









* At extra cost it is possible to increase the number of participants.

What do the beeches of the Bieszczady Mountains and celebrating have in common? What does a saw have to do with a tablecloth? What does the smell of resin have to do with the smell of a freshly baked cake? You are right. A table. Four legs and a board or something more? See for yourselves!

The game for:

- all those who like acquiring new knowledge through actions, experiencing new situations and meeting exceptional people
- those willing to get to know Poland by visiting places that are usually not available for tourists, and not by means of major tourist attractions
- fans of the cult Bieszczady Mountains the European Alaska and the beautiful Subcarpathian region
- everyone who can tell the difference between a hammer and an axe
- people interested in folklore, handicraft and who do not suspect they have a talent for folk art

Challenge:

From zero to hero!

Go to the forest with us, cut down a tree pointed by a lumberjack, turn it into boards in a sawmill and the boards – into a table. Decorate and lay it. Celebrate and invite others to celebrate with you. Let making the table be a pretext for constructive effort that gives you the feeling of purpose, meeting and reflection over this unnoticed everyday hero. Be proud. A table is the basis.

Your guides will be simple people – something you do for the first time is the stuff of life for them. Such an expert (e.g. a lumberjack, sawmill owner, carpenter) will be both a source of knowledge showing you how to perform a given task and also an interesting person who can inspire you to work with passion.

The event will be accompanied by a reporter, who will record a film showing your efforts. After the feast, your tables can be put out for auction to raise money for charities. The tables can also be given to those in need.

The highlight of the PROJECT TABLE will be a great fair on a picturesque market square, combined with a feast. You will have the opportunity to see for yourselves how local dishes and the cuisine of the Borderlands look on the tables.

Foundation:

The event is based on the assumptions of the project method used in education. It also uses the teaching on the job method – the participants, under guidance of specialists, will learn new activities.

Broadly speaking, the event also fits the ecological stream and pro-social activities (putting the tables out for auction or giving them to those in need).

Logistics:

Exprofesso provides all the necessary tools and protective clothing required for the task.

The event suits the Subcarpathian atmosphere best, but it can also be carried out in another place.

Advantages:

- a very big sense of satisfaction the effect of effort is tangible and gives the "Wow" effect
- combining team building with project work and CSR activities
- the possibility to get to know Poland by talking to interesting people and observing their work

Variants / Extensions:

A table, and why not ... a car, windmill or kennel...? Assuming that cooperation and achieving a tangible goal together is the best integration, we are ready to change the subject matter of the event, while at the same time maintaining a constructive idea.

The game through the eyes of the participants:

"We had a wobbly table. It wasn't too beautiful, but having a meal sitting at this table was a moving experience anyway. Literally and metaphorically".

"Mr Waldek [a lumberjack] is fantastic. When I change my job, I want to work in the forest as well!"

Action and passion is our whole life. Avoiding action and passion of our times, we risk never having lived at all.

Herodot



