

THE DANISH EMERGENCY RELIEF FUND

RAPID RESPONSE – INTERVENTION APPLICATION FORM

GUIDANCE NOTE

Before applying for an intervention please read the DERF Funding Guidelines carefully. For a practical guide on how to navigate in the online application module please see: <https://www.cisu.dk/vorescisu>

The intervention application must be submitted to CISU through the *Vores CISU* platform, which can be accessed [here](#). In *Vores CISU*, you are asked to fill in some basic information related to the proposed intervention such as title, dates, area of intervention, mode(s) of assistance etc.

Information about the applicant (the Danish CSO) and the implementing partner must also be entered directly at the *Vores CISU* platform. **Please ensure that the entered organisational data of the Danish CSO and the local partner(s) is up to date and the latest annual report and audited annual report are uploaded.** For more information about how to register an implementing partner(s) please see: <https://www.cisu.dk/vorescisu>

When applying, you are requested to upload the following documents:

- **A signed cover page** using the format available at www.cisu.dk/derf
- **The intervention application form** (one Word document of **max. 8 pages**) see format below
- **The partner(s)' context analysis** (one Word document of **max. 2 pages**, signed by the implementing partner)
- **The intervention budget** using the budget format available at www.cisu.dk/derf. Please also see the Budget Guide available at www.cisu.dk/derf
- **Partnership policy**, this is only requested if your CSO has an existing partnership policy

Note: In the application below (section 3.3) you will find that an **environment marker** has been introduced by the DERF. This is to allow partners identify and consider the environmental impact of their proposed and actual intervention activities. As part of the principle of 'do no harm' humanitarian interventions should identify adverse environmental effects to avoid, reduce and mitigate their potential impacts. Both DERF modalities are based on the premise that all interventions per default carry with them some degree of environmental impact.

CISU views the environment marker as a reflection exercise meant for monitoring purposes and the marker does not form part of the DERF application assessment criteria. The DERF intervention feedback on final reports will, however, include comments related to the markers, as relevant. CISU strives to promote environmental sustainability across its principles, strategies, networks, partnerships, pools, and practices.

RAPID RESPONSE - INTERVENTION APPLICATION FORM

Applying organisation: GAME

Title of the intervention: **ASSIST: Youth Led WASH programme.**

1. The humanitarian intervention (describe within max. 4 pages)

1.1 The context: Considering the description of the context submitted by the implementing partner, how have you ensured that the proposed intervention is appropriate and relevant (CHS 1) for the affected population and vulnerable groups? Describe how the proposed intervention is effective and timely (CHS 2).

The current drought in Somaliland has been slowly deteriorating the last 2 years, leading to a slow of-set crises, where livelihoods are been disrupted as crops fails, livestock can't find grazing or water and conflict between clans over the scarce resources flares up, pushing many towards Hargeisa in search for way to cope until things change for better. SCORE/GAME have through our ongoing CISU and Novo Nordisk Foundation funded projects had a growing focus on the accelerating hum. need of the IDP communities that we work with in Hargeisa and wider area surrounding Hargeisa. This combined with the current Covid19 pandemic led us to focus on WASH, including NFI distribution and water trucking as the most suitable activities. SCORE/GAME is in a unique position to impact local communities with the local youth volunteers (Playmakers) from affected IDP and host communities who lead SCORE/GAME street sports activities being deeply rooted in the communities as agents of change. SCORE, being a local Somaliland organisation also engage with local communities, traditional (clan elders) and religious leaders (gatekeepers) as well as local authorities before starting any activities. This intervention is and will be implemented in collaboration with all relevant local stakeholders, to ensure that we reach the most vulnerable households with the right WASH activities/kits, and that includes a good representation of women in the selection process. SCORE/GAME aims at a 40% women representation amongst decision makers and Playmakers thus it requires tough negotiation with "gatekeepers" in the local IDP communities, while host communities have been more open to women's engagement. In regards to timely and effective implementation, our ongoing Novo Nordic Fonden project has proved that the strong local engagement actually has exceed our expectations as to efficiency and speed of implementation.

1.2 Content of the intervention:

a) Describe the intervention's activities, the results these will have and what the outcome of these will be.

Overall Objective: Through community street sports programme – to use street sport youth volunteers (playmakers) as 1st responders to hum. WASH needs in IDP camps and at host communities in Somaliland

Outcome 1.: Youth led WASH campaign launched in IDP and host communities makes target group aware of importance of WASH/Health recommendations in regards to waterborne diseases and covid19, and the campaign will also give access to relevant hygiene/dignity kits and safe water which improve overall hygiene/health of targeted population (and the survival of their livestock and livelihood)

Outputs:

O. 1.1. Targeted communities and beneficiaries have been selected by selection committees (local community members, SCORE staff, playmakers, DRC rep. and WASH consultant). O. 1.2. Youth led WASH campaign concluded in all IDP camps (and a few selected host communities). O. 1.3. Procurement processes concluded. O. 1.4. NFI distribution finished in all IDP camps (and a few selected host communities). O. 1.5. Water trucking finished in all IDP camps (and a few selected host communities)

Activities:

Activity 1.1.1 Meeting with community leaders and elders. Activity 1.1.2. Selection committee - set up to represent relevant stakeholders. Activity 1.2.1. WASH messages from previous campaign adjusted to recent covid developments and campaign launched. Activity 1.3.1. Last NFI contract with supplier (is under 6 months old) will be evaluated and possibly continued unless supplier is not able to honour conditions

Activity 1.4.1 NFI distributions/ trucking planned and coordinated with selection committees and executed by Playmakers together with relevant stakeholders. Activity 1.5.1. Water distributions/ trucking planned and coordinated with selection committees and executed by Playmakers together with relevant stakeholders. Activity 1.5.2 Provision of water storage capacity at household and communal level in temporary sites. Activity 1.5.3. Provision of access to safe drinking water in temporary sites through water trucking. Activity 1.5.4. Operation and maintenance in temporary sites of household-level and communal water supply facilities and services

Outcome 2 (intermediate): Playmakers (volunteer coaches) are trained in hum. WASH (with added covid19 elements) and Score/GAME pensum including gender sensitivity, street mediation and general knowledge on how to implement GAME's activities which will also strengthen social cohesion and protection aspects of project (<https://gameacademy.ngo/en/web/site/course?id=6>).

Outputs:

O. 2.1. Outreach concluded in new IDP and host communities through GAME zones and sports mode.

O.2.2. Youth who has volunteered as playmakers have been selected through the SCORE/GAME selection model. O.2.3. New playmakers have been trained according to the Score/GAME Playmaker curriculum, including protection aspects such as; rights-based approach with focus on gender, street mediation and general knowledge of GAME's activities. O.2.4. Specialized WASH and hum. Training for experienced and new playmaker (including sphere standards and CHS light) the new SCORE/GAME complaints mechanism and the safeguarding aspects of the mechanism include. accountability towards the affected population AAP.. O 2.5. SCORE has been further capacity build on both humanitarian actions and general administration of grants.

Activities:

Activity 2.1.1. Youth led outreach campaign planned and executed to new IDP settlements and local communities. Activity 2.1.2. Support and training to IDP WASH committees with 50% or more of female members and community-based hygiene volunteers. Activity 2.2.1. selection of volunteer playmakers. Activity 2.3.1. Organizing Playmaker Camp and Thematic Learning Session for volunteers. Activity 2.4.1. WASH workshop for Playmakers provided by GAME's WASH consultant. Activity 2.5.1. Capacity building workshop for SCORE employees and volunteers provided by GAME.

This intervention builds on the experience from SCORE/GAME WASH activities recently implemented in Somaliland through a Novo Nordisk Foundation funded project, which included WASH sensitization and awareness building, distribution of hygiene/dignity kits and water-trucking

In line with Sphere standards SCORE/GAME will give our volunteers - "Playmakers" (with at least 40% young women) who are part of local community a pivotal role in the implementation alongside as well as respected community and traditional/fait-based leaders. Playmakers will function as outreach workers and are trusted local actors that can facilitate mobilisation and preventive action like WASH sensitization.

The intervention will beside WASH sensitization and awareness building also include Hygiene/Dignity kits distribution, water trucking and rehabilitation of water storage facilities. The hygiene/dignity kits live up to Sphere and WASH Cluster standards and will contain relevant items including; soap for bathing, soap for laundry / dishwashing, women pads, baby diapers, shampoo, toothbrush and toothpaste. Finally, kits will also include covid19 protective gear when locally available like; facemasks and hand sanitizer. Water buckets and water distributed will be according to Sphere standards for volume of water used for drinking and domestic hygiene per household (considering availability of a minimum of 7,5 to 15 litres per person per - based on context and general availability).

b) Describe in a few sentences the change your intervention will bring to the people affected by the crisis.

This intervention will help the targeted communities' resilience against the current drought and health crises by making hygiene/dignity kits and portable water available, as well as create awareness of protection against waterborne diseases and covid-19. There will also be a protection component implemented by our volunteer

Playmakers, which include community sensitization on women and child protection (already part of the GAME Playmaker programme) and setting-up a reporting/complaints mechanism. As with all SCORE/GAME programming social cohesion in regards to relations between host and IDP communities will also be integrated into the programming (it is already part of the current Playmaker curriculum in Somaliland). Finally, we know that some of the water for human consumption will be shared with livestock, which is part of the livelihood for many of our beneficiaries, though maybe not the best use of scarce resources, something we will leave for beneficiaries to decide.

c) How will you measure the achievement of results and outcomes?

Indicators for overall Objective

I.1. # of beneficiaries receiving services/kits. I.2. % of beneficiaries declaring they are satisfied with services/kits received. I.2.3 % of beneficiaries that say they will/have changed behaviour after receiving wash/covid19 message. Means of verification: Consolidated beneficiary list, questionnaires/ MEL report, pictures

Indicators for direct objective/outcome 1.

I.1.1. SCORE staff and Playmakers have successfully delivered wash/covid19 sensitization and awareness building campaign to local community and supported relevant distributions (e.g. hygiene kits and water trucking). Means of verification: Wash message, signed beneficiary lists, pictures of event, MEL reports/ procurement docs.

Indicators for Outcome 2 (intermediate):

I 2.1. % of Playmakers states that they feel informed and able to do relevant WASH sensitization and awareness building and distributions. I.2.2. % of Playmakers are aware on specific protection needs of women and children.

Means of verification: Training curriculum, participants list, pictures from workshops/camps, pre and post training questionnaires

Furthermore, the list of output indicators includes:

OPI: 30 new playmakers have been recruited and introduced to the program. OPI: 80% of Playmakers state that they have gained knowledge on gender equality, child protection and IDP rights. OPI: feel able to identify and act if they witness or experience an offence. OPI: 85% of Playmakers have participated in Thematic Learning Sessions focused on WASH

d) Considering the mode(s) of assistance your intervention includes (Cash Based Assistance, Voucher Based Assistance, Goods, Services), please justify the choices made.

This intervention is built on the experience from SCORE/GAME WASH activities recently implemented in Somaliland through a Novo Nordisk Foundation funded project, and GAME's two former DERF cash-intervention implemented in Lebanon. Based on input from playmakers from Somaliland, and former experience, we have decided that WASH, including hygiene/dignity kits distribution and water trucking to be the most suitable humanitarian intervention for SCORE/GAME in response to the current drought crises in Somaliland. With a wide network of youth street sports volunteers SCORE/GAME is in a unique position to provide locally rooted hum. assistance.

SCORE/GAME also considered a cash-based intervention and were looking into hawala brokers like Dahabshiil and mobile pay system like Zaad (which already incorporates security checks) as distributors. But missing ID cards of many IDPs (and alternatives like biometrics) for reg. beneficiaries and a semi heavy M&E setup (to document spending on what) that a cash-based intervention requires, would take some time to set-up. We are currently in the planning phase in Somaliland ON how best to tackle those challenges and will consult with organisation with more experience with cash like DRC and Oxfam to learn from their experience.

e) How does your intervention consider the priorities mentioned in the DERF Call? How do you ensure that resources are managed and used in an effective, efficient and ethical manner (CHS 9)?

All GAME's recent activity designs (including playmaker development/trainings/camps) are aligned with the CHS. It is volunteers (Playmakers) from targeted communities that implement activities and they are informed about what it means working for an NGO, and on the projects that they implement. All

SCORE/GAME activities are designed in a process with dialogue with Playmakers (volunteers) and GAME Zone users (beneficiaries) to adapt to their needs in an iterative process. Playmakers, local stakeholders such as clan elders from IDP and host communities, local government are also involved in the beneficiary selection criteria and actual selection. Any items necessary for this action will be bought from local suppliers, but there is very little production of any kind of goods in Somaliland, as most goods are imported from Ethiopia and the Gulf States. The procurement process, selection and distributions all follows the CHS and Sphere standards. All processes on selection of suppliers to end beneficiaries will be documented according to DERF requirements.

f) Briefly describe how you intend to start your activities within 7 days of receiving the first transfer of funds from the DERF.

SCORE/GAME already have done the proper procurement procedures for both kits and water-trucking, as well as trained 30 playmakers in WASH programming, so we will be ready start planning and programming immediately. Activities can be scaled up as Playmakers (volunteers) from additional IDP camps and host communities are trained. Supply chain issues can possibly delay distributions, but for the ongoing Novo Nordisk Fonden funded project this have not been an issue, due to the relatively small numbers of items ordered (compared to “big scale” hum. Interventions).

1.3 The target group:

a) Describe the direct target group of the planned intervention, including their characteristics and needs. Justify how you have selected this particular target group among those affected by the crisis

The primary target group A: 60 young people from Digaale, Maloole and **Ayax 1 IDP** camps and low-income host communities between the ages of 16 and 25 (30 experienced/trained + 30 new Playmakers). The project is designed with the consideration of a broad participation of youth, including IDPs from SL, displaced Somalis who have fled from the conflict in South- Central Somalia (or SL IDPs), and the host community who are made up of financially poor communities living the outskirts of Digaale, Ayax 1 and Maloole IDP camps. this project gives young people a highly needed opportunity to obtain valuable skills and competences to take action in their society. Through their active participation in peer and community engagement, the project shall provide them with an opportunity to be valued as a community member, strengthening social cohesion.

The primary target group B: 1800 individuals from approx. **210** households from Digaale, Malawle and Ayax 1 IDP Camps and host communities. This project will distribute water and NFI kits to the families that have at least 3 children and/or youth aged between 1 and 15 years old. They will come from less advantaged families who would not be able to afford water and sanitary products. We will work with the local community in identifying the most vulnerable households in each of these camps and ensure their acute needs are covered within the scope of this project.

The secondary target group B: 120 parents, families and other IDP and host community members who will benefit from the Playmaker-led community based protection activities.

b) Quantify your planned target group by gender and age group in the table below.

PLANNED TARGET POPULATION (INDIVIDUALS)			
Age Group	Male	Female	Total
	Number of persons	Number of persons	Number of persons
< 5	100	100	200
6-14	150	150	300
15-24	200	200	400
25-49	300	300	600
50-64	100	100	200
> 65	50	50	100

Total	900	900	1800

c) Describe who and how many of your direct target group are particularly vulnerable people.

The number have been assessed through the 2 ongoing Novo Nordisk Foundation and CISU projects, where IDP's and Host communities in and around Hargeisa are already being part of SCORE/GAME's volunteer Playmaker and Street Sports programme. As part of the NNF projects, a component of WASH activities was added, and selection criteria developed. It is based on those criteria we have done the selection.

2. The implementing partner (describe within max. 1,5 pages)

2.1 Capacity, experience and expertise:

a) What is the capacity, experience, and expertise of the implementing partner(s) (CHS 8)? Describe also the organisational and financial capacities.

SCORE is based and registered in 2019 Somaliland as an NGO. SCORE was founded to help the people of Somaliland meet the challenges of post-war reconstruction by advocating youth empowerment through sports, culture and civil participation. The organization was formed as a youth club for youth across Hargeisa who shared a passion for playing sports and participating in civic duties such as social cohesion (anti-tribalism), child and women's rights advocacy and voter registration. SCORE, GAME's partner in Somaliland and GAME have worked together since August 2019 (GAME started their activities in SL in early 2018). Much of the work GAME has done had been building the capacity of SCORE in regards to admin. and implementing the GAME programme working for social change through youth-led street sports. Today, SCORE is a fully independent Somaliland NGO, with an annual budget around 2 million DKK.

b) How does the organisational set-up ensure access to the people at-risk, including particularly vulnerable people?

As described above, SCORE/GAME have already the experience from a similar WASH intervention funded by Novo Nordisk Fonden. SCORE works directly with affected communities through our local Playmakers (youth volunteers) and working closely with gate-keepers/local traditional, religious and official leaders from local and national government that know us from our Street Sport activities for local children and youth.

We will use these good relations when we start-up this intervention to inform the local leaders and communities of our selection criteria and having the community leaders/elders help us identify the most vulnerable in their community, to ensure the inclusion of the most vulnerable in our distributions, and at the same time maintaining good relations with the community by ensuring transparency of selection criteria and respecting local/traditional leaders' roles. These meetings could take place at our already established Gamezones, as we have done in the past when e.g. negotiating girls and women's participation in our sports-activities with local/traditional leaders.

c) If the Danish CSO is self-implementing describe a) how you are best placed for this specific intervention in this context; b) how participation of local actors is enhanced through implementation; and c) how you have access to the target group and particular vulnerable groups?

N/A

2.2 The partnership:

a) Kindly explain whether you have entered into partnership agreement(s) the main features of such agreement(s) and whether the agreement(s) were developed with the local partner.

SCORE Somaliland and GAME Denmark have as mentioned above already worked together for over two years in Somaliland and a standard MoU / partner contract will be drafted and signed by the two organisations. CISU already has an example of such an ongoing contract in the "vores CISU" system.

b) Describe the contributions, roles and areas of responsibilities of all partners (including the Danish CSO) within this intervention.

As mentioned above, SCORE Somaliland will implement all activities, supervised and supported by GAME, and also with some mentoring from DRC.

3. Local strengthening (describe within max. 1 page)

3.1 How does the intervention strengthen local capacities and avoid negative effects (CHS 3)?

Communities and people affected by crisis are not negatively affected and are more prepared, resilient and less at-risk as a result of humanitarian action.

There will be a strong local engagement in the planning and implementation of this proposed intervention. The local engagement with both host and IDP communities in selection criteria and actual selection process will ensure a transparent process that also help prevent conflicts between host and IDP comm. and give a broad understanding of selection criteria. The strong comm. participation will also help them to withstand future shocks and stresses and local authorities, leaders and organisations participating will have their capacities increased in regards to respond to future crises.

3.2 Describe strategies for informing and involving affected people in the intervention (CHS 4)

SCORE/GAME will integrate IDP and host communities in planning and implementation of this action and as such they are aware of their rights and entitlements in regards to this specific intervention. Furthermore, protection is integrated in all GAME's activities, with a specific focus on children and women's/girl's rights. Another important aspect for GAME's activities is the empowerment of youth to become local drivers of positive change and development. These activities will be integrated through "traditional" score GAME street sport activities, supervised by Playmakers in targeted comm.

3.3 Environment marker (only for monitoring purposes)

a) Choose which of the following three descriptions best characterises your intervention (tick only one box)

MARK	DESCRIPTION	EXPLANATION
<input checked="" type="checkbox"/>	→ The intervention includes environmentally harmful components without incorporating mitigation measures to reduce anticipated impact	→ The intervention duly identifies and considers the environmental impact of its collective activities as harmful without being able to apply substantiated remedial action (e.g. sourcing, procurement, supply chains, logistics, transport, waste and service delivery).
<input type="checkbox"/>	→ The intervention includes environmentally harmful components and incorporates some mitigation measures to reduce anticipated impact	→ The intervention duly identifies and considers the environmental impact of its collective activities as harmful and applies some substantiated remedial action (e.g. sourcing, procurement, supply chains, logistics, transport, waste and service delivery).
<input type="checkbox"/>	→ The intervention includes environmentally harmful components and incorporates significant mitigation and environmental enhancement measures to reduce anticipated impact	→ The intervention duly identifies and considers the environmental impact of its collective activities as harmful and includes significant substantiated remedial action as well as environmental enhancement components (e.g. sourcing, procurement, supply chains, logistics, transport, waste and service delivery).

b) Briefly explain your answer.

GAME has recently implemented a new Climate Policy, that takes into account a vast range of tools to limit GAME's climate impact. That is also reflected in our Playmaker training and how we set up and clean our Game Zones and in this case distribution sites. In regards to procurement we will buy locally, but the selection criteria will not include carbon footprint, as credible data is difficult obtain from local suppliers. Supplies will typically come from Ethiopia and the Golf States. It is maybe also worth to mention that the

average Somalian's carbon footprint is amongst the lowest in the world (<https://www.worldometers.info/co2-emissions/co2-emissions-per-capita/>).

4. Risk Management & MEAL (describe within max. 1 page)

4.1 Describe the intervention's risk management approach and which systems and mitigation measures are applied. Describe how the chosen risk management approaches are appropriate in the specific context?

The GAME Senior Manager for Africa is responsible for the risk management together with the director of SCORE. The GAME Senior Manager has worked for over 10 years with risk management and implementing hum. actions for DRC, ActionAid and Oxfam, including interventions in Somaliland and Somalia. Relevant tools for procurement, sound financial management and hum. distributions are being implemented under the current Novo Nordisk Foundation hum. grant for Somaliland. SCORE/GAME are in dialogue with Danish Refugee Council for mentoring SCORE staff on crucial parts of hum. implantation including coordination with local and international hum. organisations throughout the NNF project.

There will be set up a project management team consisting of staff from SCORE and GAME including the PMs, finance and MEL staff. The team will have monthly meetings to discuss progress and challenges such including MEL and financial management.

4.2 Describe the implementing partner(s) approach to monitoring, feedback and accountability systems (CHS 5), including the contextual complaint mechanisms.

Through a HAP and IRC inspired system, GAME has recently launched (14th December 2021) our new "code of conduct" version 2,0 and complementing complaint mechanisms that will be implemented in the organisation and with partners in early 2022 as part of the "Five Stars" CISU project. The new CoC and complaints mechanism were launched at the One GAME Day international event 14 Dec. 2021. It is important to stress that GAME as a street sport organisation working mainly with children and youth already have strong safeguarding measures in place, but these are now all compiled in the new CoC and complaints mechanism which has been co-created between GAME and partners with the involvement of youth and local communities.

The GAME PM for this project has solid experience from the humanitarian sector, and has supported the roll out of HAP and later CHS in the Horn of Africa and MENA region for DRC. SCORE/GAME see as HAP overall representing "good implementation" standards in line with many of our own practices. A key priority of GAME's current strategy 2019-23 is that GAME's MEAL practices are aligned with the CHS. GAME is considering certification against the CHS as a possible next step.

4.3 Describe how learning and reflection will be applied in terms of improving future humanitarian interventions (CHS 7)?

This project aligns with the growing localization agenda and the trend toward local org. as first responders to humanitarian crises. Together with GAME's MEL team SCORE will gather relevant learnings from this project that will feed into future WASH and hum. intervention designs. This project is designed based on the learnings from a recent Novo Nordisk Foundation funded intervention, which included WASH and water trucking. GAME/SCORE's MEL guidelines are designed in line CHS guidelines (see examples at <https://game.ngo/what-we-do/impact/>).

5. Coordination (describe within max. 0,5 page)

5.1 Describe how the intervention complements the humanitarian and/or development efforts of the national and local authorities, as well as those of other stakeholders?

SCORE has good dialogue with local authorities, as SCORE/GAME activities requires the use of the public space, hence the need for a good and constructive dialogue with local authorities. Any activities, whether SCORE/GAME's traditional street sport activities or extraordinary hum. activities are always closely coordinated with local authorities and in some cases national authorities. The local community also has a strong saying in defining needs and select vulnerable beneficiaries. The most important implementers of GAME/SCORE's activities are youth volunteers (Playmakers) recruited in the local communities, both host

and IDPs, so local involvement is already inherent in all SCORE/GAME activities. Using a local org. and local youth as responders to the hum. crises we believe is the best way to ensure local ownership and sustainability. Furthermore, some activities like humanitarian coordination will be supervised by the Danish Refugee Council (DRC), to avoid duplications and strengthen collaboration with other WASH actors when relevant. DRC's long experience in Somalia and knowledge of relevant actors and supervision will be an important support to this project.

5.2 Describe how the implementing partner(s) participate in relevant coordination mechanisms?

SCORE, the implementing partner will participate in relevant local hum. working groups through a mentoring agreement with Danish Refugee Council in Somaliland. SCORE is new to hum. activities and has contacted DRC, that will help ensure that our hum. activities including hygiene kits distributions, water trucking, and protection activities are co-ordinated with relevant international and local organisations. SCORE will also reach out to UNICEF in Somaliland, as UNICEF chairs the Somalia WASH Cluster. SCORE has already a dialogue with UNICEF regarding their sport activities for kids. Furthermore, the Somaliland Development Fund has reached out to GAME in regards to give input into the new strategy on youth and sport, and the first initial meetings have taken place, and will naturally also include some co-ordination efforts with other youth and/or sports focussed org. like GAME and SCORE.