

# Statutes of the G.O.A.T. Competition for Youth Initiatives

## 1. About the project

The [G.O.A.T. \(Get on the Action Train\)](#) project (hereinafter also referred to as the Project or G.O.A.T project) aims to empower young people by providing them with the tools and mentorship needed to bring their ideas to life. It enhances the skills of youth workers in guiding youth initiatives, encourages active participation, and fosters a collective spirit among young people. Through this project, participants will gain essential competencies to successfully implement their initiatives, ensuring sustainable outcomes and positive community impact.

*Key project outputs include:*

- A methodology for supporting youth workers and youth initiatives.
- Training for youth workers and youth.
- An online platform (eHUB) for collaboration and mentorship.
- A competition in five partner countries to implement the best youth initiatives.
- Multimedia and educational content to support ongoing learning.

This project is funded by the European Union's Erasmus+ Programme, Key Action 2, under Grant Agreement No 2023-1-DE04-KA220-YOU-000123686. It is dedicated to inspiring the next generation of leaders and change-makers by turning their ideas into actionable projects.

### ***Explanation of some other terms:***

G.O.A.T Project partners: IB Mitte gGmbH (Germany), Celje Youth Center (Slovenia), European Dialogue (Slovakia), National Management School (Bulgaria), HIGGS (Greece).

G.O.A.T. website and virtual classroom: <https://www.goat-project.eu/>

Languages used in the countries where project partners are based: Bulgarian, German, Greek, Slovak, or Slovenian.

## 2. Purpose of the competition

The competition aims to encourage and support youth initiatives that address local and national community needs in Slovakia, Germany, Slovenia, Greece, and Bulgaria. It provides young people with the opportunity to obtain their personal and professional development and to local communities.

## 3. Eligibility

- **Age:** Participants must be between 18 and 30 years old.

- **Residency:** Open to young people who are permanent or temporary residents of the countries: Germany, Slovakia, Slovenia, Greece, and Bulgaria.
- **Group size:** The group size should be from at least 2 up to 10 participants per initiative. Collaboration and dividing the roles within teams are encouraged to foster teamwork, organisation, and management skills.
- **Availability of the group:** The selected initiatives will be implemented over a designated period, with the duration of each initiative lasting **from March to September 2025**, including the preparatory phase with mentors and local partners.
- **Language used to fill in the application form and deliver the pitch:** English, Bulgarian, German, Greek, Slovak, or Slovenian.

#### 4. Application process

Participants must fill out and submit [THIS](#) application form. The partners can decide to either launch the call for applications together with the application form in English or translate it to their national language.

Depending on what is written in the published call for applications and in the application form, participants can submit their applications either in English or national languages used in the countries where project partners are based.

The application is deemed as prepared jointly by all team members (participants) preparing the youth initiative. However, the contact person needs to confirm that they have an authorization by other team members to submit the application form.

In the application form there will be different questions asking the following details about the given initiative:

- Description of the initiative and its objectives.
  - Motivation why they want to implement their initiative.
  - Action plan and timeline for implementation. The timeline should be proposed to cover the full duration of the implementation phase, ensuring all activities, milestones, and deliverables are accounted for from March to September 2025.
  - Resources required, including a budget proposal of up to 10,000 EUR. We encourage applicants to aim for realistic costs. The partners have the option to choose as many youth initiatives as possible as long as the cumulative sum of all the national winning youth initiatives does not exceed 10.000.
  - Expected impact on the local community and participants implementing their initiatives themselves.
- The call for initiatives will open from the 5th of November to the 5th of February.
  - Each application should address one of the defined topics (see Section 5)

#### 5. Competition structure and rules

- The competition committee consisting of one representative from each partner organisation will select one or several winning initiatives per country based on the evaluation criteria (see Section 6).
- Each winning team will be obliged to sign an agreement with the responsible partner organisation, outlining the terms and conditions of the initiative's implementation, including the allocated budget, timeline, deliverables, and responsibilities of both the team and the organisation.
- The winning teams will receive up to 10,000 EUR to implement their initiative. They won't receive any money in advance, but the responsible partner will be covering their expenses on the basis of requests or reimbursing the team for their costs directly related to the youth initiative, in any case on the basis of the written agreement with the team. No additional funds can be received through this competition, no expenses above the limit stated in this article will be eligible.
- Teams must adhere to the budget outlined in their proposal, with final approval required from their mentor and the competition committee. Changes in the budget are allowed only if they are duly justified and approved by the local GOAT partner organisation.
- Expenses eligible for funding are for example payments for rent of the venues, guest speakers rewards, administrative aids, work tools, travel arrangements, etc. Salaries are not eligible as the project should be a youth voluntary initiative.
- Each team will be assigned a mentor from their country to guide them through the implementation process.
- Teams will have to mandatory register to G.O.A.T. virtual platform for collaboration and mentorship.
- A "boot camp" session tailored to their initiative will be held in a virtual classroom by their mentors and it will be mandatory for the participants to attend them.
- Teams must document their initiative preparation, implementation, and evaluation through a tutorial video, whose final edit will be done by the European Dialogue. The final result will be a short film (about 10 min video).

## 6. Topics for youth initiatives

Youth initiatives must focus on one of the following [European Youth Goals](#):

1. **Connecting EU with Youth:** Encourage young people's active participation in EU decision-making and foster a strong sense of European identity through education and outreach.
2. **Equality of All Genders:** Promote full gender equality in social, economic, and political spheres, ensuring equal rights, opportunities, and participation for all genders.
3. **Inclusive Societies:** Guarantee equal access to opportunities and resources, promoting inclusion regardless of social, economic, or cultural background.
4. **Information & Constructive Dialogue:** Ensure young people have access to accurate, transparent information and create spaces for intergenerational dialogue.
5. **Mental Health & Wellbeing:** Prioritise mental health services, raise awareness, reduce stigma, and provide support systems for young people's mental health and well-being.

6. **Moving Rural Youth Forward:** Tackle geographic inequality by investing in infrastructure, education, and opportunities for rural youth, ensuring they can thrive.
7. **Quality Employment for All:** Ensure all young people have access to fair, secure, and sustainable employment, with an emphasis on skills development and social protection.
8. **Quality Learning:** Provide diverse, inclusive, and accessible education, integrating formal, non-formal, and informal learning to develop competencies for personal and professional growth
9. **Space and Participation for All:** Strengthen young people's democratic participation, with dedicated youth spaces that foster leadership, activism, and political engagement.
10. **Sustainable Green Europe:** Promote youth engagement in sustainability and environmental action, supporting the transition to a green economy and eco-conscious lifestyles.
11. **Youth Organisations & European Programmes:** Support youth organisations and guarantee equal access to European programs, fostering mobility, skills development, and solidarity across borders.

## **7. Evaluation and the criteria**

The evaluation process will have two rounds.

### **First round: eligibility check**

Each G.O.A.T. partner will first check the eligibility of all applications they received from their country of establishment. This check will be based on the criteria written in the article "3. Eligibility" of these statutes. Each application will be checked by 3 youth workers working for the local partner organisation.

### **Second round: international competition**

The applications that meet the eligibility criteria laid down in the article 3 of these statutes will pass to the international competition.

The international evaluation committee (hereinafter referred to as the Committee) will be composed of 5 youth workers, who are members of the staff of partner organisations (1 committee member from each partner).

The Committee will assess the applications based on information provided via the application form as well as on the verbal pitch.

If the information provided in the application form is in the official language of the country where the project partner is based, the respective partner organisation will provide translation into English.

Verbal pitch will take place in the virtual classroom G.O.A.T. project via Zoom application. The participants will have 3 minutes to present key points about their youth initiative. After this time, members of the Committee can ask questions. If the verbal pitch is delivered in the official

language of the country where the project partner is based, the member of the Committee from that country will be an interpreter.

The Committee will assess the applications on the basis of the following criteria. Each member of the Committee can give a maximum of **100 points** to one application:

- **Quality of the initiative (Originality, creativity, and clarity of the proposal)**
  - The proposal should demonstrate innovation, and creativity, and be well-explained.
  - **Max points: 20**
- **Relevance of the theme (Alignment with European Youth Goals or local needs)**
  - The initiative should directly address one of the selected European Youth Goals and make the connection of the chosen European Youth Goal to the specific local need.
  - **Max points: 20**
- **Community Impact (Potential to positively influence the local community)**
  - The proposal must show a clear and measurable positive impact on the community, considering both short- and long-term benefits.
  - **Max points: 20**
- **Feasibility (Realistic planning, budget, and timeline for implementation)**
  - The project should include a well-structured action plan, and a realistic budget, and be feasible within the 7-month implementation period.
  - **Max Points: 10**
- **Sustainability (Long-term impact and potential continuation beyond 3 months)**
  - The initiative should have the potential to continue after the initial implementation or leave a lasting impact on the community.
  - **Max Points: 10**
- **Collaboration & group dynamics (Teamwork, skill development, organisational & leadership skills)**
  - The project should propose a plan for effective collaboration within the group, with clear roles division, teamwork, and opportunities for skill development in areas such as management and leadership.
  - **Max Points: 10**
- **Pitch (presentation skills)**
  - The participants are presenting their idea clearly and convincingly within the given time and are able to answer the questions asked by the Committee.
  - **Max Points: 10**

The applications with the highest score will be selected as winners. One winner from each country will be selected.

In the case two or more applications receive the same score, the members of the Committee will discuss and vote to select the winner by an absolute majority of votes.

In the case there are more projects that are reasonable, receive scores that are high enough, and have lower budget expectations, organisers have a right to choose more than 1 winning initiative per country, fitting up to 10,000 € in total per country.

## 8. Mentorship and guidance

- Each selected initiative will be assigned a mentor from their respective partner country. The team will be working closely with their assigned mentors during the whole initiative implementation to ensure successful completion and meaningful impact within the community.
- Participants will be obliged to join the regular video chats with their mentors through the G.O.A.T. virtual classroom.
- Expect regular video chats through the G.O.A.T. virtual classroom, the teams can communicate with their mentors through the selected and most feasible platform whenever they need to consult something.
- Mentors will provide guidance on developing, refining, and implementing the initiatives. Monthly check-ins with mentors will be mandatory online or in person.
- Monthly reports from the winners will be expected about the project's progress regarding the content, financial spending, and other aspects of project development.
- The winners will participate in mandatory online boot camp sessions.
- Winners will be expected to login into virtual classes and use the resources provided to help them execute their project successfully.

## 9. Deliverables and documentation

- Each team will produce a tutorial video documenting the entire process, from idea selection to project evaluation.
- The video must showcase key moments of the initiative's implementation, including challenges, successes, and outcomes.
- European Dialogue will assist in editing the videos and will create the final versions to ensure the same visual identity. These videos will serve as educational resources for future youth initiatives.

## 10. Timeline

- **Application period:** 5th of November to 5th of February 2025
- **Selection of winners:** 6th to 28th of February 2025
- **Project implementation:** 1st of March until 30th of September 2025
- **Final documentation submission:** 30th of September 2025

## 11. Rights and obligations

- Winning teams must implement their initiative within the provided budget and timeline.
- They are obligated to collaborate with their mentor and provide regular updates through the selected communication channels.
- Tutorial videos must be submitted by the end of the implementation phase.

## **12. Ownership and Data protection**

The participants agree that the information about their participation and youth initiative can be published on webpages and social media of the G.O.A.T. and project partners. This includes written text, photo, audio, video, or multimedia formats.

The participants will comply with the project and Erasmus+ visibility guidelines, which will be provided to them before the implementation period of their youth initiative.

By submitting the application form, the participants authorise G.O.A.T. project partners to process it and use their data for the purposes of successful implementation of this competition and the whole project G.O.A.T. (Get on the Action Train) Erasmus+ grant agreement 2023-1-DE04-KA220-YOU-000123686. They also agree that G.O.A.T. project partners can contact them later regarding their participation. G.O.A.T. project partners confirm to comply with the provisions of Regulation (EU) 2016/679 of the European Parliament and of the Council of the EU of 27 April 2016 on the protection of individuals with regard to the processing of personal data and to the free movement of such data.

If the videos, photos, or multimedia (including social media) portraying the youth initiative feature children and young people below the age of 18, the participants will ask the parents or another legal representative of those persons for a written consent with those persons being visible on said media materials.

If applicable, for example during events, the participants will need to ask others for authorisation to collect and use personal data and to confirm that they comply with the provisions of Regulation (EU) 2016/679 of the European Parliament and of the Council of the EU of 27 April 2016 on the protection of individuals with regard to the processing of personal data and to the free movement of such data.

### **Disclaimer**

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If you have any questions or require further clarification, feel free to contact your country's competition coordinator. Contacts are included below.

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