

7. BASE C:  
THE NON-  
GOVERNMENTAL  
ORGANIZATION

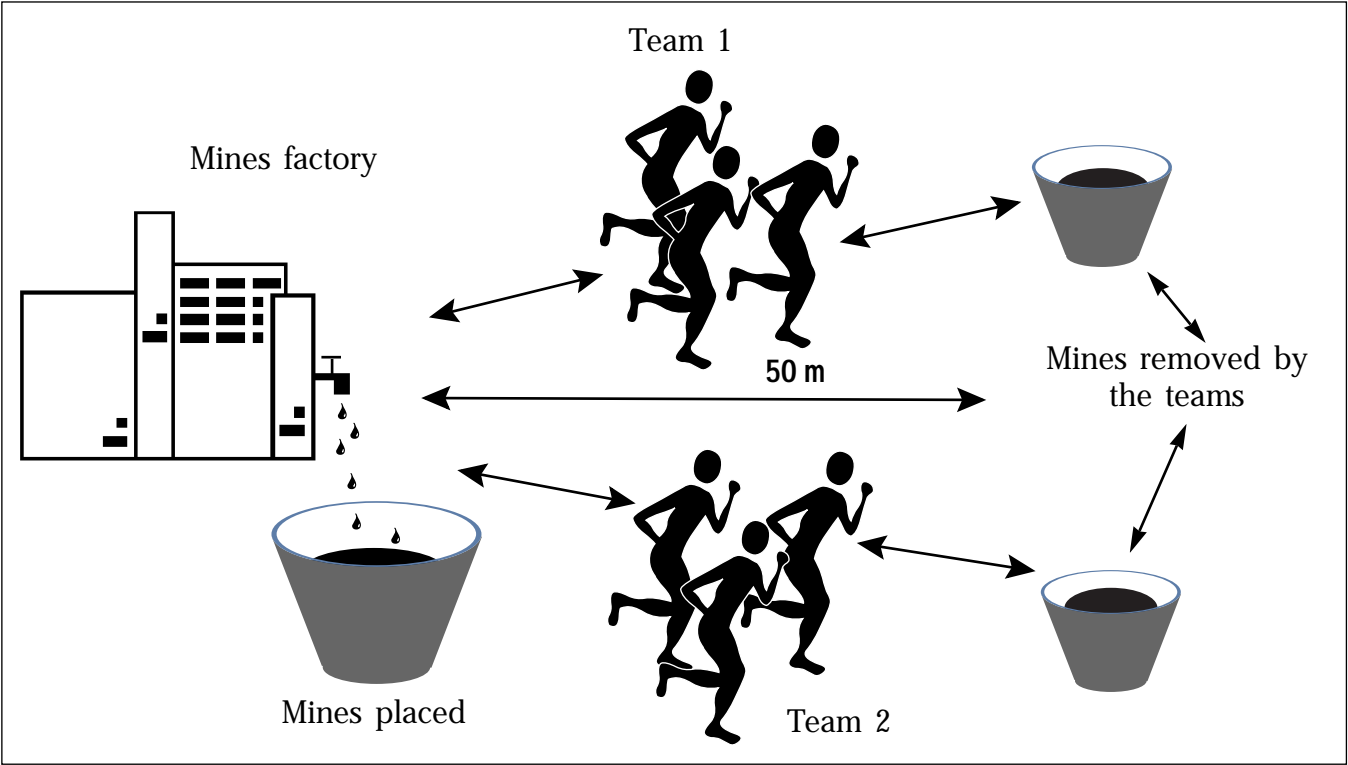
7.1 AIM OF THE BASE

To make the players realise that more mines are currently placed than can be removed.

7.2 THE THEORY

Although the statistics are difficult to compile, there is both good and bad news. The good news is that in 1995, 100,000

mines were removed from the earth's surface. The bad news is that some 2,000,000 more were placed at the same time.



*Symbolically, the water emptying out of the container represents the mines that are placed, while the water that is recovered represents the mines that are removed from the surface of the earth.*

### 7.3 DESCRIPTION OF THE BASE

The two teams compete in a relay race. The aim here is to move faster than the other team. A mine factory, represented by a container holding several dozen litres of water gradually empties into another container. On the other side, about 50 metres away, each team has a "collection" container, which holds the water collected by the team. Each team has only one small container (e.g. a small plastic cup or, better still, a mine casing) in which to carry the water. The base is organised in such a way that it is impossible to recover all the water. It is important to regulate the water flow so that the container under the mine factory overflows after 10 minutes (= end of the game). The competition between the two teams is important to illustrate the problem in question.

### 7.4 MATERIAL

- 1 20-litre jerrycan with tap
- 1 10-litre bucket to collect the water
- 2 six-litre buckets (one for each team)
- 2 small containers (small plastic cups, mine casings)  $\pm 3$  dl
- material to hang the jerrycan (strap, table, etc.)

It is preferable that this base be positioned near a water supply to be able to refill the jerrycans.

### 7.5 CLOTHING

No special clothing is necessary for this base.

### 7.6 LEADERS

Two leaders will be enough.

*A mine clearance expert filling the "collection" container.*



Photo ASG

*The jerrycan symbolises the mines that are placed.*



Photo ASG



MINES! An awareness game on the problem of anti-personnel mines. Page 26

*Photo ASG*



*Photo ASG*



*Photo ASG*

## 8. BASE D: THE DEPOT

### 8.1 AIM OF THE BASE

To illustrate the problem that placing mines is inexpensive compared with the high cost of mine clearance.

### 8.2 THE THEORY

A mine costs between \$5 and \$30, whereas to clear the same mine can be up to 100 times more expensive. There is in fact no mechanical mine clearance method that is one hundred percent reliable, and that is where the problem lies. It only takes one mine to remain in place for someone who works the land not be able to risk cultivating his or her field. Consequently, only manual mine clearance is effective, but it is very costly and very slow. (A lot of well trained people is required for this.)

In comparison, the laying of mines is very easy. While some types of mine must be placed by hand, which might take a few minutes per mine, other types can be scattered in their

thousands and in just a few seconds, by aircraft. This remote mine-laying technique is all the more problematic for it makes it impossible to precisely locate the explosive devices.

### 8.3 DESCRIPTION OF THE BASE

The base activity is a race between the two teams, each with a small minefield. The teams are told that the aim is

to have fewer mines in one's area than the other team at the end of 15 minutes. Each team has the choice between buying a mine clearance for its field (one clearance = 1 mine removed = \$100) and laying mines in the opponent's territory (1 mine = \$10).

NB: The 100 factor has been reduced to 10 for the purpose of the game, but the principle remains the same.



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To earn money, the players can choose to cover a course, for which he or she receives \$50. The course may vary according to the terrain. However, we recommend the following course:

- 1st leg: the player has to follow a length of rope blindfolded.
- 2nd leg: the player has to run between two lengths of rope, avoiding pieces of sticky paper representing mines. If a piece of paper sticks to the player's shoe, he or she has to continue the course by hopping.
- 3rd leg = crossing of a small rope bridge.



Photo ASG

Obstacle course



Photo ASG

#### 8.4 MATERIAL

- for the course: sticky paper (1 fake mine = 5 x 5 cm), rope, string
- sufficient toy money (\$50 bills)
- fake mines for the teams' minefields
- price board
- notepad for the leader

#### 8.5 CLOTHING

The leaders of this base could look like the managers of military factories. Suitable clothing will give this base a realistic look.

#### 8.6 LEADERS

Three or four leaders are required to run this base (a banker/mine seller, one or two persons to manage the course, and a referee).

#### 8.7 DISCUSSION

The post-activity discussion should focus on two different considerations. First of all, the participants should realise that

Ten minutes into the game, the referee unexpectedly announces the end of hostilities. For the remainder of the time, it is not permitted to lay any more mines in the enemy's territory; it is only permitted to clear one's own territory of mines. It is important to keep this cease-fire secret until the last minute.



Photo ASG

*Miner ... ?*

it is easier and cheaper to place mines than to clear them. At the end of the game it is clearly obvious that the number of mines removed represents far less than one third of the number of mines placed in the course of the game. Secondly, the participants should notice that the same people who sell the mines also provide the mine clearing devices. In reality it is in fact the same companies who lay the mines and clear them. They apparently have several reasons for doing so, notably because they master the technologies needed.



*... or mine clearer ?*

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