

Bill Arrow smith

CHAPTER CHIEF, CHIPPEWA CHAPTER. W.W.W

You are the CHAPTER CHIEF of the Chippewa Chapter. You were elected about 2 months ago at the Lodge Fall Fellowship.

You have experience as Chapter Vice Chief (last year), and Senior Patrol Leader in your own Troop. You were elected and inducted in 1994. You are now a Brotherhood Member, but you (SECRETLY) expect to be called to the Vigil next summer. (After all, you ARE the Chapter Chief!

You really like this job, and you have already decided that you would like to be a TWO-TERM Chapter Chief. The only problem is that your stupid old Chapter Adviser, Mr. Herman Grayhair, says you can't. 'ONE TERM PER BOY.' says the old man. You don't like him very much, and you show it sometimes.

Several years ago, the Chippewa Chapter had a set of written rules known as the "Chapter Constitution." Only a few people remember them, and no one has seen a copy in 3 or 4 years. Apparently it's totally lost!

Important: YOU WANT THE CHAPTER TO HAVE WRITTEN RULES, including one that allows a Chapter Chief (like you) to serve 2 terms. There are a lot of other things that need to be written in the Chapter Rules, and you have a VERY STRONG OPINION about this issue. When the time comes, you need to try to make sure that the Chippewa Chapter votes to have a set of Chapter Rules.

In fact, this is SO VERY IMPORTANT that it's your one main "mission statement:"

Your MISSION in this game is to "preside" over this meeting, since you are Chapter Chief. But even more important, you MUST get the Chapter Membership to vote to establish a RULES COMMITTEE, and you must be the Chairman of this new committee. Let me be very clear about this: If you want to get your PRIZE for this game, you must WIN. For you to WIN, the Chapter Members must vote on the question of forming a new "Rules Committee" to write new written Rules for the Chippewa Chapter. The vote must have a majority in favor, so it will pass. And you must be Chairman

Now that we have that perfectly clear, let's get on with the Chippewa Chapter Meeting.

Your job in Chapter Meetings is to keep things going. You never talk very much in the meetings. Mostly you call on other people to do the talking. If you are successful in THIS meeting, you will get other members to say what they think, and THEY will talk about what is going on in the Chapter. You LEAD the meeting by SHARING LEADERSHIP with other members of the Chapter.

Last night, when you were calling your committee chairmen to check on their reports for today's meeting, you did not have enough time to call everybody. Several of your chairmen were not home, and a lot of phones were busy. You just waited too long to call them, and you ran out of time. As a sad result, you aren't really certain which of them is prepared to make good committee reports.

Beware of the temptation to "dominate" the meeting. You must let your people do their parts. Remember that you appointed each one of them to head up the work.

Be on the lookout for “one-man-shows.” where the Committee Chairman seems to be the only active member on his committee. If you see this happening, try to get some volunteers to help with that activity. You want your Committee Chairmen to be LEADERS, which is more than just being good workers. Anybody can work hard all alone, but you need Chairmen who keep trying to get other members involved in their work.

You want to encourage discussion, but you also would like to finish this meeting up in about 2 hours. Some people will talk ALL DAY and ALL NIGHT if you give them a chance. You might cut somebody off, but be diplomatic.

Tonight you will call on about 10 people to give committee reports. Some of these reports will include PROPOSALS which require a VOTE by the Chapter Membership. All votes should be taken during the BUSINESS PERIOD, which comes near the end of the meeting. Votes should NOT be taken during the committee reports. If somebody wants to take a vote on something, tell them to wait until the business period (Items 11-12-13 on the Agenda). Be prepared for problems on this. You must hold all business until the business period.

You will also do several parts yourself:

Agenda# 1 Call to Order
Make sure everybody is settled down and ready to begin. Announce: “THE NOVEMBER MEETING OF THE CHIPPEWA CHAPTER IS NOW CALLED TO ORDER.”

Agenda # 4 Preview of the Agenda
Everybody has a copy of the agenda. You don’t have to read it completely’, but go over it quickly so everyone will understand the general order of business.

Agenda#9 Report from the Chapter Chief
You need to INVENT a report on the Great Chapter Chiefs activities during the last month, since the last event. You might want to report on the last Lodge Executive Committee meeting you attended. Also tell them about the meeting you had with the District Executive to talk about the 1996-97 Chapter Program. Use your own imagination! Remember that the Chapter Chief should not “dominate” the meeting. Just be informative, and make it look like you are a good Chapter Chief (which, of course, you are).

Agenda # 11 Old Business
Something may have been carried over from the last meeting of the Chippewa Chapter. You need to allow these items to come up for discussion, and for a vote. NO NEW BUSINESS IS STARTED IN THE OLD BUSINESS SECTION. This time is reserved for things that were carried over from last month.

ASK if there is any old business. Then handle it.

Agenda# 12 New Business
Any items which came up during today’s meeting should be voted on during the NEW BUSINESS period. You will need to keep a list during the meeting, so you will remember all items that come up as different

members give their reports. The next page will give you a place to keep track of them.

Agenda # 13

Other Business

When you have completed the list of new business, ask: **IS THERE ANY OTHER BUSINESS TO COME BEFORE THE CHAPTER MEMBERSHIP?** (There may be some -- **BE PREPARED!**)

Agenda # 15

Adjournment of Business

Ask for a **MOTION** to adjourn the meeting. Get a second, and then take a vote. Then announce that the meeting is over. **REMEMBER THAT THERE WILL BE A CLOSING CEREMONY AFTER THE MEETING. SO DO NOT LET PEOPLE LEAVE AT THE ADJOURNMENT.**

Bill, you need to be careful to be a good leader. Keep your cool. It's going to be a rough 2 hours, and they will try to get to you. Some of these **VULTURES** are out to torture/kill/eat a Chapter Chief. Remember that you will look good if the meeting runs smoothly.

Disasters come in small packages.

Use this page to keep a list of items that come up during the chapter meeting, which need to be voted on by the Chapter. All votes should be held until the business period. There should be NO VOTES taken during committee reports.

ITEMS OF BUSINESS WHICH NEED VOTES

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____

IN ORDER TO VOTE ON ANY ITEM, YOU NEED...

- A Motion
- A Second to the Motion
- Discussion and Questions
- Vote (voice or show of **hands**)(**You** or somebody may have to count votes)
- Announcement by the Chapter Chief of what was passed/failed/done

Bill Arrowsmith, Chapter Chief

How to Win This Game

Each player has different objectives in this game. To win, you may need to cause someone else to lose. There will be PRIZES for WINNERS, and nothing except polite recognition for losers. If ALL of these things happen, you will WIN. If not, you LOSE.

Check off here the things that happen

- I. You must follow the instructions in your package as well as you can. This is one you can control, and your personal opinion is all that counts. You should check this one. All you need to do is DO YOUR BEST to act out your part.
- _____ 2 You must get ALL THE WAY through the Agenda. Each item must at least come up. You might not have enough time to give them as much as they want, but don't skip anything. The main reason is that each agenda item has AN ACTOR who has prepared for his part, and he will be quite upset if you skip him. And the CONTROL will also be upset. All you must do to get this check-off is to finish the Agenda.
- _____ 3. The Chippewa Chapter must vote IN FAVOR of a motion to have a new set of (written) Chapter Rules, or a new' Chapter Constitution. All they have to do today is to agree to have written rules. Actual rules can be written later. As Chapter Chief, you must be the CHAIRMAN of this committee. If this motion comes up for a vote, AND IT PASSES, you can check this one off. CAREFUL.... If nobody else makes (or seconds) the motion, you may have to ask somebody to do it.
- _____ 4. The meeting must END ON TIME. As long as the Chapter Chief (you) can declare the meeting adjourned within 2 hours after he (you) called it to order, you win this check-off.

Mr. Arrowsmith, this will be the most frustrating 2 hours you have ever spent in your whole life. You're gonna hate me when it's over.

(giggle) ...and I'm really going to enjoy it (giggle)
(horse laugh) (another giggle)

After the meeting, to get a prize, give this sheet to CONTROL.