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In Great Company

Over a morning of team-building fun and activities, the staff of GMP learn that it takes a good communication and cohesiveness to work as a great company



Bouts of ecstatic cheers ran through the entire group as their win for the game at hand was clinched and bagged.

During the early hours of the weekend, Shenton Way, the main vein of Singapore's financial district, is empty of cars and the traffic jams they bring. But on one particular Saturday morning, a function room at the Singapore Conference Hall was alive and breathing with unmistakable waves of cheering and roaring.

The staff members of The GMP Group had gotten up to an early start to attend the company's regular team-building session held quarterly. Usually reserved for internal presentations and topical talks, this quarterly training on 1 November 2008 was to be a slightly different fare for the attendees.

The agenda was team-building. The journey was a line-up of games specifically engineered to illustrate the tenets of a good team. And the desired outcome was stronger camaraderie and a closer-knit GMP.

Wit, agility and most of all, teamwork were tested as the GMPian attendees were divided into three groups, and pitted against each other. The problem-solving ingenuity of participants was challenged as they figured out how to disentangle interlocked arms without letting hands go. Some rose to the mantle of leadership, coordinating the movements of colleagues and fellow teammates as they tried to flip over a groundsheet with the entire team on it.



One of the teams trying out a formulated strategy to overturn a groundsheet with everyone on board.

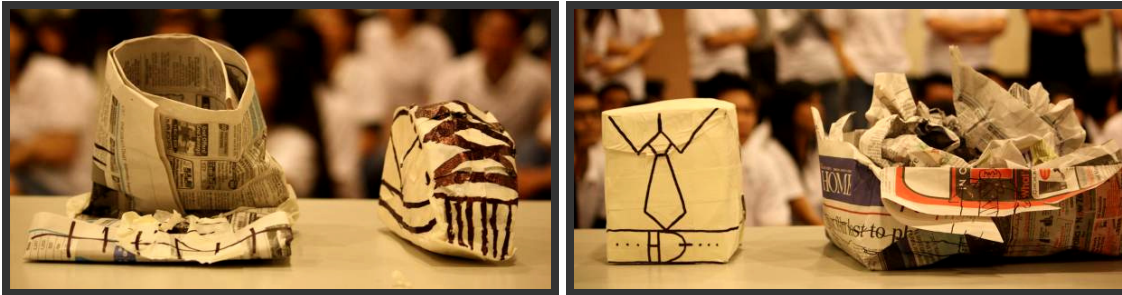
Reserved for last was the most interesting of the slate of activities. With each of the three teams divided into four groups, the task was to describe from subgroup to subgroup through one-way communication how certain oddly constructed objects were to be crafted. After instructions were transmitted down the line, the fourth and final subgroup of each team were to fashion their respectively unique objects out of an assortment of ordinary materials, such as newspaper, plastic cutlery, paper plates, tape and cups.



Teammates getting very animated as they shout, sign, point, sing and practically think of every possible way to deliver instructions to their counterparts.

Peaking the morning's enthusiastic rowdiness, the game inspired an atmosphere which mimicked that of a stock exchange in session, as each team member sought to balance

clarity and detail in descriptions. But the pinnacle of the hilarity was manifested in the resulting comparisons between the finished products and their original counterparts.



The constructed replicas sitting alongside their original models. No prizes for guessing which two objects out of the two sets above are the originals.

Beneath the layers and coats of unscripted comedy, unabashed jokes and high-spirited laughter, what lay at the core of each activity were invaluable lessons of how the effectiveness of an organisation depends firmly on teamwork, quality interpersonal communication, leadership and mutual respect. And there was no better way to be instilled with those values than to battle it out through the spirit of competition.

But beyond the chartered set of lessons, perhaps what the team-building session managed to inexplicitly but successfully inspire was a special brand of bonding among colleagues, an 'x-factor' that sews together the threads that make the very fabric of The GMP Group.



The head of was one of the more successfully recreated items.



It was smiles and laughter all round as the each activity evoked million-dollar moments.



Probably the most ingenious method of explanation - using his own shoe.