



Ga.M.E.S.Net

European Medieval Sports & Street Games Network

**Development of European cultural diversity through the promotion
and protection of the traditional sports and games**

G.A. N° EAC – 2013 - 0489

Kick-off Meeting

Perugia (Italy) - Meeting Room Hotel “La Meridiana”

JUNE 6th/7th 2014

WORKING SESSIONS MINUTES



Friday June 6th 2014: Session one

Participants: representatives of the Applicant and of each Partner (please refer to Attendance Register for details).

Time 9.30 am. Welcome addresses by:

- Mr. Enzo Casadidio, V-President of F.I.G.E.S.T., the Applicant of the project Games.Net. Mr Casadidio reads a message from Mr. Dino Berti, the President of F.I.G.E.S.T. After a short presentation of the Federation, Mr. Casadidio makes a list of the aims of the Games.Net project and he greets all the partners hoping that this partnership is an opportunity to create a European network about ancient games and traditional sports.
- Each partner representative introduces him/herself with a short description of their association/organization/foundation/municipality.
- Mr. Marcello Corrado, EU Delegate for the General Direction “Education and Culture – Sport Unit”. He highlights the focus points in the field of Sport for the time 2014-2020.
- Ms. Irene Falocco, Games.Net Project Manager (PM) for the Applicant. She indicates the timetable of the Kick of Meeting and of the entire project throughout next months.
- Mr. Diego Pieroni, manager of the Dream Factory Company, the company subcontracted from applicant for the brand identity and the web site. He shows the structure of the web site of the project and its features.

Time 11.30 am: Coffee break

Time 12.00 am. Questions and doubts from the partners:

- Ms. Laura Bas, for the Mancomunitat de la Ribera Alta, asks more information about the Activity 3 and about the dissemination of the project. The PM explains that some details about activity 3 are yet to be defined but during the next sessions of the Kick-off meeting there will be a moment dedicated to this activity. About dissemination it will have to be started immediately by each partner in its own country / region.

- Mr. Alexander Grosny for Deutscher Novuss asks more details about the final event planned for May/June 2015, information about the contest and who can take part at it and how many people can participate. The PM explains that the target of the contest will be younger people and a delegation from each country will be allowed to participate at the Event of May/June 2015. The number of people that can participate will be determined at a further stage depending also on costs.
- Ms. Miriam Quiroga Escudero for Universidad de Las Palmas de Gran Canaria asks which is exactly the target, if only young people from primary and secondary school or also university students. The PM explains that there is no age limit to determine the young people so the contest can involve also university students.
- Ms. Laura Bas for the Mancomunitat de la Ribera Alta requires more information to Mr. Corrado about the priorities of the action “European Partnership on Sports”. She wants to know if the aims of the Games.Net project are included in the priorities. Mr. Marcello Corrado explains that many cross aspects of the Games.net project, although not coinciding with the two main priorities of the latest Action of the “European Partnership on Sports”, are in any case relevant for the EU.
- Ms. Pilar Rodriguez for the Federacion Aragonesa de Deportes Tradicionales asks what will be the date of the Event. The PM explains that this subject will be discussed in the last session of the Kick-off Meeting.
- Mr. Alain Bovo and Ms. Jacqueline Boinneau for the Fédération des Foyers Ruraux du Gers want to know if teachers could be involved in the contest. The PM confirms that they can be involved.

Time 1.00 pm: lunch break

Friday June 6th 2014: Session two

Participants: representatives of the Applicant and of each Partner (please refer to Attendance Register for details).

Time 2.45 pm: Games presentation from the partners.

1. Deutscher Novuss – Sport Verband e V. Presentation of the Novuss Game, a traditional game using a table and some pawns that every player have to pocket using a billiard cue.
2. Fédération des Foyers Ruraux du Gers. They present two traditional sport: Palet Gascon and Quillesau Maillet. They are typical of South-West of France.
3. Narni Municipality. Short presentation of the city and of the medieval “Ring Race”.
4. Province of Macerata. The traditional game proposed is “Ruzzola”.
5. Municipality of Chaves. They show to the audience the ancient game “Frog Game”.
6. CZECH NGO – The Society of European Martial Arts. They would present in Narni their traditional disciplines using typical weapons.
7. Mancomunitat de La Ribera Alta. The most famous sport played in Valencia area is Valencian Handball Game, the sport that they would play in Narni, too.
8. Universidad de Las Palmas de Gran Canaria present a lot of traditional games, all could played outdoor. They will choose one or two of them for Narni Event.
9. Federacion Andaluza de Bolos. “Andalusian Bowling” is the traditional game proposed for the Event.

Time 5.15 pm: Games presentation is suspended and will start again during the Session Two of the Kick-off Meeting.

Saturday June 7th 2014: Session Three

Participants: representatives of the Applicant and of each Partner with the exception of narni Municipality and Province of Macerata (please refer to Attendance Register for details).

9.20 am: Games' presentation by the partners.

10. Kunshill Malti għall-isport and Foundation for the Promotion of Social Inclusion Malta. The two companies present together some traditional games famous in Malta Island. They are: Passjù, Bocci, Cippitatu, Sack Race, Habel, Iz-Zunzana Ddur and Gostra.
11. Federacion Aragonesa de Deportes Tradicionales. They present more traditional games, too. Some of these are racing chickens or pedestrian, throw rope, aragonese morra, etc.
12. Municipality of Clerks. They showed two traditional games that they consider suitable for the Event in Narni: Mozdrak and National Ball.

Time 10.15 am: End of games presentations and something details about Games.Net.

- The PM explains that in the following weeks each partner will be asked to send via email a description of the games and that the website of the project will play a strategic role as all partners will have to contribute in uploading material and in updating some sections.
- Stepana from Czech Ngo wants to know when the web site will be online. Mr. Diego Pieroni answers that it is expected to go online within summer 2014.
- Mr. Diego Pieroni from Dream Factory Design provides more details regarding the suggested Logo. The suggested Logo is approved by the participants.
- Mr. Diego Pieroni from Dream Factory Design provides more details regarding the website: it will be in English but some of its sections will be translated also in other languages. Partners will be asked to upload the translations of these sections into their language, as well as any specific information regarding their events, posters, etc. The web site will have a reserved area and a backoffice section through which each partner will have to contribute in uploading and updating the contents, news, photos and videos. In this section partners can also download the documents necessary to implement the action. The suggested structure of the website is approved by the Applicant and by the Partners

Time 10.45 am: Coffee Break.

Time 11.15 am.

- The PM explains details regarding the Activity 2 of the Project about the National Information Points. The purposes of these Points is promoting / disseminating in the Partners' country / territory the traditional games and creating a European network on these subjects. They will also have to promote the Contest for Young people and the final event which will take place in Narni. Every partner will set up his own National Information Point in its country / territory and its address and contacts will have to be indicated in the website. The National Information Point will have to be set up within Summer 2014.
- Ms. Stepana from Czech Ngo wants how/where the National Information Point will have to be established and what they should contain.
- The PM explains that the N.I.P. Can be set in any site which is more convenient for the Partner, such as a room/desk of their office or another space given by local institutions / organizations. They should have a sign (layout will be provided by the Applicant) and contain informational materials about Games.Net such as brochures, posters or flyers, etc. The PM provides also more information about the contest. It will have to be started within October 2014. A first proposal of Regulations will be edited by the Applicant and submitted to all partners to receive comments, objections and advises, so to reach a final version approved by all partners.
- Mr Alexander for Novuss needs more details about participants to the contest. The PM explains that the target group for the contest are the youths between 15 to 23 years old. The participants will be required to make a research about the traditional games and sports involved in the Project and to elaborate projects and proposals for their safeguard, promotion and dissemination.
- PM also suggests to foresee two separate sections of the contest determined by the age: one section will be dedicated to teen-agers between 15 and 18 years old and another section will be for young people between 19 and 25 years old. At the end of the contest two winners will be selected, one for the 15/18 years old section and one for the 19/25 years old section. This proposal is approved by the Applicant and Partners.

- Mr. Ulises Castro Nunez for Universidad de Las Palmas de Gran Canaria asks how the participants to the contest will be selected and how the winner will be determined. The PM clarifies the steps of the Contest:

1) Once the Regulations of the contest have been approved by the Applicant and by each Partner, they will be required to promote and disseminate the contest at national/local level using the channels they believe are more appropriate for their country and/or district. Getting schools / universities involved in the Contest might help disseminating the information among the target groups of the project (young people).

2) Participants will then have to join the project by registering themselves through the website and following the terms and conditions indicated in the Regulations.

3) Participants will have to submit their works within the given deadline.

4) A commission will be formed by one representative from the Applicant and one representative for each Partner. The commission will have to examine all the submitted projects and select the winning one for each of the two sections (15/18 years old and 19/25 years old). A delegation for each of the two winning groups will be invited to participate to the final event in Narni to present the research/project. This will be the prize for winning the contest.

- Various partners ask about the delegation to be sent by each partner to the final event in Narni. The PM clarifies that each partner is free to select who and how many people wants to bring to the final event, depending on the type of traditional sport and game they want to present. They can also bring people presenting other traditions or food specialties of their countries regions. Partners will also have to consider the amount of budget available for Travel and Subsidies. The Applicant will provide as soon as possible tentative costs involved for transportation, meals and lodging connected to the final event. According to a first survey, the available budget should enable each partner to bring a delegation of about 8 people. Partners are also free to find additional funds from local institutions in order to bring a larger delegation to the final event.
- Ms. Stepana Tezka from Czech Ngo asks if youths should be only from schools or university or they could be from associations, foundations or other organizations in the partner's country. The PM explains that Partners might involve schools / universities in the project but also groups of young people formed in different situation (an association, a group of friends, etc.) could participate as well.
- Debate about possible dates for the final event in Narni on 2015. Partners select as preferred dates for the event in Narni the ones from May 22nd to May 25th 2015. Dates will have to be reconfirmed in the days following the Kick-off Meeting.

