

Martin Newcomer
New Chapter Member

Your name is Martin Newcomer. You are a new member of the OA. and you took your Ordeal last year. You have not yet taken Brotherhood.

I am your scriptwriter, and I invented you in 1982. Your part has not changed much since that time, probably because it was pretty good at the beginning. The Former National Chief has even played your part (I think).

If you will look at the agenda, you will see that you are NOT there. You DO NOT have a "listed" part on today's meeting program. You are a dues-paid member of the Chippewa Chapter, but you are not a Chapter Officer or Committee Chairman, so you are not officially a speaker on the Chapter Meeting Agenda.

YOU HAVE NEVER DONE ANYTHING (UNTIL TODAY) IN THE OA.

Some time during the meeting, you need to ASK TO SPEAK to the Chapter. If you are turned down, DEMAND the right to speak before the Chapter. Here's what to tell them...

1. You took your Ordeal last summer.
2. You did not receive an OA Handbook or Membership Card.
3. You have never received a Chapter newsletter.
4. You have never been called or invited to anything.
5. You called the Scout Office (in Grassy Fork) last week and talked with Dr. E. Urner Baddmann, the Professional in charge of the OA. He told you about today's meeting.
6. You want to be active in the OA but nobody will let you.

A good time for your part is just after LANCE BOWSTRING makes his Unit Elections Report. You may even be able to VOLUNTEER to help with elections.

OH, MARTIN, THIS IS VERY HARD THING TO DO.

You, the unknown OA member, must challenge the Chapter Chief and the rest of the Chapter, and try to make them understand that they need to help you (and hundreds of others) to get involved in the OA.

BUT I KNOW YOU CAN DO IT.

After all, I invented you, and re-wrote you, and you are one of my favorite characters. In addition to the PRIZES to be awarded for winning this game, I think I will turn you into a REAL PERSON after this meeting if you win. We need REAL PEOPLE like you in this Chapter! Imagine that... YOU as a REAL PERSON! And, after all, I can always invent somebody else.

Good Luck, Martin, my boy.
I think you're gonna need it.

By the way, you like Camp Long Johns. Tell someone about it.

Martin Newcomer, the Outspoken New Member

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 decide AGAINST having mail-order unit elections. This does not have to be a vote, since the way we do it now is by unit visits. If it comes up for a vote, they should vote AGAINST mail-order elections, and you will win. Or, if it does not come up for a vote, and things stay the way they are, you win. But if the Committee votes IN FAVOR of mail-order elections, you lose. You may need to take part in discussions.
- _____ 3. 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.

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