

George Clearvoice  
Leader of the Closing Ceremony'

You are a good singer and a good song leader. Your job on today's OA Chapter Meeting program is at the very end, at the CLOSING CEREMONY.

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

Your job is to lead all the members of the Chippewa Chapter in the Order of the Arrow Song ("HRM BOUND IN BROTHERHOOD...")

George, you must get all members to sing the song, even if you have to lead it 3 times! The Order of the Arrow Handbook has it printed with words and music. You may want to check the words before your time comes up on the program.

Remind everybody that if they are not yet Brotherhood Members, they will need to know this song to get Brotherhood.

Lead the Song well. Sing with a Clear Voice, George Clearvoice!

SECRET MESSAGE

Guess what, George! You have a little more to do than just singing the OA Song. You also need to make sure to VOTE in all decisions that come before the Chapter.

Here are some SUGGESTED OPINIONS & THINGS that may help you vote:

1. You like parties.
2. You don't like teepees.
3. You worked staff at BOTH Camps (Long Johns and Mississippi).
4. You think it's OK to raise the lodge dues.
5. The OA is mainly a service **organization**.
6. You don't like Mr. Herman Grayhair. (tell him that)

If you want, you can SPEAK OUT on some of these subjects as the meeting moves along. But don't say too much. Just a short opinion.

Thanks, George. You are an important person today. Act like it!

George Clearvoice. Leader of the Closing Song

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 NOT to buy any materials for a Chapter TEEPEE. It's OK for them to decide to have a teepee, but NO Chapter MONEY can be spent on it. Although you really don't like chapter teepees, **you** might be able to go along with a NO-COST teepee project, built only with donated materials. But there must be NO MONEY FOR A TEEPEE if you want to win this game. No teepee? You win. Have a Free-bee-teepee? You win. Spend money on a teepee? YOU LOSE.
- \_\_\_\_\_ 3. The Chapter must decide to have a service project somewhere. You don't care where it is, but they have to vote to have at least one. There must be a motion and a vote, and the vote must be MAJORITY IN FAVOR of doing a Chapter service project.
- \_\_\_\_\_ 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.