

Bobby' Saddleblanket
Camping Promotion Chairman

You are the Chairman of the Chippewa Chapter Camping Promotion Committee. Your job as Chairman is to get the Chapter organized to help the Council Camping Committee visit Troops and try to get boys to attend one of our (two) summer camps.

During the meeting, you will be called on to make a report about camping promotion. You need to use your imagination, and use everything you know about promoting summer camp.

YOU WILL BE CALLED ON BY BILL ARROWSMITH, CHAPTER CHIEF.

Please see the AGENDA for the timing of your report.

Bobby, here is an item of **Secret Information** which you need to know as you get ready' to give your report. There are two (2) council summer camps. You like one (Camp Long Johns, near the Volts-Bar Lake) better than the other one, which is called Camp Mississippi, up near Norton Lake. You worked on staff at Camp Long Johns last summer. You think **ANYBODY** who likes camp Mississippi is stupid. This fact should be shown in your report.

In your opinion, there is **NO REASON** to do anything at all at the other camp. The Chairman of the Chapter Service Committee (Jerry Wigwam) likes Camp Mississippi, so most of the service projects have been held at his camp. You resent this, because it makes your job of promoting both camps (especially **YOUR** camp) more difficult.

Also, you **REFUSE** to help with Service projects at Camp Mississippi. You already know a lot about how to promote summer camp. You also know that a lot more Scouts need to attend camp in this council. Using what you know, and using your imagination for the rest, **INVENT A REPORT** for your committee that answers the following questions:

1. How many Troops are already signed up for summer camp? _____
2. How many Scouts went to summer camp last summer?
How many went to Camp Long Johns? ___
How many went to Camp Mississippi? ___
3. What is our Goal for summer camp attendance this year? _____
(Make up answers to these and other questions you can think of.)

Please use your imagination, and remember your secret.

You may need to enter into discussion. If so, speak clearly! Since you worked on staff at Camp Long Johns last summer, you know your way around there and you know what needs to be done.

Bobby Saddleblanket, Camping Promotion Chairman

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 -- not even polite recognition for losers.

If ALL of these things happen, you will WIN. If not, you LOSE.

Check off here the things that happen

- _____ 1. 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. The Chippewa Chapter must decide to have a service project at CAMP LONG JOHNS. There must be a motion and a vote, and the vote must be MAJORITY IN FAVOR of doing a Chapter service project at CAMP LONG JOHNS.
- _____ 3. The Chapter must DISCUSS a proposal to REQUIRE MEMORIZATION of all ceremony parts. All that's necessary is for the subject to come up for discussion. You win this check-off if they just talk about it, or vote for a "NO-BOOKS-RULE" to require all ceremony parts to be memorized. OR, if it never comes up for a vote, that's OK, too. You get this check-off as long as the Chippewa Chapter DISCUSSES a proposed rule requiring all ceremony parts to be memorized.

After the meeting, if you want a prize, give this sheet to CONTROL.