

Joe Foxtooth
Chapter Vice Chief

Your name is Joe Foxtooth. and you are the Chapter Vice Chief of the Chippewa Chapter. W.W.W. You were elected Vice Chief because you ran for Chapter Chief and lost. The Chapter Chief is Bill Arrowsmith, a good friend. You and Bill worked together last summer at Camp Mississippi.

As the Vice Chief, you have 2 official parts on the Agenda today.

Early in the meeting, you will introduce guests, newcomers, and visitors, and welcome them to the meeting. Be sure to recognize the LODGE CHIEF ("large chief") STAY CEE MAGOG as a special guest. Ask him to STAND UP so everybody will know what he looks like. Pick 3 or 4 other people to introduce who are attending their first Chippewa Chapter Meeting. (Make up some names or use their real names. Whatever is the most fun.)

Later in the meeting, you will make announcements about future events and other items. You need to INVENT some things like next month's Chippewa Chapter Meeting, the next Pellissippi Lodge Executive Committee meeting. the ordeals, and other things. As the meeting goes down the agenda, you may hear about some things that need to be announced. Use your imagination, and set dates, times, and places. Not more than 5 or 6 announcements. Be sure to announce the next ceremony team practice!

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

Now, Joe Foxtooth, that brings us to a piece of SECRET INFORMATION which you (only) need to know. At most Chippewa Chapter meetings, you give the report of the Chapter CEREMONIES COMMITTEE. This is because the Chapter Vice Chief is officially the Chairman of the Ceremonies Committee.

However, you have a really good ACTOR for the Allowat Sakima part in the Ordeal Ceremony this year, and you are trying to get him to take charge of ceremonies. His name is John Blue Sky. You want him to make the report of the Ceremonies Committee at today's meeting.

The Chapter Chief (Bill Arrowsmith) DOES NOT know about this.

When you are called on to report for the ceremonies committee, you will ask John Blue Sky to come up instead of you to make the report. ((He is expecting this, since his script includes it))

Remember that John Blue Sky is a good speaker, but he has never made a report like this before. As a result, you will walk up to the front with him in case he needs some help with his report. ((But he is NOT expecting this))

After all, you are the official Chairman, aren't you? You may have something to add to his report. You also want to be sure that good ole John Blue Sky doesn't back out on you. You really want him to do the Allowat Sakima part.

Well, Joe Foxtooth, you should be prepared for a SURPRISE from your good buddy. You need to insist that he will be the Allowat Sakima in the Ordeal this year. INSIST DEMAND-- FORCE IT!

The REAL REASON you are trying to push this all off on John Blue Sky is that you have been Allowat Sakima for 2 years and about 12 ceremonies, and you are TIRED of being Allowat. It's time for somebody else to have the "mighty chief" part. In fact, you would like to do the Meteu part this summer, for a change.

Please don't let John Blue Sky back out on you. You must get him to be Allowat Sakima. You might lose the argument in the meeting, but you will win in the end. Good luck, Joe. Use your imagination!

P.S One more thing, Joe Foxtooth...

Last year, you allowed the actors to READ their ceremonial parts in the Ordeal Ceremony. It was a real hurry-up last-minute assignment (it always is), and you felt it was the ONLY WAY under the circumstances.

Although you agree that it would be "nice" to have all parts memorized, you are REALISTIC and you know that this can't be done. You think it's really OK to read them.

This may come up in discussion. If it does, remember that you are the official ceremony chairman, and you make the rules, and you think reading parts (sometimes) is OK.

Scriptwriter's note to Joe Foxtooth....

You have a pretty busy 2 hours in this meeting. You will introduce visitors (including the uppity-up LARGE CHIEF, wow!), and you will make some FUTURE ANNOUNCEMENTS (which you will have to invent).

But the most important contribution you will make is when you stand up with John Blue Sky as he gives his report. He expects to give the report, but he does not expect you to stand there with him. This is a wonderful opportunity for you to use your "body language" to show who (YOU) is in charge. You (and John Blue Sky) should REMAIN STANDING until the whole discussion about ceremonies is over.

It should be very interesting to see this, especially from the front of the room where you will be standing. Can you imagine a Chapter OFFICER speaking out in favor of READING CEREMONIES?

(I know you can do it.)

I invented you (Joe Foxtooth) about 1978, when I needed something interesting to do late one evening at home. At first he was a fanatic about memorizing ceremonies, and would rather die than read a part. Then I decided it might be fun to reverse the position. Your best friend is LANCE BOWSTRING (unit elections) but the two of you will probably run against each other for Chapter Chief next year, so you need to watch out for him.

Re-writes like this are a whole lot more fun than original characters!

I enjoyed re-writing your part, Joe. It's been 11 years since I invented you, and I've re-written you several times. Back then you were just a little crazy. Now you are totally awesome. Thanks for existing!

Joe Foxtooth

Use this sheet to keep a list of Announcements you will need to make at the end of the meeting.

When you hear about something that needs to be announced, or something that you should remind the members about, WRITE IT DOWN here...

ANNOUNCEMENTS

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Remember that one of your jobs is to make sure that everybody knows what is coming up next for the Chapter.

If you do a good job with your announcements, future activities will be more successful.

Joe Foxtooth, Chapter Vice Chief

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 to have a service project at CAMP MISSISSIPPI There must be a motion and a vote, and the vote must be MAJORITY IN FAVOR of doing a Chippewa Chapter service project at CAMP MISSISSIPPI.
- _____ 3. The Committee MUST NOT vote to require all ceremony parts to be memorized. If this issue comes up in the form of a motion, it must be defeated. OR, if it never comes up for a vote, that's OK, too. You get this check-off as long as the Chapter DOES NOT adopt a rule requiring all ceremony parts to be memorized.
- _____ 4. 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.