

Ronald Stonepile  
Chapter Membership Committee Chairman

Your name is Ronald Stonepile. Remember that no matter what.

You are a voting member of the Chippewa Chapter, and you are a Chapter Committee Chairman. The Committee which you head up is the Chapter MEMBERSHIP COMMITTEE.

"What." you might ask, "is the MEMBERSHIP COMMITTEE?" Well, that's a confusing situation. Since you are a confusing person, you are the right person to play this part. Ronald Stonepile.

You have a secret that no one else knows about.

Ronald, you don't really know what your job is. Bill Arrowsmith, the Chapter Chief, asked you to be the Chapter Membership Chairman several months ago. At the last meeting, you reported on the number of members in the Chapter. Today, you really don't know what to do at the meeting.

During the meeting, when you are called on for a report, you will ask the Chapter Chief to explain your job to you. This will be an embarrassing question for him, and he is not expecting it.

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

Say something like this (But please use your own words):

SAY.... BILL, I NEED YOU TO EXPLAIN THE JOB OF THE CHAPTER MEMBERSHIP CHAIRMAN. I'VE HAD THIS JOB FOR ABOUT 2 MONTHS, BUT I DONT REALLY KNOW WHAT I'M SUPPOSED TO DO. WHAT IS THE MEMBERSHIP CHAIRMAN, ANYWAY?

You need to find out what your job is, but be careful. Remember that you are a Chairman, which makes you a pretty important person in the Chapter. If the Chapter decides that this committee is not needed, you might lose your special position as a Chairman, and that would mean that you would no longer be a special important member of the Chapter. Just be careful.

When you try to get your job figured out, be careful not to lose it. Use your imagination and think up some good things which could be done by a Chapter Membership Committee.

I think I'm going to like this part. You will, too.

Ronald Stonepile, Chapter Membership Chairman

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

- \_\_\_\_\_ I. 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 (by vote) to have a service project at Camp Long Johns. There must be a motion and a vote, and the vote must be MAJORITY IN FAVOR of doing a Chapter service project at Camp Long Johns.
- \_\_\_\_\_ 3. You should remain as a Chapter Committee Chairman. If someone tries to get you TOSSED OFF (fired) and that fails, you win this check-off. Or, if the subject never comes up, you win. But you LOSE (both the check-off and the game) if you get fired or resign. You've gotta stay in office to win!

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