

Mark Strongwill

“WHITE WOLF” Chapter Newsletter Editor

Your fortune cookie says...

Your name is Mark Strongwill, and don't you dare forget it. This is going to be an interesting day for you. You are a strong-willed person. (End of fortune cookie)

You are the EDITOR of the Chapter Newsletter ("Known as The Old WHITE WOLF.") It seems that the name may be spelled wrongly but you are the editor anyway. And anyway, you want the newsletter to have a new name.

You have one of the most successful committees in the Chapter. There are about 10 members on the newsletter staff, and you have met every deadline since you became editor about 3 months ago. Three issues have been published. You are impressed with yourself, Mark Strongwill!

One of your best friends, Mike Teepee, is your best staff writer. He writes a column in each issue, about how to make teepees. He also works hard to help other members of your staff be better writers.

You need to congratulate Mike Teepee when you have a chance.

During the meeting, you will be called on for a report from the Chapter Newsletter Committee.

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

When you are called on for your report, MAKE UP SOMETHING that sounds good about your future plans. Then tell them (the Chapter) that you think the name of the Newsletter needs to be changed. And use your STRONG WILL to get them to change the name.

[---from the scriptwriter: I don't have any ideas for a name---]

[---but I'll bet you will think of one---]

This is very important. Your mission in this meeting is to get the Chippewa Chapter to select a new name for the Newsletter. It doesn't matter what the name is, but we gotta have a new name today! You will get it done. I know you can.

Mark Strongwill, sometimes you need to choose up sides and pick your friends in this OA business. Choose friends carefully. By the way, a little kid on your staff, Matt Flatfoot, is doing a very good job, and needs to be recognized in today's meeting. Just a few kind words could make you **somebody's** HERO.

Mark Strongwill, Chapter Newsletter Editor

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 Chippewa 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) you win this check-off. If it stays the same you lose.
3. The Chippewa Chapter must decide to make or buy a new Chapter Teepee. This needs to be decided by vote. There must be a motion and a vote, and the vote must be MAJORITY IN FAVOR of getting or making a new Chapter Teepee.
4. The meeting must END ON TIME. As long as the Chapter Chief declares the meeting adjourned within 2 hours after he calls it to order, you win this check-off.

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