

Tony Papoose  
Strange Little Kid

Your name is Tony Papoose, and you are a little 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 Tony Papoose was the very first person to speak in the very first Mock Chapter meeting, in 1976. Now here you are.

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 speaking member on the Meeting Agenda.

BEFORE THE MEETING BEGINS....

As people are getting seated, introduce yourself to at least ten (10) people who are wearing nameplates. Tell each person...

SAY.... MY NAME IS TONY PAPOOSE. I JUST WANTED TO MEET YOU IN PERSON TODAY. I WANT TO KNOW WHICH SCOUT CAMP YOU LIKE BEST. WHICH ONE IS YOUR FAVORITE? LONG JOHNS OR MISSISSIPPI? WHICH ONE DO YOU LIKE THE BEST?

Some will not have an opinion (yet) but they will later. Just ask, try to get an answer, and move on, until you have done it 10 times.

During the meeting, listen for an opportunity to propose that the next Chapter Service Project should be held at Camp Long Johns. If somebody else suggests this first, be sure to agree publicly that Camp Long Johns is the one needing the next Chapter Service Project. During the meeting, you must also walk up to Bill **Arrowsmith**, interrupt him, and ask him if you could borrow something odd. Also during the meeting, you must get up and wander around the room 2 or 3 times. You must also intermittently stand up and get the chapter's attention and then say, "Never Mind". This will show everybody that you are strange.

One time during the discussion of whether to buy a teepee or have a party, you must stand on your chair and shout for the attention of the chapter. Then, speaking quickly and excitedly, say something like...

SAY... I HAVE AN IDEA HOW WE CAN SOLVE THIS PROBLEM. WE CAN TAKE TWO HAMSTERS, ONE PAINTED RED AND THE OTHER GREEN, AND THEN WE CAN HAVE THEM RUN THE LENGTH OF THE TABLE. IF THE RED ONE **FINISHES** FIRST, WE WILL HAVE A PARTY AND IF THE GREEN ONE **FINISHES** FIRST, WE WILL BUY A TEEPEE. ON SECOND THOUGHT, NEVER MIND. (Then sit down suddenly.)

(scriptwriter's note )

Tony, I guess you are one of my' favorite parts. You bounce around and brighten things up and make everybody (almost) happy'. But sometimes you mess up and make somebody mad. Too bad. Real Mad. Maybe today. BE PREPARED.  
Thanks for taking this abuse.

## Tony Papoose. Strange Little Kid

### 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 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. 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 NOT END ON TIME. As long as the Chapter Chief is unable to declare the meeting adjourned within 2 hours after he calls it to order, you win this check-off. Most other people do not have this objective on their lists, as you may have guessed.

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