Moodmaker



Highland Games



Dear Partner.

This document provides everything you need to ensure a successful Moodmaker Highland Games team building activity.

Feel free to reach out if you have any questions or if any requirements outlined here cannot be met.

We look forward to creating an exceptional team building experience together.



Ideally what's needed from the Venue

Highland Games is a typical **outdoor** activity and is therefore always organised outdoors. We need a large grass field or meadow of at least 1,200 m² for this activity. Be sure to contact us for the right surface depending on your group size.

We prefer to work with a private grass field linked to an event location.

You can also use a public park or domain but this always requires a permit from the municipality or city and can take several weeks or months.

We need a **separate small space** (indoor) near the grass field where the bagpiper and team captains can put on their Scottish kilts.





Bad weather / Rain

If there is a **chance of rain**, tents (3m x 3m) **must be provided** (additional cost). It is Moodmaker who makes the final decision on this.

These tents may also be appropriate in **warm weather** to provide shade for the participants.

Moodmaker reserves the right to cancel the Highland Games if the activity cannot proceed safely due to weather conditions, such as heavy rain, snow, wind, flooded or swampy terrain,... It is Moodmaker who makes the final decision on this.

If possible, we will provide an indoor alternative. This is subject to our availability and the indoor capabilities of the venue.





Logistics

For the Highland Games, we transport the materials with a large van (length: 6m00, height: 2m60). A parking space in the immediate vicinity of the location is required.

For a fluent build-up, we need to be able to drive the van on the site. If we cannot drive on the site, we provide extra crew (additional cost).





Participants

By default, we make **groups of 14 people**. This depends on the timing, surface area of the field, background of participants,... Moodmaker will decide the group size according to these factors.

Team distribution is usually done ad random with a shot of whiskey or apple juice with a team number at the bottom of the glass.

Notify the participants of the nature of the activity and the **outdoor aspect**. Appropriate clothing and footwear is recommended. This can range from a raincoat to sun cream. Backup clothing may be convenient.





Timing

- Setup: 1,5 to 2 h before the event
- **Event**: Highland Games takes approximately 2,5 to 3 hours
 - This includes the introduction, the Highland Games and the final.
- **Cleanup**: 1 h after the workshop.





Food & Drinks

No Alcohol Before or During the Activity:

Alcohol signals the end of the business portion and can lead to unprofessional behavior during the team building.







YOU CAN'T BUILD SUCCESSFUL TEAMS BUT YOU CAN INCITE THEM TO EMERGE!

Contact us for more information.

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