

THE CHIPPEWA CHAPTER MEETING



A Simulation Exercise
Lodge Leadership
Development Conference

Wauna La-Mon'tay
442

THANK YOU VERY MUCH.

You have done a wonderful thing, by agreeing to serve as a VOLUNTEER ACTOR at the famous 1996 Chippewa Simulation Experience. This is an event you will not be able to forget, even if you want to forget it, which you might.

We're gonna GATHER THE CLAN (all actors) at

TIME: _____

PLACE: _____

Please look for an envelope with your name on it, and take it and read it. It will contain your SECRET INSTRUCTIONS for the Experience.

That will be an important envelope.

NOW DON'T FORGET, even if you want to!

GET THE ENVELOPE-- READ IT!

THE CHIPPEWA CHAPTER MEETING

HIGHLY SECRET INSTRUCTIONS

This is a SIMULATION (game) with many ACTORS (players) such as you.

If others know your instructions, they will not be able to function in proper ignorance, and you will not have the element of surprise which you need to do this right.

(DONT TELL NOBODY 'BOUT THIS!)

HIGHLY SECRET INSTRUCTIONS

In this game, you will be _____

who is _____

in the Chippewa Chapter, Pellissippi Lodge, Order of the Arrow.

We're going to have a MEETING of this Strange Chapter, and you will attend as a participant. This packet explains your part and gives you SPECIFIC INSTRUCTIONS which you need to follow.

Some parts of this Experience may seem to be *fun* or humorous, but that is an illusion. The only humor is what you bring with you. Please bring as much humor as you want, but use it carefully.

Please read this packet carefully.
Then come to the meeting place prepared to act out your role.

Other Arrowmen will be there as spectators, but YOU are on the program. Feel free to invite your friends. However, they' will earn more if you refuse to let them see inside this package!

CHIPPEWA ACTING ASSOCIATION. W.W.W.

Greetings and Congratulations!

So you want an IRKSOME TASK and a WEIGHTY RESPONSIBILITY...

We **can't** tell you who gave us your name, since you might want to DRAW BLOOD (symbolically or otherwise) after you read this.

You have been NOMINATED to take part in a very unusual (strange) training exercise. We really hope you will accept this honor, since not many people have your (strange) qualifications.

First, let's make sure you understand what is needed (required):

1. You will spend about two hours in an experience which has been recently described as "intense," "fantastic," and "amazing." Others called it "cruel" and "ugly."
2. Of course, we can't tell you much, but the experience is safe, legitimate, and approved by the Lodge Chief. In fact, the Lodge Chief may be there himself, and he might be accompanied by Lodge Officers who are here at the Conference. A very strange group, indeed.
3. You will be called upon to ACT OUT A SPOKEN PART as if the role you play was your own. You don't need to be an ACTOR to do this, but you must be willing to ACT.
4. Due to the intense nature of the experience, we need your "quality time" WITHOUT INTERRUPTIONS for about 2 hours.
5. If you have other responsibilities which may conflict with these RESERVED TIMES, we ask that you arrange for a substitute (over there) so that you may experience the Chippewa exercise fully, from beginning to end.
6. Of course, this is a GUARANTEED EXPERIENCE. You are free to GET UP AND WALK OUT at any time if you admit that you are a WIMP and CAN'T TAKE IT. Otherwise, you will be expected to stick with it, for about two (2) full hours, more than 120 minutes, no matter what.
7. You are hereby instructed to think of this as an HONOR which you DESERVE. If you believe that, you are just exactly right for the "part" we want you to "act out." Yes, a sucker is born every minute!

Now that you are completely confused, the next step is to agree to participate, which you must do by **turning** to the other side of this sheet. Please watch your hands and keep them under control. If you turn this page over, if you EVEN PEEK at the stuff on the other side, you have automatically accepted this IRKSOME TASK, and you have agreed to the WEIGHTY RESPONSIBILITY as well.

CHIPPEWA CHAPTER MEETING AGENDA

November 16, 1996

1. Call to Order Bill Arrowsmith
2. Opening Ceremony (QA Obligation) Jack Paleface
3. Welcome and Introductions Joe Foxtooth
4. Preview of the Agenda Bill Arrowsmith
5. Minutes of the Last Meeting Gary' Raincloud
6. Chapter Financial Report Chris Wampumkeeper
7. Chapter Committee Reports
 - Unit Elections Committee Lance Bowstring
 - Camping Promotion Committee Bobby Saddleblanket
 - Chapter Ceremonies Committee Joe Foxtooth
 - Conclave Committee Harry Manyfeathers
 - Chapter Membership Committee Ronald Stonepile
 - Chapter Training Committee Scott Crow
 - Chapter Fellowship Committee Doug Muchfun
 - Chapter Newsletter Report Mark Strongwill
 - Chapter Service Committee Jerry Wigwam
 - Special Projects Committee Mike Teepee
8. Report from the Chapter Chief Bill Arrowsmith
9. Report from the Chapter Adviser Herman Grayhair
10. Report from the District Executive E. Urner Baddmann
11. Old Business Carried Over Bill Arrowsmith
12. New Business Begin Today Bill Arrowsmith
13. Other Business Whenever Bill Arrowsmith
14. Announcements Joe Fox Tooth
15. Adjournment of Business Bill Arrowsmith
16. Closing Ceremony (OA Song) George Clearvoice

Here are some BACKGROUND FACTS you may need:

Name: This is the Chippewa Chapter, a part of the Pellissippi Lodge. Number 230. W.W.W. Although the Chippewa Chapter may not exist in the real world, it is very real at this training session. If you refuse to believe in it, you will not be allowed to play in the CHIPPEWA MEETING GAME.

Council: We are a part of the GREAT SMOKY MOUNTAIN COUNCIL, BSA.

Place: Our Chapter (and District) serves the 4-county area of Cocke, Sevier, Blount, and Monroe Counties in Tennessee. Cities in the district include Newport, Gatlinburg, Maryville, Sweetwater, and 20 or so smaller cities and towns in the 4-county area.

2 Camps: Our Council Has 2 Scout Camps. One, CAMP LONG JOHNS, is the summer camp located on a VOLTS BAR LAKE about 60 miles west of our district. The other camp is named MISSISSIPPI, and is about 30 miles north of the district on NORTON LAKE. Camp Mississippi used to be the summer camp about 100 years ago, but now it's used for troop camping and district events. It's historic and ugly.

Units Chartered in District:	Boy Scout Troops:	50
	Varsity Scout Teams:	18
	<u>Explorer Units:</u>	<u>20</u>
	TOTAL	88

There are also some Cub Packs, but they don't count.

OA Size: We have 300 registered (dues paid) members, and usually elect about 150 new members each year. Our Lodge Report showed the following statistics in September:

Membership Level	Youth	Adults	Total
Ordeal Members	81	50	131
Brotherhood Members	70	59	129
<u>Vigil Honor Members</u>	<u>25</u>	<u>15</u>	<u>40</u>
TOTAL MEMBERS	176	4	300