

Matt Flatfoot  
Member of the Newsletter Staff

Your name is Matt Flatfoot, and you are a young Arrowman. I am your scriptwriter, and I invented you in about 1975 or 1976. Your part has not changed much since that time, and many famous Arrowmen have played your part. However, the NATIONAL CHIEF has not played the part (yet).

Frankly, I'm not certain why I have kept you in this game all these many years. I guess I'm just a little sentimental. For one thing, little Matt Flatfoot was the very first person to give a FAREWELLADDRESS in the very first Mock Chapter meeting, in 1976. Now here you are, back again, and about to say farewell again. It's a little like a dream (for me).

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 an active 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 BEEN A GOOD MEMBER OF THE CHAPTER NEWSLETTER STAFF. You have just learned that your family will be moving to ALASKA before school is out. You are sorry to be leaving the Chippewa Chapter, but you are looking forward to joining the ESKIMOS Chapter (Fairbanks) when you get there next month.

YOU MAY (or may not) BE CALLED BY BILL ARROWSMITH, Chapter CHIEF.  
Please see the AGENDA for the timing of the closing.

At the closing ceremony, you need to give a very short farewell speech. Try to work up some tears or something. Thank everybody for the wonderful chance to meet with the Chapter. Invite them all to come visit with you the next time they get to Fairbanks.

OH, MATTHEW, THIS IS VERY SAD DAY FOR YOU. ACT LIKE IT.

During the meeting, listen for an opportunity to propose that the NAME of the Chapter Newsletter should be changed to something else. If somebody else suggests this first, be sure to agree publicly that the "WHITE WOLF" is not really a very dignified name for a newsletter.

(scriptwriter's note )

Matt, I guess you are one of my favorite parts. You bounce around and brighten things up and make everybody (almost) happy. But sometimes you make somebody sad. Like today. I think I'm gonna cry just thinking about it. boo-hoo-hoo-...  
Bye, Matt. See you in the YUKON!

Matt Flatfoot, beginning a sad ending...

### 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 on a new name for the Newsletter. It doesn't matter what the name is, but they have to select a name in this meeting. The present name ("WHITE WOLF") is not acceptable and it must be changed. If they change it (to anything else) you win this check-off. If it stays the same you lose.
  
- \_\_\_\_\_ 3. The Committee MUST vote to require all ceremony parts to be memorized. If this issue comes up in the form of a motion, it must be passed. OR, if it come up for discussion, it needs to get voted on. You get this check-off as long as the Chapter VOTES TO ADOPT a rule requiring all ceremony parts to be memorized. (You may need to make the motion, if nobody else does.

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