



# 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 (with a minimum of external distractions!) – generally speaking this means 5pm. Pre-event briefings are conducted in the 7 days running up to the event 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 need to have a suitable level of (as well as that 'wing it' capability as they may be role-playing characters/organisations outside of their specialism). Sufficient guidance will be provided to allow Enablers to engage with any team regardless of their, or the teams, background.

Enablers will meet with teams up to 10 teams throughout the day. Each meeting will last 5 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.

An online brief will be provided approximately 2-3 weeks prior to the event and there will be Zoom pre-briefs in the 7 days running up to the Challenge. An online game-play script will be provided to ensure that Enablers follow a broadly similar scenario for each specialization.

The Enablers need to be available to support the event, as a minimum, between 8.30am and 5pm