Team Building

PICK ANDTASTE

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This offer presents a proposal of cooperation with the Pick and Taste company. We are ready to modify all aspects of it to make it suitable for the needs of our Clients' Guests.

In case of any queries please be free to contact us at:

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Team Building

Tasting is an excellent way for the integration of the group. Many of our clients have been convinced about it. A totally new, refreshing idea - meeting your expectations in half way, is the proposition of the activity called "Team building" combined with tasting of noble alcohols. Using our experience, we have put together two forms of meetings - we integrate the group and enhance the internal communication. Our activities are a classical connection between pleasant and useful. The beneficial influence of alcohol on loosing up the mood and tightening the bond among the group is far beyond proven and definitely meaningful.

We propose a few scenarios, which need to be fulfilled by passing on the knowledge about alcohol and verifying it in practice. We elaborated them with the help of experts on team building techniques.

There are two kinds of meeting subjects. The first one is wine, the second one are strong alcohols. You choose the one, which fits more the character of your group. We recommend combining both scenarios to consolidate the effects of the training. Each one of them assures extraordinary impressions and unforgettable rivalry, each one of them is a way to combine gaining knowledge about extraordinary drinks and methods of cooperation. Only a group can be the winner of this task, because even the most skilful individuals cannot be able to accomplish these goals alone.

Below you will find accurate descriptions concerning the proposed competitions. Each one of them can be conducted separately, however we would like to emphasize that the best effect would be when the whole scenario is conducted, starting with the first competition and finishing with the last one out of the planned games.



Wine

1. Identification of the aromas in wine

Everyone has a different ability of recognizing aromas - we are either less or more sensitive to scents. What is interesting, one person can be even a hundred times more sensitive, e.g. to the scent of green pepper, and at the same time a hundred times less sensitive to the aroma of e.g. Muscat. Obviously, everybody has different abilities in this area, so talking and exchanging information about fragrances is an interesting experience. Moreover, our feeling concerning scents are just impressions. Only by exchanging them with others, we can enrich our own knowledge about aromas!

Without the ability of reading the aromas, we will never understand what is wine and we will never be able to know the taste entirely. Among others, that is why tasting "panels" are being organized and on them the experts exchange opinions creating together the descriptions of wines.

Rules of the Game:

The participants are being divided in rival groups. Each group receives a set of several samples with aromas. Within the frameworks of the group the participants, who claim to have the best nose, are being separated. Their task will be to recognize the scents that appear in wines. For simplification, the rest of the group receives so called aroma maps. On the basis of descriptions given by the participants who smell, they are supposed to locate them on the map and specify them. Then they reach for the cards with the list of all aromas to be guessed and ascribe a suitable sample to the scent. The group, which in a certain time frame ascribes the most aroma samples, wins.

Remarks:

The task for the group is an accurate division of the tasks among them. The group should select persons, for whom the recognition of the aromas would be the easiest task and also those, who on the basis of given information, would be able to draw out from the participants information enabling the accurate ascription of the aromas to the previously received list. For this purpose, the group receives additional time for consultation, before the game starts. During these consultations the group can test the abilities of particular contestants.

Goals:

Group integration, cooperation, communication, division of responsibilities and exposing strong and weak qualities of the individuals.



2. Blind tasting

In the world of wine professionals the blind tasting passes as a mystic art. It requires a lot of knowledge and practice, which can be developed by persistent tasting. Thousands of tried out wines from all kinds of regions of the world, strains, vineyards, years.. sometimes even that does not help guess what is in the glass. Even the best sommelier, sometimes has trouble distinguishing, only through the scent, white wine from red wine.

Blind tasting is a fantastic exercise to learn describing of impressions connected with wine and on the basis of them defining the origin, vintage and quality of the wine.

Rules of the game:

First of all the lecturer precisely describes the details of the right course of the tasting. He talks about how to hold the glass in the right way, how to enrich the aromas in the wine, how to diversify aromas and finally how to swallow wine in the way that it can reveal us some information.

The participants of this game are divided in rivalry groups. Within the frameworks of each group a sub - group is separated. Some of the contestants of each group receive wine in dark glasses, the others are given a list of the wines that are being tasted by their co participants. On the basis of the existing descriptions (there is more of them than the amount of tasted wines), they have to guess, which wine from the list is hiding in the particular glass. The group, which can ascribe precisely wines to the descriptions, wins.

- The task is preceded by a short lecture on the blind tasting and on the techniques helping to guess which wines could be involved.
- Each group is given materials concerning wines, their characteristics and additional information that can be useful in the game.

Remarks:

In order to win, each group should divide the tasks in a proper way. The persons who have a better nose will probably identify and name the sensed aromas better. The switch of the tasks has an aim to teach the group about working out compromises and making common decisions. This task develops communication within the group, teamwork is required here as well as constant consultancy. The ability to choose important information and ability to lead to a compromise will also come in handy. In this task the potential leaders will have a chance to prove themselves.

Goals:

Group integration, team building, improvement of cooperation, communication, division of competence, revealing weak and strong links, working on a compromise, work organization.



3. How to make money on wine? - a game on wine investor

The wine market is not only about bottles that are being drunk in the day of purchase. The most interesting auctions of rare and antique specimens, such as Petrus form the year 1921 - the most counterfeited wine in the world, for a case of which, the collectors pay hundred thousands of pounds. Not less interesting are the Bordeaux or the Burgundies that are bought *en-primeur*, which means that they are bought before they reach the bottle and before anyone tries them. No risk, no fun! - say the connoisseurs, rubbing their hands, because one bottle bought on spec, in the day of its premiere can even double its value. Thus wine is not only a several percent beverage but also an investment, and as every investment bears interest in time.

Having the accurate data, you can predict with big likelihood how the value of our wine basement will increase, on condition that it will have the proper humidity and temperature. It is said that you cannot loose on the Bordeaux wines, because their price always increases no matter what vintage. During the tasting we will check whether it is true?

Rules of the game:

Let's go back a couple of years. The participants are divided in groups of "Investors". Each group is given information about the prices of wines, which were on the market in the year that we went back to. Afterwards, each group is given data about the wines that were exhibited on the auction - the vintage, the producer, the region and their rankings in the most important magazines. The information about the potential puberty of the wine is essential as well as what is the expected demand for it on international markets. The leader conducts an auction of several cases of the most interesting wines in the world. Each group should come up with a strategy and make decisions about the purchase.

In the end, the lecturer reveals what price the wines reach on auctions at the moment and informs "the investors" about the results. The team, which has earned the most, wins.

• The scenario is elaborated on the basis of authentic prices listed on the stock market, given by specialized press.

Remarks:

Each group has to adopt, as quickly as it can, the knowledge that would be useful during the auction. The division of responsibilities and finding the essential information will be necessary. The strategy of investment will be meaningful - some may decide to purchase cheaper cases, some will buy just a few unique bottles. The biding itself is an art of making common decisions and the ability to choose a proper representative. This representative will make decisions, based on the information given to him by the group, whether to raise the stake or to let the competition take over the bottle.

Goals:

Communication, negotiations, division of responsibilities, choosing the most essential information, common developing of a strategy, cooperation of all participants.



Strong alcohols

1. Identification of aromas in whisky

Everyone has a different ability to recognize aromas - we are more or less sensitive to scents. What is interesting, one person can be a hundred times more sensitive to the aroma of e.g. shortcrust pastry and at the same time a hundred times less sensitive to the aroma of e.g. peat. It is obvious that everyone has different abilities in this area, but all the more talking about fragrances is an interesting experience. Moreover our feelings concerning scents are just impressions. Only by sharing them with others we will enrich our own repertory of knowledge about aromas.

Without the ability to read scents, we will never understand what the noble whisky is about or the toothsome cognac, and we will never know the complexity of its flavour. Among others, this is why tasting "panels" are being organized and on them experts exchange their impressions creating together tasting notes for alcohols.

Rules of the game:

The participants are being divided into rivalry groups. Each group receives a set of several samples with aromas. Within the frameworks of each group, participants that claim to have a good nose are being separated. Their task will be to recognize the fragrances that exist in wines. For simplification, the rest of the group is given so called maps of aromas. On the basis of the descriptions, they try to locate the aromas on the map and name them. After that, they reach for the cards with the list of all aromas to be guessed and they ascribe a proper sample to the fragrance. The group, which within the given time limit ascribes properly the most samples, wins.

Remarks:

The task for the group is an accurate division of the tasks among them. The group should select persons, for whom the recognition of the aromas would be the easiest task and also those, who on the basis of given information, would be able to draw out from the participants information enabling the accurate ascription of the aromas to the previously received list. For this purpose, the group receives additional time for consultation, before the game starts. During those consultations the group can test the abilities of particular contestants.

Goals:

Group integration, cooperation, communication, division of responsibilities and exposing weak and strong links.



2. Blind tasting (strong alcohols)

In theory, everyone knows what is the difference between whisky, rum and brandy. The situation changes considerably when it comes to recognizing the mentioned above alcohols in the blind tasting. It turns out that it is hard to differ an 18-year old whisky aging in sherry barrels from a perfect quality brandy, not to mention cognac from armagnac. We propose a game, which will once and for all resolve the myths concerning strong alcohols and will affirm a lot of fun, even to those who are not connoisseurs of noble drinks.

The blind tasting is a fantastic exercise. It teaches how to recognize the aromas and tastes. Moreover, it improves considerably our taste and scent memory.

Rules of the game:

The participants of this game are divided in rivalry groups. Within the frameworks of each group, a sub - group is separated. Some of the contestants of each group receive alcohols in dark glasses, the others are given a list of the alcohols that are being tasted by their co participants. On the basis of the existing descriptions (there is more of them than the amount of tasted alcohols), they have to guess, which alcohol from the list is hiding in the particular glass. Next the sub - groups switch responsibilities and thanks to that everyone has an opportunity to taste and recognize alcohols. The group, which guesses the most items, wins.

- The task is preceded by a short lecture on the blind tasting and on the techniques helping to guess which alcohols could be involved.
- Each group is given materials concerning the tasted alcohols, their characteristics and additional information that can be useful in finding the proper solution.

Remarks:

In order to win, each group should divide the tasks in a proper way. The persons, who have a better nose will probably identify and name the sensed aromas better. The switch of the tasks has an aim to teach the group about working out compromises and making common decisions. This task develops communication within the group, teamwork is required here as well as constant consultancy. The ability to choose important information and ability to lead to a compromise will also come in handy. In this task the potential leaders will have a chance to prove themselves.

Goals:

Group integration, team building, improvement of cooperation, communication, division of competence, revealing weak and strong links, working on a compromise, work organization.



3. Glass or glass?

Matching the proper glass to the served alcohol is not only an ability-required form the waiters or sommeliers. Serving the perfect whisky in an inappropriate glass, a missed shape goblet chosen to cognac x.o. or finally an not adjusted glass to a "Martini" cocktail can all be received by some in a similar way like giving a wine lover a polish fruit wine.

We propose a game to match the proper glass to the presented drinks. It is not going to be a strictly theoretical match though. The participants will get a chance to see on their own which one of the served glasses in the best way emphasizes the qualities of their favourite alcohol. All of that will take place in teams in which opinions can differ a lot more than we first thought.

Rules of the game:

Each team is given several different glasses traditionally dedicated to the most popular alcohols. 6 different alcohols are being served, which means that to every alcohol the participant can match one or two different glasses. They can find out how the alcohol smells in each glass, thanks to that in practice they can see whether they made the right choice.

- This task is preceded by a short lecture on matching the right glass, its function and shapes.
- Each group can ask to pour 5 alcohols each one to 2 different glasses. Thanks to that, in case of any doubt, we can find out which of the previously indicated glasses, suits more the certain alcohol. One of the previously chosen participants will do the tasting (everyone can be chosen a different person to every alcohol).
- The possibility to eliminate 2 of the "hardest", in the group's opinion, glasses

Remarks:

Each group should first of all listen carefully to the instructions and tips from the lecturer. Next, the participants have to choose glasses, which seem to be most suitable to certain alcohols. They decide, which alcohol to pour to which glass in order to find out whether the aroma coming out of the glass has an appropriate structure and e.g. does not characterize in to strong alcohol notes.

Goals:

Creating a common strategy in the group, choosing proper persons to tasting the drinks, coming into compromises in the group and the ability to cooperate.



Grading scale

For each task a proper amount of points is given, depending on the degree and quality of executing the assignment. For each assignment the team can get maximum 1000 points. The result is counted in percentage to the ideal execution of the assignment. The team, that collects the most points in all the tasks, wins.

Methodology:

All scenarios are elaborated in accordance with the Team Building theory. We use two methods: based on participation, which means learning by acting and "experiential learning" - gaining knowledge by experience. The attractive formula stimulates the participant's involvement, intensifies their activity, makes the process of adoption easier and can affect the changes of attitudes and behaviours within the group. Each exercise, task or game has a strictly defined goal and order and each training is directed on achieving the intentional effect - improving the cooperation within the group.

Trainer (optional)

Knowledge is easier to master when we back it up with certain cases. The best way is to check the theory in practice. On your wish the trainer can join in, watch and evaluate the acts of the group. Each assignment is afterwards talked over with the group, paying a lot of attention to the way the task was executed. After the training, the group's work is evaluated during the discussion with the trainer. In this moment, we have the possibility to refer to theory and give some relevant tips on how the proper solution should look like. The participants can look distantly on themselves, having the opportunity to observe their possible mistakes so that they can eliminate them in the future.

We provide:

- Adjusting the scenario to individual needs of every client,
- Full logistics: we provide all necessary tools that are needed to conduct the assignments,
- Documentation in the form of a movie or photographs,
- Gadgets like: corkscrew, tubes or bottles with the client's logo.

Remarks and questions:

Each game is preceded by a short introduction from the speaker. Thanks to the game, the previously delivered information can be used immediately and they engrave in the memory of the participants.

After conducting the training, the host is at disposal a while, answering all questions concerning alcohol.



About the company

PICK ANDTASTE

We conduct professional tastings and trainings on noble spirits and cigars. We possess specialist and very comprehensive knowledge. What is more, sophisticated and exquisite spirits, as well as tobacco of the highest rate, is our real passion. Events organized by us guarantee the best quality, unforgettable entertainment and a form adjusted to individual needs of our Clients.