the game objectives, rules, scoring etc.
- They will logout after the briefing and immediately connect on Google Meet link where they will have only their team members and activity will be played here. (This is done because majority people login in through their phones and breakout rooms don't work on phones)

# Sample Slots for Clash of Units

Week 01 & Week 2		
Slots	Saturday	Sunday
Slot 01	06:30 PM to 07:30 PM	11 AM to 12 PM
Slot 02	07:30 PM to 08:30 PM	12 PM to 1 PM
Slot 03		2 PM to 3 PM
Slot 04		3 PM to 4 PM
Slot 05		4 PM to 5PM
Slot 06		5PM to 6PM
Slot 07		6PM to 7PM
Slot 08		7PM to 8PM

Two Spare Slots on Sundays

7PM to 8PM

8PM to 9PM

# Clash of Units : Scoring Parameter

No. of Tasks Solved : 10 Points each.

Challenges successfully attempted - 50 points each.

Maximum 4 Lifelines available in each match – 1 Life Line is Free , Minus 25 points for every life line used after that.

Time Bonus – 10 points for every minute early for up to maximum of 10 minutes.

The proof for every task in form of answers, photos, video and audio clips will be captured on the WhatsApp groups that will be created for each of the teams.



STAGE : 02

# Clash of Tiers

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# Clash of Tiers

**\*Sample Demographic Dashboard Structure taken for example**

All the Winners of their Units + Wild Card Entry Teams Compete in The clash Of Tiers. Top four scoring Teams Proceed to the Semi Finals.



Proceed to the Semi - Finals

# CLASH OF TIERS – Week 2 – Saturdays & Sundays

- The teams ( one from each unit) basis the performance in games will progress to this stage.
- Maximum 1 team from each unit basis their business performance can progress to this stage as a WILD CARD ENTRY. However this is customized
- All teams in their respective tier will play 3 games just like in the stage 1.
- The objective for each team will be to score maximum points within their tier. The team with maximum score in all three matches will proceed to the quarter final stage
- The slots for this Stage are given on the next slide

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# CLASH OF TIERS Sample Slots Week 3 – Saturday and Sunday

Week 03		
Slots	Saturday	Sunday
Slot 01	06:30 PM to 07:30 PM	12 PM to 1 PM
Slot 02	07:30 PM to 08:30 PM	2 PM to 3 PM
Slot 03		4 PM to 5PM
Slot 04		6PM to 7PM

## Spare Slots on Sunday

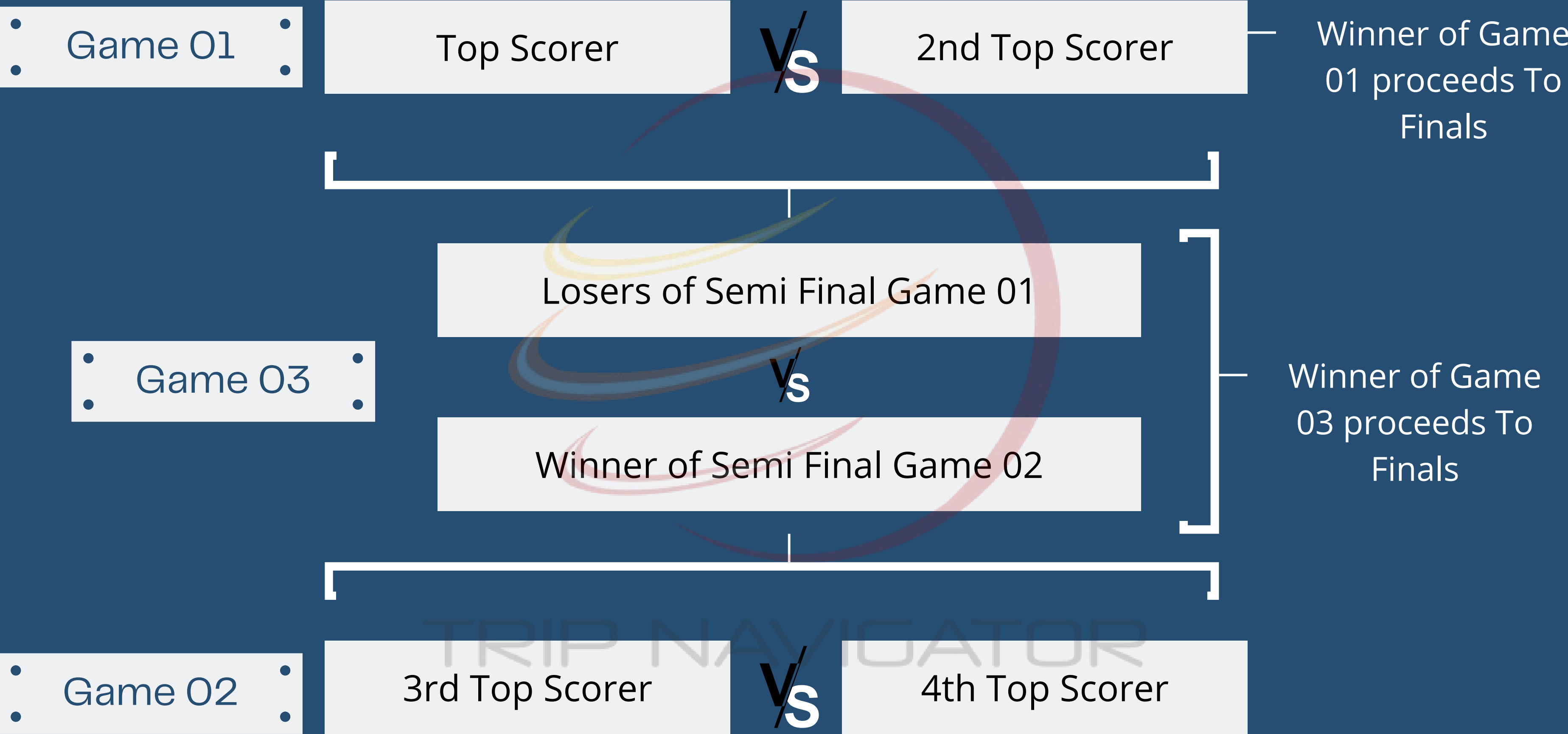
Spare Slot 01: 11AM to 12 PM

Spare Slot 02: 7PM – 8PM

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Semi  
Finals!



# SEMI FINAL– Week 4 – Saturday

Week 04		
Slots	Saturday	Match
Slot 01	06:30 PM to 07:30 PM	Game 1 & 2
Slot 02	07:30 PM to 08:30 PM	Game 3

Game 1 - Top Scorer V/S 2 <sup>nd</sup> Top Scorer
Game 2 - 3rd Top Scorer V/S 4th Top Scorer
Game 3 - Losers of Semi Final 1 V/S Winners of Semi Final 2

- 4 teams ( one from each tier) progress to this stage.
- Basis their performance at the tier stage, teams play as per the above schedule.
- The objective for each team will be to score more points than the opponent team.
- Each team will play only 1 game in this Stage



# Finals !!





# FINAL– Week 4 – Sunday

Week 04		
Slots	Sunday	Match
Slot 01	02:30 PM to 04:00 PM	Finale

Winners of Semi Final Match 1 V/S Winners of Semi Final Match 3

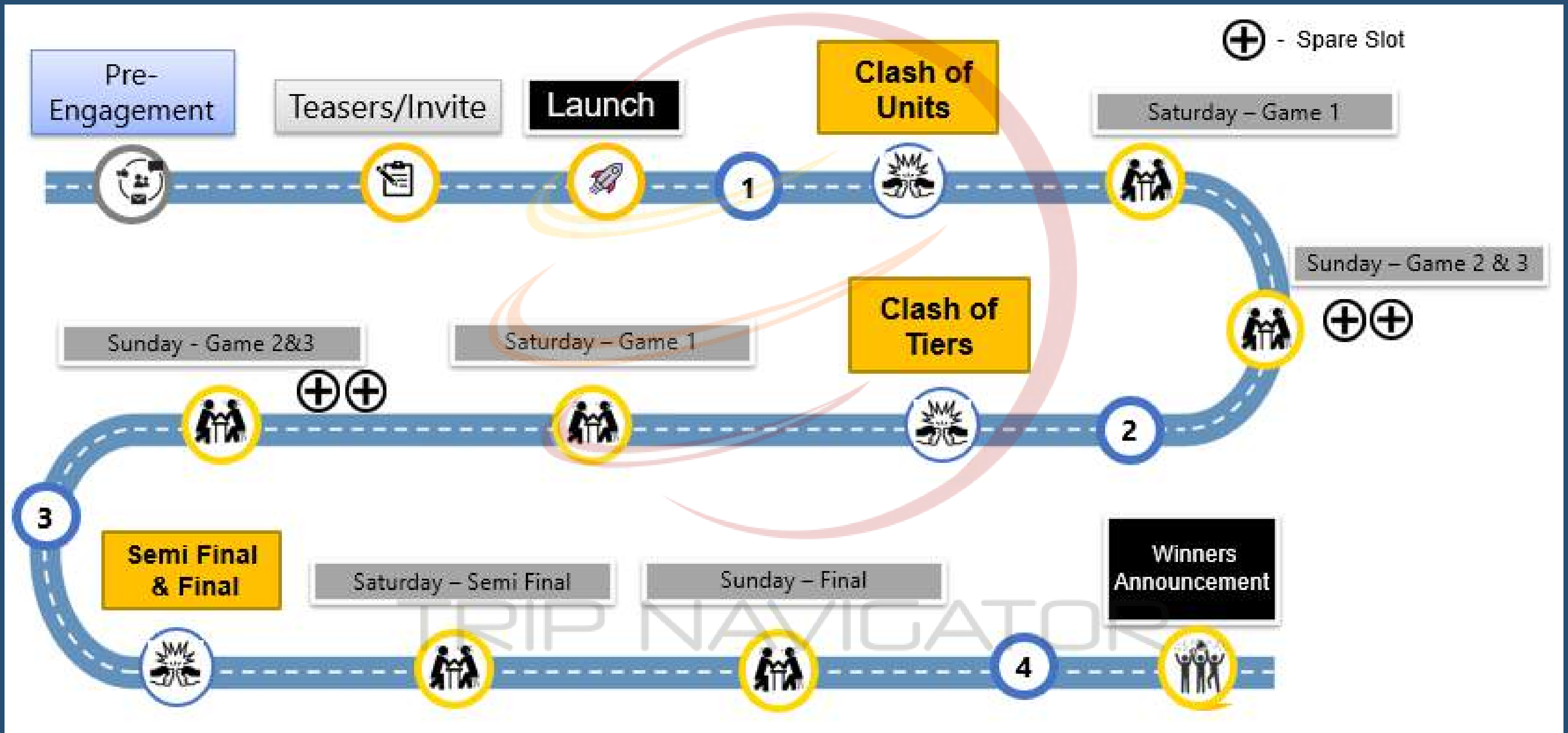
- 02 best teams progress to this stage
- The objective for both teams will be to score more points than the opponent team
- There will be only 1 match in this stage and the match will be for 90 minutes.
- The Finale will be Streamed to All the participants on a Virtual Media Platform Exclusively Customized for the client.

# Award Night!

- Grand Award Night of Virtual League of Corporates post the Final Match
- Addressal by the senior management.
- Virtual 3D Stage and Customized animated Logo.
- Theme Night Customization.
- Company Exclusive Branding.
- Emcee for moderating the event.
- Key-Note Speakers.
- Artist Solutions and Management.

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# Recommended Journey Overview for 04 Weeks



# Team Building Deliverables

- QR Scan codes for Whatsapp Groups
- 1 Facilitator per 5 teams during the Stage 1, 1 Facilitator per 3 teams during Stage 2, 1 Facilitator for every team during Stage 3 & Stage 4
- The Facilitators will be responsible for entire communication on Whatsapp before and during the league.
- Facilitators will have shuffle between each of the Google Meet rooms and do the following:
  - Take up any queries
  - Provide any technical support if needed Boost the energy levels by running some side challenges
  - Inform about other teams' performance & scores
  - Offer lifelines if teams need
  - Take pictures and videos
- Apart from Whatsapp, two dedicated phone lines will be set up for any queries.
- Overall 9 different Virtual activities will be designed and customized for the Corporate League

# Virtual Solutions & Deliverables

- All the teasers, invitations and activity write ups/ designing.
- End to End Tech Deployment.
- Customization of the Virtual Arena.
- Grand Opening and Award Night Logistics.
- All the Logo and Branding.
- Artist Solutions.
- Dedicated TN Team for Smooth Execution of Event.
- Trophies and Certificates.



# Talk to Us

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Thank You!

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