

Staff Bouncers and Guard Dogs

There are two people with this title. Most of the other people on the program have “made-up” names for their character parts. You don’t.

Why not? You are actually a lot like a HRE EXTINGUISHER. You will only have to work if something gets out of hand.

Namely, if anybody gets violent, you will escort that person out of the room. You may have to physically pick him up and carry him out.

(Gosh, I hope I picked large people for these parts!)

Here’s what you need to do:

1. Figure out who the other **STAFF BOUNCER/GUARD DOG** is. He **WILL NOT** be wearing a name tag. (You won’t either, and he is looking for you, too).
2. You and he are partners all through the meeting. Please sit close to each other.
3. If anybody gets violent, both of you stand up and go over to him and tell him to settle down.
4. **STAND THERE** near the offender for a minute or so.
5. If the same person gets violent a second time, go back to where he is, and **POLITELY** escort him out of the room.
6. If he won’t leave voluntarily, you can pick him up and help him out. Be polite but remove his carcass!

Hopefully, you will not be busy with your special job. When you are not bouncing someone, you can listen and **VOTE** on things that come up.

Staff Bouncers and Guard Dogs (nameless brutal persons)

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. Chapter Members must not THROW ANYTHING or get involved in any physical violence during the meeting. As the “bouncer,” you are supposed to keep all of them out of trouble. If things get out of hand, you may need to call TIME OUT and remove the “offender” from the room for a few minutes. THIS MAY HAPPEN, or it may not. Depends on how the different people do their roles. But you must prevent violence if you want to win the game. If they get violent, YOU LOSE. If they stay non-violent, you win a check-off.

- _____ 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. 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 do it. Or, you may have to speak out in favor of it. IT MUST PASS.

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