

DRAFT 9/5/77  
\*ADDITIONS 12/1/77  
#ADDITIONS 8/20/78 TC Headlands  
+ADDITIONS 8/23/79 TC Estes Park

NEW GAMES FOUNDATION  
TRAINERS' GUIDELINES

Two- and Three-Day Trainings

*Trainers' Guidelines represent an accumulation of brainstorming of different meetings of office and staff trainers. It is in note form with space for personal additions. It is in no particular order and not considered comprehensive. The strategies are suggestions.*

*These Guidelines do, however, describe the general and sometimes specific contents of our trainings. As per Policy Section 210, Conduct of New Games Trainings, they are NGF copyrighted and may not be duplicated and passed on to anyone.*

+GOALS OF A TRAINING

- play experience
- more sensible leadership
- variety of resources
- fun
- being responsive to needs of participants
- encouraging: spontaneity, flexibility, adaptability, openness, trust, safety
- blow people's minds
- focus on a process orientation
- learn/teach games
- provide leadership skills, experience
- body awareness
- physical fitness as a by-product
- communicate our value system so participants can articulate it
- create a personal discovery process
- empower people to change their lives
- encourage and motivate to continue to use New Games
- training to be a starting point for development and improvement of New Games skills
- create a community of players
- increase access to play
- model attitudes, behavior, techniques

+ESSENTIAL PARTS

Play sessions  
Feelings  
Referee qualities  
Referee practice  
Theory  
Games components  
Game change

Ways to play  
Game sharing  
Festival  
Applications  
New Games Foundation  
Evaluations

+NON-ESSENTIAL PARTS

Slide show  
Earthball  
Resource sharing  
Quitting and joining  
Expressions  
Other games