

Doug Muchfun
Chapter Fellowship Chairman

You are the Chippewa Chapter Fellowship Chairman. You are a fun-loving person who really enjoys parties. Your big idea this year is to have a big Chapter SUMMER FELLOWSHIP AND 4TH OF JULY PARTY. However, you are having a difficult time **getting** anybody else excited about it.

In fact, one Chapter Member, Mike Teepee, thinks you should cancel plans for the Summer Chapter Fellowship. Mike Teepee likes to make Teepees, and he plans to spend his entire summer vacation sewing canvas together.

Well, Douglas, you should expect a problem from Mike Teepee. Here's the deal: You need \$1,000.00 from the Chapter Treasury to buy All kinds of red-white-blue decorations and fireworks and refreshments for the Chapter Summer Fellowship and 4th of July party.

Good old Mike Teepee also wants \$1,000.00 from the Chapter Treasury (perhaps you can guess what for), and there's just not enough money to do both. You may need to have some good arguments in favor of the party.

During the meeting, you will be called on for a report from the Chapter Fellowship Committee.

YOU WILL BE CALLED ON BY BILL ARROWSMITH, Chapter CHIEF.
Please see the AGENDA for the timing of your part.

Use your time (about 2 minutes) to try to convince the Chippewa Chapter to spend \$1,000.00 for the Summer Chapter Fellowship and 4th of July Party. Try to get them interested. Maybe you can ask for ideas from all members.

Your name is Doug Muchfun. Act the Part! Use your imagination.

Good Luck!

Scriptwriter's note

I invented you (your part, I mean) about a dozen years ago in the very first version of this training exercise. The actor who played you the first time was a wild person with crazy things to say. I'm looking forward to seeing you try to fill the shoes of the first Doug Muchfun.

Thanks for doing this irksome task.

Doug Muchfun, Chapter Fellowship 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 [by vote] to have a Summer Chapter Fellowship. Further, they must decide to spend \$1,000.00 for this event. If they vote to have the Fellowship, AND if they agree to spend at least \$1,000.00 on it, you win this check-off. Otherwise you lose.
- _____ 3. The Chippewa Chapter must decide to have a service project somewhere. You don't care where it is, but they have to vote to have at least one. There must be a motion and a vote, and the vote must be MAJORITY IN FAVOR of doing a Chapter service project. (Hint: Is it possible to have a Service Project at a Summer Fellowship?) (You are the only person with this HINT, but others may think of it.)

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