

Chapter Mascot Games For 2010

Nick lied! The games are not over yet!

The original Steal-a-Chapter Mascot Game is back for 2010. Your mission, should you decide to accept it, is to visit as many other chapters as possible with as many chapter members as possible and “kidnap” their **official chapter mascot** to earn points.

Official Guidelines:

The Steal-a-Chapter Mascot Game will run from February 1, 2010 to August 1, 2010. Each chapter will receive a **Mileage Chart** and **Tracking Logs**. Tracking Logs must be turned in to District no later than August 15, 2010 to be eligible. Prizes will be awarded at the **California District Rally**.

Prizes:

- First Place – awarded to the Chapter with the highest number of points: \$100 cash
- Second Place – awarded to the Chapter with the second highest number of points: \$50 cash.
- Third Place – awarded to the Chapter with the third highest number of points: \$25 cash

To STEAL a Chapter mascot:

1. The visiting chapter (**kidnapper**) will present their Tracking Log to the Chapter Director or designee of the chapter being visited (**victim**).
2. **Kidnappers** must have at least 3 riders and/or co-riders (in combination) to steal a mascot.
3. The **victim** Chapter Director or designee will log or verify the miles for the **kidnapper**, the number of **kidnapper** members, and sign the **kidnapper's** Tracking Log.
4. The **kidnapper** will add their “Visit -a-Chapter Bar” on the **victim's** mascot (at the **kidnapper's** cost).

NOTE: Kidnappers are **NOT** to modify, desecrate, and/or alter victim mascots.

5. If two or more **kidnappers** visit the same chapter the same day, each chapter will receive the mileage and points earned. In addition, the

kidnapper with the most points (longest distance traveled times number of members) will take the mascot and receive the additional 100 points described above.

To **RETRIEVE** a Chapter mascot:

1. The **victim** will attend the **kidnapper's** next chapter meeting to retrieve their mascot.
2. Victim's must have at least 3 rider and/or co-riders (in combination) to retrieve a mascot.
3. If the mascot cannot be retrieved by the kidnapper's next chapter meeting, the mascot will be shipped to the victim's Chapter Director at the victim's cost.

NOTE: If victim is unable to attend the kidnapper's next chapter meeting, at the discretion of the victim Chapter Director, arrangements can be made to retrieve the mascot at a future meeting.

To **STEAL** the District mascot (HUGO):

When Hugo is present at the chapter being visited (**victim**), he may be stolen by a visiting chapter (**kidnapper**). The **kidnapper** will receive 100 bonus points for stealing HUGO.

NOTE: No additional mileage points will be awarded for stealing HUGO.

1. The visiting chapter (**kidnapper**) will present their Tracking Log to the Chapter Director or designee of the chapter being visited (**victim**).
2. **Kidnappers** must have at least 3 riders and/or co-riders (in combination) to steal HUGO.
3. The **victim** Chapter Director or designee will log or verify 100 bonus points, and sign the **kidnapper's** Tracking Log.
4. If two or more **kidnappers** visit the same chapter the same day, the chapter that steals the **victim's** mascot will take HUGO and receive the additional 100 points described above.

Points will be awarded for:

- Number of miles traveled – one point for each mile traveled **times** the number of riders and co-riders making the visit
- Actual possession of a stolen mascot (100 bonus points)
- Use of a Squirt Gun in the commission of the abduction (50 bonus points)
- Actual possession of HUGO (100 bonus points)

Example: Chapter CA-1x rides **100** miles with **3** riders to visit chapter CA-2x. If CA-1x is the **“winning” chapter**, the total points awarded is **400** (100 miles times 3 riders/co-riders equals 300 points, plus 100 points for actually stealing the mascot). If they used a Squirt Gun in the commission of the “crime,” the points would increase to 450. If HUGO is present at CA-1x, CA-2x may steal HUGO, (100 bonus points). The total points would increase to 550.

Game Rules:

1. Chapter mascot must be of a size and shape to fit easily in the trunk or saddlebag of a GoldWing.
2. Mascots can only be stolen from the owning Chapter. All mascots must be returned to or retrieved by the owning Chapter before they can be stolen again.
3. **Kidnappers** are **NOT** to modify, desecrate, and/or alter victim mascots.
4. Points will be awarded for **official chapter or District mascots only**. Stealing personal mascots or other items is **NOT** allowed.
5. If a Squirt Gun is used, utmost respect for the host meeting place must be maintained and should be **unloaded** at all times.
6. If any rules or guidelines are violated, the Chapter in violation will be disqualified from the game.

Glossary of terms:

HUGO – the official California District mascot

Kidnapper – the visiting or “stealing” chapter

Mascot – a stuffed animal, statue, or other icon that represents a chapter

Squirt Gun – Are you kidding?! If you have to ask, you’ve already lost.

Victim – the chapter being visited; the chapter from which the mascot is stolen

