**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](http://medlemsunivers.cisu.dk/Bruger/LogOn). 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](http://www.cisu.dk/derf)
* **The intervention application form** (one Word document of **max. 10 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](http://www.cisu.dk/derf). Please also see the Budget Guide available at [www.cisu.dk/derf](http://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**

*Please delete the guiding comments marked in red italics before submitting the application but maintain the headlines and questions.*

**Applying organisation**: GAME

**Title of the intervention**: ***ASSIST II: Youth Led WASH and Food distribution***

## The humanitarian intervention (describe within max. 5 pages)

* 1. **The context:**

1. Considering the description of the context submitted by the implementing partner (attached to this application), how have you ensured that the proposed intervention is appropriate and relevant (CHS 1) for the affected population and vulnerable groups?

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 gracing 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. Describe how the proposed intervention is effective and timely (CHS 2) in relation to the described context. *Please explain how the* *affected population benefit from the assistance they need, at the time they need it.*

SCORE/GAME have already done the procurement procedures according to good int. standards, for both kits and water-trucking, meaning identified the rights supplies (contracts are still valid), as well as trained 60 playmakers in WASH programming. SCORE and GAME will be ready start planning and programming immediately. Supply chain issues can possibly delay distributions, but for the ongoing CISU DERF and Novo Nordisk Fonden funded projects this has not been an issue, due to the relatively small numbers of items ordered (compared to “big scale” hum. Interventions).

**1.2 Content of the intervention:**

a) Describe in a few sentences the overall change your intervention will bring to the people affected by the crisis. What do you expect the short-term impact to be after completion of your intervention?

This intervention will help the targeted communities' resilience against the current drought and health crises by making hygiene/dignity kits, portable water and dry food available, as well as create awareness of protection against waterborne diseases. 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.

1. 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 local NGO partner and street sport youth volunteers (playmakers) as 1st responders to hum. WASH and food needs in IDP camps and host communities in Somaliland.**

**Outcome 1**.: Youth led WASH campaign launched in IDP and host communities that makes target group aware of importance of WASH/Health recommendations in regards to waterborne diseases and the campaign will also give access to relevant hygiene/dignity kits, water storage (e.g., jerry cans) 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 and playmakers. 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 continued to reach the most number possible within the camps . 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.

**Outcome 2**: Most vulnerable households from four different camps will supplied with dry food rations for one to two months (depending on beneficiaries own resources/stocks).

**Outputs:**

*O. 2.1. registration of the identified households and providing them with temporary identification cards*

*O.2.2. Procurement of food items from supplier.*

*O.2.3. Distributing food items at the camps by involving playmakers and community elders in the process.*

**Activities:**

Activity 2.1.1. Adjusting the vulnerability criteria developed by to identify the 232 most vulnerable households from four different camps. Activity 2.1.2. Listing and handing out identification cards to selected beneficiaries. Activity 2.2.1. requesting quotations from potential suppliers in the city Activity 2.3.1. Distribution of the food rations at sites.

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 central role in the implementation alongside with locally respected community and traditional/faith-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 food distributions. 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. Water storage items like jerry cans 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).

The dry foods distribution is a new element in SCORE/GAME’s humanitarian work, but is assessed to be urgently needed in all the IDP camps we work in. Dialogue with local health clinic has raised our awareness of an increasing number of malnourished children arriving/being treated in these clinics. Also, in the dialogue with local leaders of the IDP camps where we distribute water, as well as beneficiaries there is an clear wish and need for food support.

The plan is to provide selected households with 25 kilos of flour, 25 kilos of rice, 25 kilos of sugar, 5 liters of cooking oil and 2.5 kilos of milk powder. The average household is made up of 6 persons and this food assistance will serve their nutritional needs for 1 to 2 months depending on what other means the families have, e.g. livestock, products for small scale farming. Dry foods rations will be distributed according to Sphere standards (considering minimal nutritional requirements per person of 2,100 kCal per person per day with 10–12 per cent of total energy provided by protein and 17 per cent provided by fat).

How will you measure the achievement of results and outcomes?

Indicators for overall Objective

I.1. # of beneficiaries receiving services/kits. I.2. Min. 85 % of beneficiaries declaring they are satisfied with services/kits received. I.2.3 % of beneficiaries that say they will/have changed behavior after receiving wash/ 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 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. I.1.2. % of Playmakers states that they feel informed and able to do relevant WASH sensitization and awareness building and distributions. I.I.3. % 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

Indicators for direct objective/outcome 1.

I.2.1: # of HHs provided with dry food items. I.2.2: 85% of beneficiaries said the food was adequate for stated period – or more I.2.3: 85% of beneficiaries were satisfied with the combination and quality of items.

Means of verification: Consolidated beneficiary list, questionnaires/ MEL report, pictures

Considering the mode(s) of assistance your intervention includes (Cash Based Assistance, Voucher Based Assistance, Goods, Services), why are you choosing one mode instead of another, or why do you combine the modes as you do?

This intervention is built on the experience from SCORE/GAME WASH activities recently implemented in Somaliland through Novo Nordisk Foundation and CISU DERF funded projects, and GAME’s two former DERF 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, and food distribution to be the most suitable humanitarian intervention for SCORE/GAME in response to the current drought crises in Somaliland. With a wide network of Playmakers (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 have been looking into hawala brokers like Dahabshiil and mobile pay system like Zaad as distributors. But we think that the current combination of WASH (includ. water distribution) and food distribution is the best solution in the current context, given the experience of SCORE with distributions and the economic advantage of buying “dry” food in large amounts. We will through selection criteria target the most vulnerable, but we will also monitor effect on traditional redistribution of food within the clan structures, to the ones most in need and whether it gives added security and resilience. |

e) 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 procurement procedures for both kits and water-trucking, as well as trained 60 playmakers in WASH programming, so we will be ready start planning and programming immediately. Supply chain issues can possibly delay distributions, but for the ongoing CISU DERF and Novo Nordisk Fonden funded projects this has not been an issue, due to the relatively small numbers of items ordered (compared to “big scale” hum. Interventions).

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

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 local host and IDP communities (beneficiaries) to adapt to their needs in and select the most vulnerable. Playmakers, local stakeholders such as clan elders from IDP and host communities, local government are 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, so most goods distributed are imported from Ethiopia and the Gulf States (and often originates from Asia or Turkey). 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.

**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 (i.e., which inclusion criteria did you use?). Specify also how many people will benefit from each of your main activities.

The primary target group: 1970 individuals from approx. 232 households from Digaale, Malawle, Ayax 1 and Ayax 4 IDP Camps and host communities. This project will distribute water, NFI kits and food items 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, sanitary products and sufficient food to meet daily minimum nutritional requirements required within a 1-2 months period. But we also know that some beneficiaries despite the dire situation still have some livestock and agricultural products stocked, meaning for them it is supplementary support, but not less needed as their “contingency stocks” and cash are fast being depleted. 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 second target group will be 60 experienced Playmakers (volunteer coaches), that consist of young people from Digaale, Maloole, Ayax 1 and Ayax 4 IDP camps and low-income host communities between the ages of 16 and 25. 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, Ayax 4 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. This group of Playmakers have already been trained in WASH activates and community engagement, but will have their skills further strengthened by bringing them into play through this project, by actively supporting implementation and receiving supervision and feed-back from peers and SCORE and GAME staff.

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 | 110 | 109 | 219 |
| 6-14 | 164 | 165 | 329 |
| 15-24 | 218 | 219 | 437 |
| 25-49 | 329 | 328 | 657 |
| 50-64 | 109 | 110 | 219 |
| > 65 | 55 | 54 | 109 |
|  |  |  |  |
| **Total** | 985 | 985 | **1970** |

c) Describe who and how many of your direct target group are **particularly vulnerable people**. How have the vulnerable groups been identified and selected (inclusion criteria), and how does the intervention address their particular needs? Also describe how the intervention addresses protection needs of particularly vulnerable groups, as relevant.

The number have been assessed through the 2 ongoing Novo Nordisk Foundation and CISU DERF projects, where IDP’s and Host communities in and around Hargeisa. The numbers are based on the selection criteria we have used for these two interventions. Some beneficiaries from the ongoing CISU DERF will also be selected for distribution under a new intervention due to the continuation of the drouth as expected “gu rains” in Somaliland and Somalia from mid March to early April have been uneven, and below-average, and not in any alleviated the now over 2 years of drought. We had hoped that better “gu rains” in 2022 would help to alleviate the situation and need for water trucking to the IDP camps where SCORE and GAME implement the current DERF, but this has not been the case, on the contrary, needs are increasing due to the ongoing drought.

## 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. SCORE has since 2021 implemented hum. WASH activities together with GAME with a Novo Nordic Foundation

Grant and recently with a CISU DERF intervention.

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 experience from two similar WASH intervention funded by CISU DERF and 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 the intervention to inform local leaders and communities on our selection criteria having the community leaders/elders help us identify the most vulnerable in their community, to ensure they are targeted in our distributions, and at the same time maintaining the good relations with the community by ensuring transparency of selection criteria and respecting local/traditional leaders’ roles. These meetings will take play at our already established Gamezones (where we do our street sports activities), 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 three 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 dialogue and mentoring from Save the Children that works or have worked in many of the same camps.

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

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

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 local actors (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. This approach will be integrated in the activities through the use of(60) volunteer Playmakers.

**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 |
|  | → | **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). |
|  | → | **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). |
|  | → | **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. 1,5 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 and GAME’s new international finance controller. 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 have been implemented under a current Novo Nordisk Foundation and DERF grant for Somaliland. SCORE/GAME are in dialogue with Save the Children and Danish Refugee Council for supporting/mentoring SCORE staff on hum. coordination with local and international hum. organizations throughout this 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. Finally, we will have also included a local MEL officer to work full-time in this intervention and help ensure that the MEL plan designed is followed thoroughly.

**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 form 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 interventions as well as an ongoing DERF funded emergency relief 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. 1 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 (CHS 6)**

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 (CHS 6)** the implementing partner will participate in relevant local hum. working groups through a mentoring agreement with Save the Children in Somaliland. SCORE is new to hum. activities and has contacted Save the Children, that will help ensure that our hum. activities including hygiene kits distributions, water and food distribution are coordinated 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.

GAME/SCORE will also use the opportunity to reach out to Danish humanitarian organization working in the area such as Danish Refugee Council and DanChurchAid, to seek collaboration on co-ordination and knowledge sharing. Danish Refugee Council have already shared some of their MOPs (minimum operational standards) guidance to guide and inspire SCORE’s work and hum. set-up.