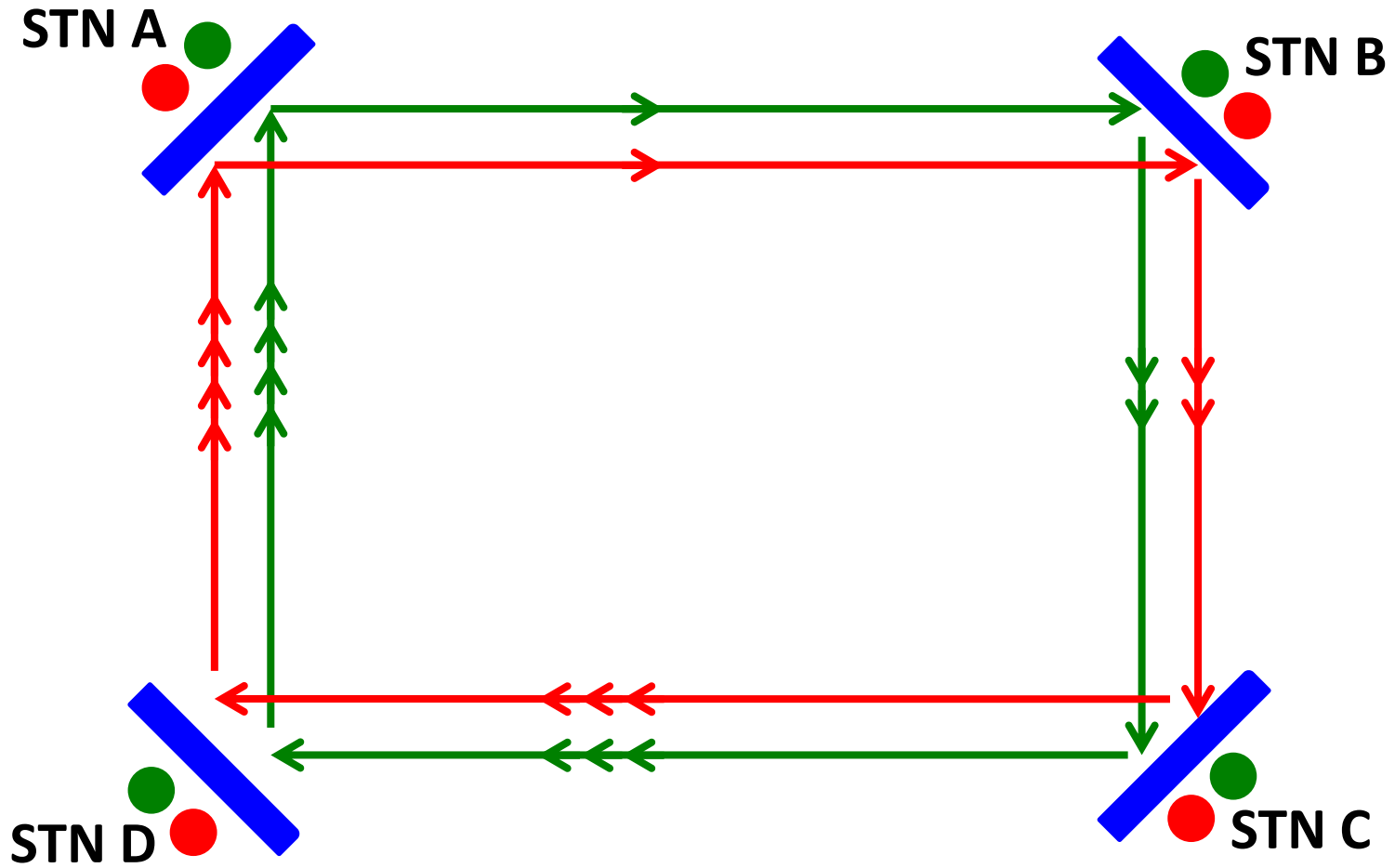
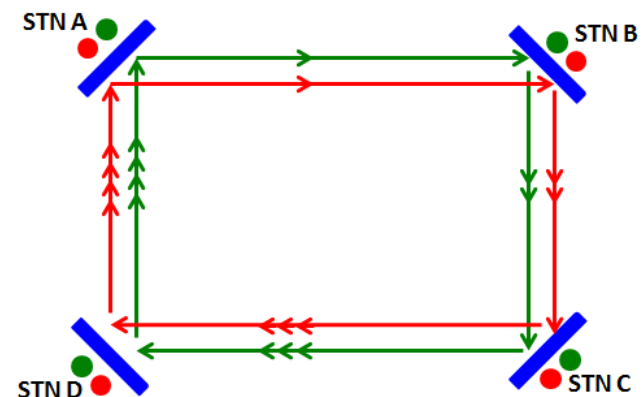


JOG with the POT (Briefing)



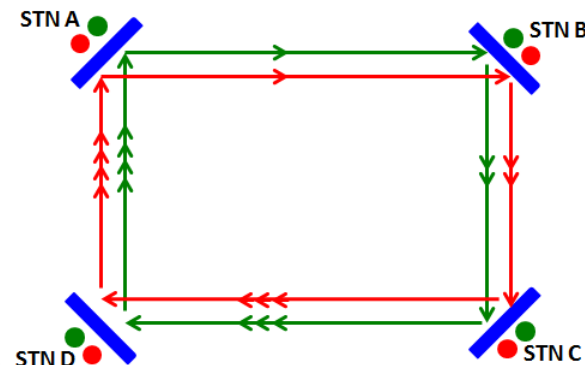
Rules

1. Method of holding the POT.
2. 5 minutes will be given at the playground for all teams to discuss their plan / strategies.
3. All players have to be distributed at one station or the other and no station is to be left empty.
4. Each players must carry the POT at some time or the other during the race.

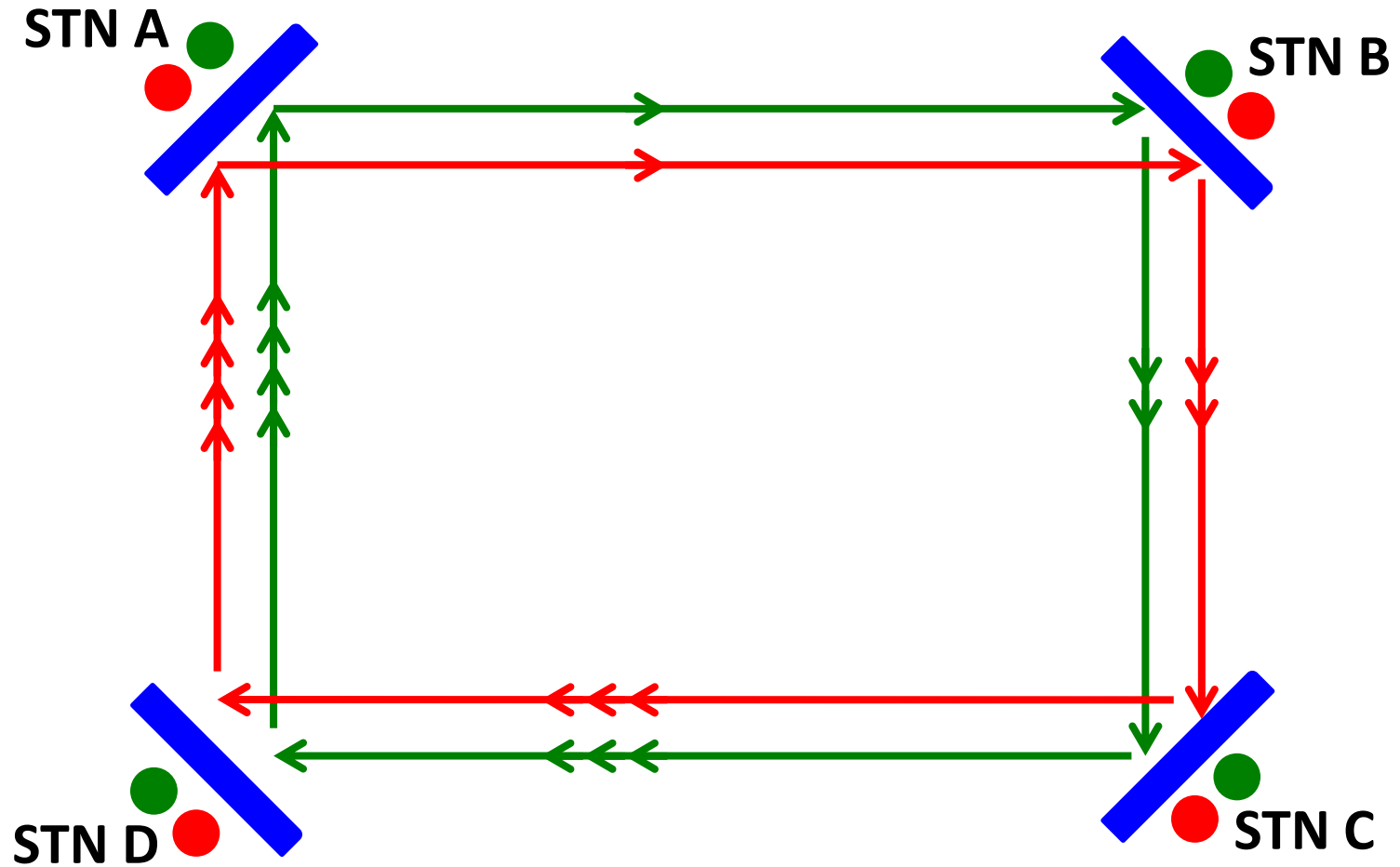


Rules....cont'd

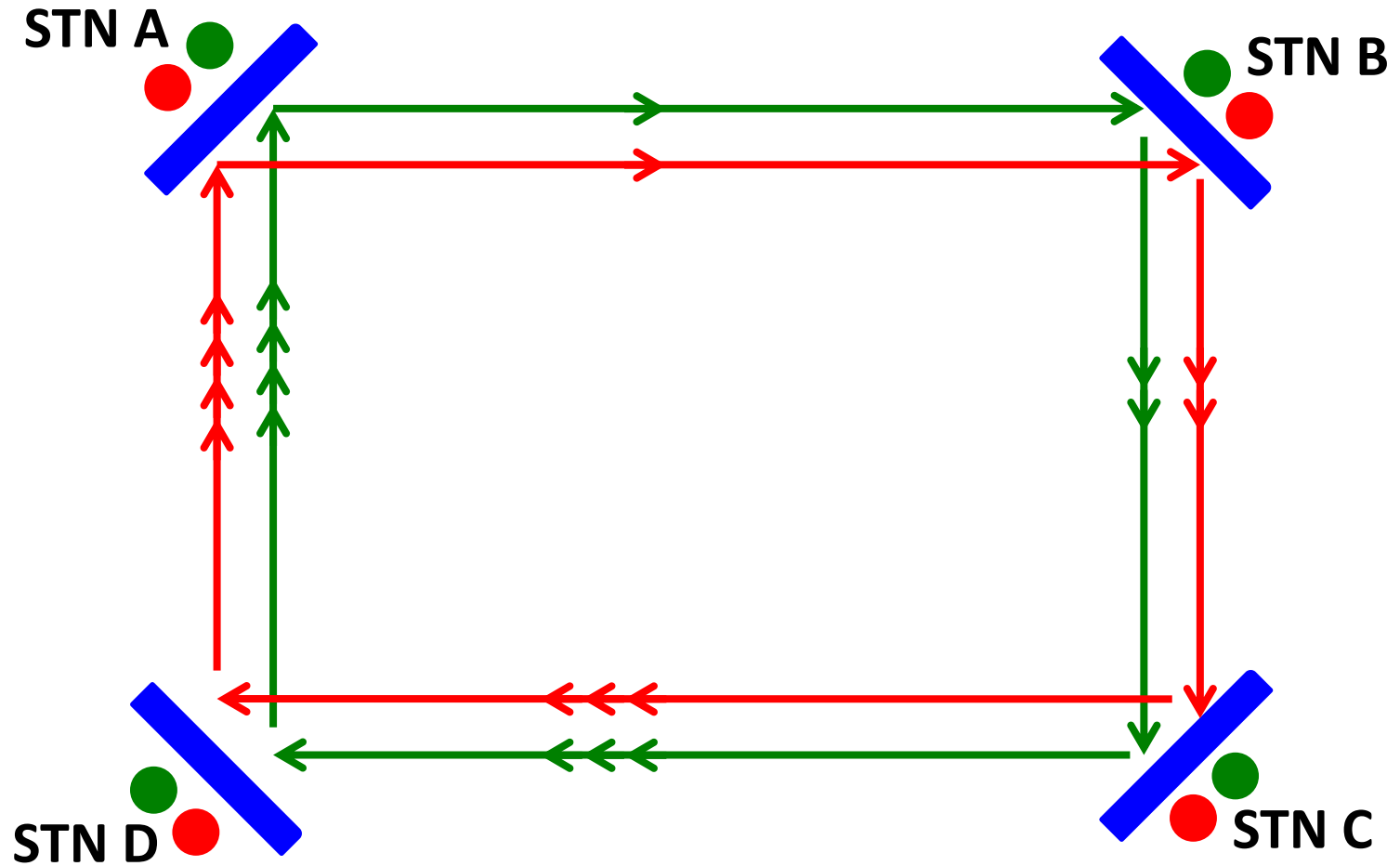
5. Only 2 persons have to be at STN A to begin the race
6. STN A people have to hand over the POT to people at STN B. All people have to stay connected, move to STN C, and hand over the POT to people at STN C.
7. Again all people have to stay connected, move to STN D, and hand over the POT to people at STN D.
8. Repeat actions above at STN D and move to STN A. The race ends when the POT is put down.



JOG with the POT (De-briefing)



JOG with the POT



Our Thoughts and Feelings and What was Experienced

Teamwork

Cheating

Fun

Breaking rules

Planning

No connectivity

Enthusiasm

Not holding POT as per instructions

Practice

Spilled water

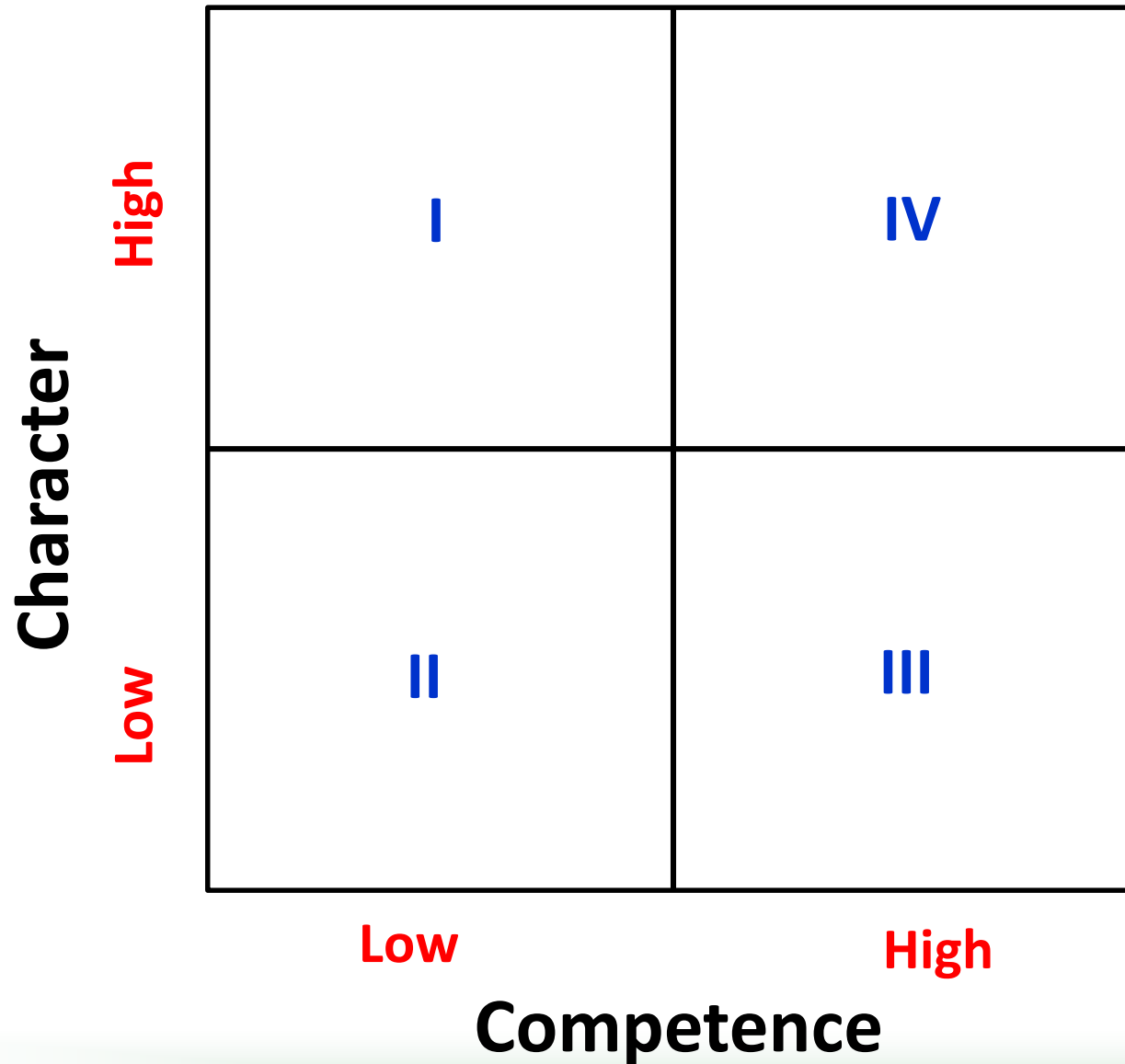
Involvement

Competition

Winning

Goal setting

Character V/s Competence



Character V/s Competence

Character	High	Philosopher (Non-performer)	Stars / Heros (Deliverers)
	Low	Inefficient (Un-desirable)	Offenders (Dangerous)
		Low	High
		Competence	

What do the Rules of the Games Signify?

Lower the time taken:

Competence

Breaking the rules:

Character

POT :

Responsibility /Power/ Authority

Carrying the POT:

Being in command / power

Staying connected:

Inclusive growth

Water in the POT:

Resources

JOG:

Joy of Giving

POT:

Pleasure of Taking

Joy of Giving

Inside out

Long lasting

Generosity

Abundance

Pleasure of Taking

Outside in

Momentary

Sensorial

Selfish

Paucity



**When God
blesses you
financially, don't
raise your standard
of living. Raise
your standard of**

— GIVING —

-Mark Batterson
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