

Mr. Herman Grayhair  
Chapter (Volunteer) Adviser

Thank you, Mr. Grayhair, for accepting this IRKSOME TASK. You are the Chapter Adviser for the Chippewa Chapter, W.W.W.

Your job is to advise the Chapter Chief (Bill Arrowsmith).

You are a very good actor, and you will do an excellent job acting out this part. However, you (as Mr. Grayhair) ARE NOT a very good OA Chapter Adviser. As we shall see...

By the way, I am your (unknown) scriptwriter. I invented "you" in 1974, and I have re-written your part several times. This version is especially troublesome. You are not a very nice man today, Herman. In fact, you are downright IRKSOME.

As the Chapter Adviser, you have attended several training courses, and you KNOW that your job is to sit back and remain silent most of the time. But you really have a hard time keeping your mouth shut.

During the first 15 minutes of today's Chapter Meeting, you will INTERRUPT at least 5 times. Use your watch. That's about once every 3 minutes. This will undermine the Chapter Chief's job, but you just can't help yourself.

You have lots of good ideas, and you should say so. Be sure to do this at least 5 times. As the meeting goes on, you will reduce your personal noise level, but it's OK to interrupt once in while later in the meeting. Some of your interruptions will be in the middle of a boy's sentence and you will generally be a pain in the A--. Sort of an a- h---, actually.

The Chapter Chief will call on you for an adviser's report. When it's your official turn on the program, you will become the STRAIGHT MAN on the program. Act like an ADVISER this time. dignified, nice. etc.

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

You should report about the Council Camping Committee Meeting you attended last week. Convey the decisions they made. (MAKE SOME UP!) Also take a few minutes to discuss a serious problem.

The Chairman of the Council Camping Committee has heard a "RUMOR" that some OA members were drinking Coors Light Beer during the Order of the Arrow Fall Fellowship. This rumor has NOT yet been investigated, (maybe they are afraid of what they will find but) but it's a serious situation.

You need to find out if it's true, and then the Chapter must do something. Nobody's sure what to do, so you will open the floor for discussion.

Careful. You might hear something challenging. By now, you have established your character (Pain in the A--) before you give your report, and some of the boys may not take you very seriously. That's too bad. Just like in real life.

You are an interesting person, Mr. Grayhair. I think you can do it. But then I invented you (and them), so I know some stuff you don't.

Thanks again, and good luck!

PS... I almost forgot. Your packet includes some copies of a Chapter Treasurer's Report. You need to give these to the Chapter Treasurer, Chris Wampumkeeper. He is supposed to hand them out.

I might as well go ahead and tell you. Chris is a little upset with you. He's the Treasurer, but YOU (the old man) always prepare his financial report for him, since you do everything so well.

If I were you, I would start thinking up some reasons why you do this. Chris (also invented by me) has a script that tells him to challenge you on your nasty underhanded methods.

Your part has been played about 20 times. Only 2 of the men who have been "Herman Grayhair" have died. All the rest are still alive and miserable. You'll see what I mean when it's over.

Thanks for being such a wimp. This is going to hurt.

## Herman Grayhair, Chapter Volunteer Adviser

### 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 Chief must not THROW ANYTHING or get involved in any physical violence during the meeting. As his adviser, you are supposed to keep him out of trouble. If things get out of hand, you may need to call TIME OUT and remove the Chief 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 have to prevent violence if you want to win this game. If they get violent, YOU LOSE. If they stay non-violent, take this check-off.
  
- \_\_\_\_\_ 3. The meeting must END ON TIME. As long as the Chapter Chief declares the meeting adjourned within 2 hours after he calls it to order, you win this check-off.

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