



NEUROCLOWN

NEUROCLOWN
BY
FACUNDO GIMENEZ & EDGAR LEÓN

- TRANSFORMATIONAL WORKSHOP -
THE ART OF CLOWN - NEURO-LINGUISTIC PROGRAMMING - NEUROSCIENCES

INTERNAL STRUCTURE



GENERAL DESCRIPTION

Days:	2 days
Duration:	20 hours total
Schedule:	8:45am - 7:00pm break: 1:30pm - 2:30 pm
Cost:	\$--
Promotions:	\$--- (10 days prior to the event)
Deposit:	\$--

ATTENDANCE

MINIMUM CAPACITY IN MONTERREY, MEXICO: 20 STUDENTS

MINIMUM CAPACITY IN MEXICO: 25 STUDENTS

INTERNATIONAL MINIMUM CAPACITY : 35 STUDENTS

MAXIMUM CAPACITY: 40 STUDENTS

WORKSHOP LANGUAGES

- *Spanish*
 - *English*
- (the entire NEUROCLOWN team is bilingual)*

REQUIREMENTS

- *Optimal physical abilities*
- *Able to work as part of a team*
- *All black, comfortable clothing with no logos*

ROOM TECHNICAL RIDER

- *2 separate rooms:
"A" capacity for 40 people "B" capacity for 20 people*
- *Sound equipment in each room.*
- *Ambient lighting*
- *110V electric plugs*
- *Chairs: 45 chairs (room "A") - 22 chairs (room "B")*

- *1 table in each room*
- *Board (with markers and erasers)*
- *AC*
- *2 Assistants*
- *Coffee*

STAFF TECHNICAL RIDER

Teaching Materials Needed:

- *2 for each instructor*
- *1 registration form*
- *40 name labels*
- *40 waiver forms*
- *40 personal information forms*
- *40 satisfaction surveys*
- *40 pens/pencils*
- *40 sheets of paper*
- *40 diplomas for participants*

Materials Needed:

- *20 broomsticks*
- *40 earplugs*
- *20 eye patches*
- *40 plastic clown noses*
- *Clown props*
- *20-foot rope*
- *Fruits, chocolates, etc.*
- *3 glass cups*
- *Sugar cubes*
- *Bottled water*
- *1 black bag and ping-pong balls*

PRE-REGISTRATION

Deposit: Bank deposit of \$---

Full payment: Bank transaction (10 days prior to the event)

**voucher image*

Waiver Letter:

- *Signature*

- *Privacy Policy*
- *Medical History (allergies, mental and physical illnesses)*

Personal Information:

- *Full Name*
- *Contact Information (e-mail, phone number)*
- *Family Contact Information*
- *Emergency Contact*

GENERAL OBJECTIVE

The objective of this workshop is to give the participant a transformational experience, in which they can develop different ways of connecting physically, mentally and emotionally. Using the newest human development technologies, "NEUROCLOWN" merges the science of NEUROLINGUISTIC PROGRAMMING and NEUROSCIENCES with one of the oldest arts of theater, the CLOWN. The CLOWN is not related to the actor, but to the person behind the performance. The tools of NLP combined with Neuroscience, will give the participant an experience of change and evolution of consciousness to be able to eliminate everything that limits them to achieve their life goals, generating a congruence between what is said, what is thought, and what is done.

DAY 1 - 08:45am

- Proof of payment (compare voucher images and student ID)
- Personal information (check name and age)
- Sign waiver form
- Name tags
- Fill out registration form
- Form 2 groups: 1 & 2

(separate acquaintances and relatives) (odd/even) mixed gender groups

9:00am - 11:00am

FACUNDO & EDGAR

WELCOME - INTRO

- NEUROCLOWN Synopsis
- Objectives

RULES

1. TURN OFF CELLPHONES
2. RESPECT THE SCHEDULE
3. NO TALKING TO CLASSMATES DURING CLASS
4. NO EATING IN ROOM
5. USE OF BATHROOM ONLY DURING BREAKS
6. RESPECT AMONGST PARTICIPANTS
7. CONFIDENTIALITY

OPENING

- Individual Presentations - 2 mins each (ACNESTORS)
- Warm-up and Stretching
- ~~AWAKENING THE SENSES (DISOZACION)~~
- Clown Game Circle (Za-Zo-Zing-Boiwn)
- Space Volume
 - Conscience of Space
 - Group Connection
 - Guide (transmitter-receiver)

MOTIVATIONAL NLP

VISUALIZATION EXERCISE - FOCUS - BREATHING

11:00am - 2:00pm

GROUP "A" - ROOM "1"	GROUP "B" - ROOM "2"
<u>FACUNDO</u>	<u>EDGAR</u>
<ul style="list-style-type: none">• Clown Philosophy<ul style="list-style-type: none">- History and Clown Theory- Formula Graphics- Clown Values• Jump Rope (Group)• Game "STICKS":<ul style="list-style-type: none">-Reflexes and Concentration<ul style="list-style-type: none">- Transmitter and Receiver- Sensory Exercise• Neutral Mask<ul style="list-style-type: none">- Emotional Values	<ul style="list-style-type: none">• Body Activity & NLP<ul style="list-style-type: none">- Ping-pong Balls Game- Representation Systems• Neuroscience and Hypnosis<ul style="list-style-type: none">- Theoretical Framework- Q&A- Group Induction

2:00pm - 3:00pm

LUNCH

3:00pm - 6:00PM

GROUP "A" - ROOM "2"

FACUNDO

- Clown Philosophy
 - History and Clown Theory
 - Formula Graphics
 - Clown Values
- Jump Rope (Group)
- Game "STICKS":
 - Reflexes and Concentration
 - Transmitter and Receiver
 - Sensory Exercise
- Neutral Mask
 - Emotional Values

GROUP "B" - ROOM "1"

EDGAR

- Body Acitivity & NLP
 - Ping-pong Balls Game
 - Representation Systems
- Neuroscience and Hypnosis
 - Theoretical Framework
 - Q&A
 - Group Induction

6:00pm - 8:00pm

GROUP "A" & "B" - ROOM "1"

FACUNDO & EDGAR

- Q&A
- Game (Shoes)
- Transmission of Sensations Game
- Emotional Exercise 4 (EDGAR)

GROUP CLOSING

Notes for Day 2

DAY 2 - 08:45am

- Welcome
- Name tags

9:00am - 11:00am

FACUNDO & EDGAR

GENERAL TALK

- Review Day 1
- Q&A
- Points and Visualization for Day 2

WARM-UP

- Physical Warm-up
- Vocal Warm-Up

OPENER

- Physical Volume (Teacher Visual Example)
- Weight - Defragmentation - Balance - Textures - Speed
- Neutrality - Dissociation - Clown State Stipulation

MOTIVATIONAL NLP

- Empowerment and Self-realization

11:00am - 2:00pm

GROUP "A" - ROOM "1"

GROUP "B" - ROOM "2"

FACUNDO

EDGAR

- Game of Imagination (Invisible Objects)
- Timing - Clown Pairs Game
- Cavern (Space Dimension)
- Musical Connection

- Connection and Inner Child
- Group Activity, Mental Exercises
 - NLP Beliefs and Paradigms
- Blue Circle, Elimination Constraints
 - Win-Win Activity
- Red and Black Activity

2:00pm - 3:00pm

LUNCH

3:00pm - 6:00PM

GROUP "A" - ROOM "2"

GROUP "B" - ROOM "1"

FACUNDO

EDGAR

- Game of Imagination (Invisible Objects)
- Timing - Clown Pairs Game
- Cavern (Space Dimension)
- Musical Connection

- Connection and Inner Child
- Group Activity, Mental Exercises
 - NLP Beliefs and Paradigms
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6:00pm - 8:00pm

GROUP "A" & "B" - ROOM "1"

FACUNDO & EDGAR

- CLOWN Closing Improv Exercise (Groups of 5)
- "PAPER" Exercise (Promises = Choose a Sponsor)
- Circle Closing
- Diplomas

Group Photo

Share Social Networks