



THE TRI SECTOR CHALLENGE™

ROLE PLAYERS

The role players are critical to the success of the event. To be able to fully engage in the event these individuals must have the ability to think on their feet, ‘wing it’ when required, have exceptional time management and organisational skills. but most of all patience and a sense of humour!

They also need to be able to commit to a full day, 8.30am to 5pm (with a minimum of external distractions!)

Pre-event briefings are conducted online (either via pre-recorded video sessions on “in person” briefings via Zoom).

All assessment by the role players will be conducted electronically via a loaned Android-type tablet. An element of being ‘tech savvy’ is highly desirable as IT support on the day of the event is extremely limited!

Enablers

The Enablers role-play pre-determined organisations in meeting with teams from across all specialisations. Sufficient guidance will be provided to Enablers to engage with any team regardless of their, or the teams, background.

Enablers will meet with teams up to 10 times throughout the day. Each meeting will last five minutes and will be assessed, by the Enabler, against a given set of criteria. They will also be required to participate in some additional ad-hoc (as far as the teams are concerned) meetings.

At the end of the day, Enablers will be required to participate in at least one presentation as part of the Red Team process (where possible not with a team they have previously met).

The Enablers assessments will contribute towards all the awards available.

Event joining instructions will be provided approximately 2-3 weeks prior to the event, together with access to (or details of) the Enablers online pre-event briefing as outlined earlier. A game-play script will be provided on the day to ensure all Enablers follow a broadly similar scene for each specialization.