



**LUXEMBURG**

**CASE STUDY N°5**

**PAPER B**

**ZEBRA FORMATIONS ASBL  
HANNUT  
BELGIUM**



**WHY NOT TRY? / IT WOULD BE A GOOD IDEA TO...**

Since the issue at stake is how to get closer and cooperate with managing boards of local Senior Clubs without being (or appearing) rivals (fear of losing members) the action of the “training course” should focus on each of the “players” involved in the institutional concern:

- the managing board members (deciders) to recognize the importance of their roles.
- some of the members themselves to persuade the deciders.
- Club Nordstad itself to create an image that will be perceived constructively.

Therefore we propose to follow the following strategy: (1) Identify the deciders and what they like doing.  
(2) Identify the profile of each club.

(3) Contact the deciders and some key members individually and create a personalized relationship.

(4) Invite your contacts for a get together (don't call it a meeting) in a “neutral” place or in a convenient agreed location. Tell them you would like to exchange ideas, that you are interested in what they do and that you would like a subcommittee to **create a joint mixed fun activity**. Start the meeting with any **icebreaker game**. (Example: a line-up game. Have the group line up in a straight line according to some specific criteria – age, height, distance to home –, and with some type of restriction on their actions). After, propose a **trust walk**: the object is for one or more people to navigate blindfolded participants through a series of obstacles they cannot see. This should be done in a wide open space with obstacles that cannot cause any injury, and the only competition is in getting the person through the course safely. Continue with a cooperative game that has a winner-winner result and an outcome that will give extra value to each organisation.

Cooperative games emphasize play rather than competition and can build trust between players. Some activities teach togetherness and interactivity, emphasizing success through cooperation. Create mixed teams with persons from each organisation. An example is the **trust activity game** during which one person “drives” a blindfolded person from a different team through the room by holding the person's shoulder, thereby creating a physical contact that stimulates emotion and senses.

(see <https://www.youtube.com/watch?v=A5NqQAdguFU>)

Many games and activities involving the body will be useful, for example identifying a person only by touching: “try to guess whose hand, leg, arm, etc. it is”...You can also ask people to work in pairs or threes and with eyes closed give their reactions to different types of touches - to the hand, by another person's hand or fingers.

Many more ideas on: <http://www.businessballs.com/freeteambuildingactivities.htm>

**NECESSARY CONDITIONS: MATERIAL / PLACE / TIME**

Simple props are necessary for the games described. The activity should be organised in some agreeable place with a pleasant atmosphere (music). It should last about two to three hours in the afternoon or evening and finish with a meal or drink, transforming a cold and formal encounter into a pleasant and relaxing gathering.

**POSSIBLE OBSTACLES**

There are no material obstacles, only psychological as the deciders and key members of organisations may refuse to respond to Club Nordstad's initiative and invitation. Therefore creating a personalized positive relationship is very important.

**ILLUSTRATION**

