

Henry (Turner) Armstrong
Turns like a snake in the grass...

Your name is Henry Armstrong. Some folks may call you "Hank," but I haven't told anyone else about this, so you are safe today. I am your inventor (I wrote your part and all the other parts) and you wouldn't be here if I didn't want you in this play. Pretty powerful, right?

Actually, the only reason I invented you is for some COMIC RELIEF. You are here because I want people to laugh a little. Here's how:

You are a member of an Explorer Post which emphasizes service. At first, when the meeting gets started, you think your chapter should spend \$1000.00 on a service project

Please find NEW BUSINESS on the Agenda.

When the Chapter Chief gets to "New Business" a friend of yours named Harold Stonepiler will make a motion to spend \$1000.00 on a chapter service project.

YOU MUST SECOND HAROLD'S MOTION!

Harold has been instructed (told) to expect you to do this. You should also insist on the opportunity for discussion of the motion, even if somebody tries to rule it out of order or tries to cut off discussion.

Now for the SWITCH

However, Henry my friend, you will CHANGE YOUR MIND during the time this matter is being discussed. As you might guess, Harold Stonepiler does not know about this, and he certainly does not expect you to TURN AGAINST HIM.

Right in the middle of everything, you should "see the light" and start talking AGAINST having the Chapter spend money on a service project. Use your wonderful imagination. Your final job is to have this motion DEFEATED by a vote of the Chippewa Chapter, or at least to make sure it doesn't come to a vote!

This will require an active imagination, and skillful acting. You will need arguments on both sides of the question. But remember, your only final job is to make sure we do not vote to spend \$1000.00 on a project!

Good Luck, Henry Armstrong. You are a figment of my imagination, but when this meeting gets underway, you will become a REAL PERSON for a short time. Since I invented you, I know you can do it.

This meeting is a test of my imagination. Now, it's a test of yours. I think we both are going to enjoy this.

Thanks for accepting this WEIGHTY RESPONSIBILITY!
Men also have a right to change their minds.
Don't they?

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Henry (Turner) Armstrong. the snake.

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 Chapter must **NOT** decide to spend **\$1000.00** on a Chapter Service Project. Either it **MUST NOT COME UP FOR A VOTE**, or the **VOTE MUST BE "NO"** if you want to win. Either way, keep the Chapter from using up its **bank** account on a service project. If the Chapter decides to spend \$1000.00 on a service project, you lose the game. But you can win as long **as** they don't.
3. The 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.

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