



## **Fun, Fun, Fun is the name of the game!**

Each time co-workers "get together" – some type of Fun should be scheduled.

Before, sometimes during and after our meetings, we always sit around and talk, laugh, cry, and complain. However, having a "fun-filled activity" is a good way to get everyone involved.

The activity could be as simple as – everyone opens an individual "Dove" candy bar, reads the "saying" on the inside wrapper and make a comment regarding the saying. This would not cost very much money or take too much time to plan, but it will create added fun and camaraderie among the co-workers.

Can you invite the LOOM and guests present – most definitely! The more the merrier!

Allow the members to bring their drinks of choice to the game. If the entertainment or game takes more than 30 minutes to complete – allow time for breaks.

Search the Internet for fun things to do before and/or after a chapter night meeting, fundraising ideas and entertainment suggestions.

The Women of the Moose International office has prepared a list of fun and successful ideas and suggestions that have been received from chapters and co-workers.

Please use this booklet to help your chapter increase the Fun, Fun, Fun for all members to enjoy.

## Beauty Within Game

Match the letter called with an item from your purse. Listen to the "Beauty Within" each letter called.

**B** Be the best role model for those around you, they will seek/want ... what you display.

**E** Educate ... others to the ways of the WOTM. What it all means to the kids at Mooseheart and the senior members at Moosehaven and you.

**A** Attitude ... Show a positive attitude in all you do. It is contagious.

**U** Understand ... all people are not gifted equal. Share your talents.

**T** Thanks should be given to those who offer to do the little things in life. All the little things that go unnoticed but need to be done. A gentle thank you goes a long way.

**Y** You are the glue that binds the Chapter together. Enjoy your membership.

**W** Women Of The Moose. Remember your reason to join - why you said "yes" then, and why you still say, "yes" today. Commitment throughout all changes.

**I** Involved ... stay involved weather it be phone calling, crafts, dancing the gig on a Saturday night. Keep yourself involved. Not only will it keep you young at heart, it will help get others interested too. Together we can make a difference.

**T** Think ahead – Good planning and communication are essential to success.

**H** Helping others ... Keep in mind ... without a hidden agenda for ourselves. Share your time with others with an open heart.

**I** Invite your friends, co-workers and family to join us in the endeavor.

**N** Never give up, say yes to volunteering!

## Be a Piece of the Solution Puzzle game

Supplies: 2 identical jigsaw puzzles (500 piece puzzle)

Puzzle glue

2 pieces of cardboard a little bit bigger than the completed puzzle.

Assemble 1 of the puzzles on a piece of the cardboard and remove 6 pieces from anywhere in the puzzle and save these pieces.

Flip the completed puzzle to the other piece of cardboard. Apply the puzzle glue and press the other piece of cardboard to the glued side of the puzzle. Weigh down the puzzle with a couple of heavy books so that the puzzle dries flat. When dry - flip the puzzle face up.

Now open up the other puzzle and dump all of the pieces into a bowl. Add the 6 pieces of the glued puzzle into the bowl.

Sell a piece of the puzzle for \$1.00. Let them see if the piece that they drew from the bowl fits into one of the empty holes. If it fits, they are a winner!

If the piece does not fit, keep trying. If you sell all of the pieces of the puzzle your chapter would make \$350.00

Winner receives:

1<sup>st</sup> piece found wins \$10.00

2<sup>nd</sup> piece found wins \$15.00

3<sup>rd</sup> piece found wins \$20.00

4<sup>th</sup> piece found wins \$25.00

5<sup>th</sup> piece found wins \$30.00

6<sup>th</sup> piece found wins \$50.00

## Card Bingo

Costs \$0.25 to play per person. Four people at a table. One deck of cards. Deal out all cards (13 cards per person).

Caller has a deck of cards. She turns over cards and calls out the card (number and suit).

The person at each table having that card throws card in center of table.

Play continues in this manner.

If a player gets down to one card, she is to call out "one card".

Play continues. First one to get rid of all cards calls out "Bingo" and collects an unseen prize in a brown bag.

## Tradition Bingo

**Theme - add your own numbers, words, shapes, etc.**

Give each player a card and announce the theme for the game. Have list of 100 words, shapes etc. for the players to choose from. Once all cards are "filled in" – start calling the numbers, words, shapes, etc. until a "BINGO" has been announced.

Example:

<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
		Free Space		

## Sticks Card Game

### A Rummy Card Game with a Twist

Players: minimum of 2-6 players. Best with 3 or more.

**Objective:** First person to turn up 7 sticks wins.

#### **Setup**

- 4 Decks of Cards with Jokers (preferably the same type)
- Approx. 42 Tongue Depressor Sticks (get at local craft store. Get extra in case of mistakes)
- 1 Solid Container or Bag (to hold the sticks in. Make sure you cannot see through it)
- 1 Pen or Marker (for writing out Sticks combinations. See below for Combos)

#### **Rules of the Game**

1. Everyone chooses a stick from the container. Keep it hidden from everyone else when choosing. Everyone then places it face down in front of themselves.
2. If you pick up one of the FREE sticks, put it up in front of you and choose again.
3. The Dealer then deals 15 cards to every player. Return undealt cards to the top of the face down deck. Flip over the top card. If this is a 2 or a Joker card, these are wild and the starting player has to pick up that card and place it into their hand.
4. Everyone looks at their cards and sorts them out. Remember that you are looking specifically for what is on your stick. The goal is to turn that stick face up.
5. Each player, playing clockwise around the table, takes a turn either picking up one card from the face down deck or from the top card of the discard pile. You can only take the top card discarded from the player to your right and not from any underneath on the discard pile. You can only hold a maximum of 15 cards in your hand so you have to discard one to the discard pile. There are exceptions to discarding certain cards. See **E1 on Exceptions List** for details.
6. To turn over your stick, you must have what is written on the stick. To do this, take the cards pertaining to the stick and lay them down in front of you. You have to do this first before anything else gets laid down in front of you. After you have done this, lay down any other sets or runs in front of you as well. You can also place down extra cards in your hand onto

- other people's sets and runs. See **E2 on Exceptions List** for more details.
7. The round can end in 4 different ways. A: Player discards the last card from their hand to the discard pile, B: Player uses the card to add to one of their sets or runs down in front of them, C: Player uses the card to add to one of the sets or runs in another player's playing field. D: Everyone has a stick turned face up. No one has to discard their last card if everyone has a stick turned over. You are trying to go out before other people turn their stick over.
  8. Once that round has ended players who were able to turn over their stick get to choose another one just like in steps 1 and 2. If you were not successful, try again. You get 3 tries at trying to get your stick turned over. If this can not be accomplished in those 3 turns, that person or persons get to reveal their stick, choose another one from the container and place their unsuccessful one back into the container. After that, the persons who were able to get their sticks turn up now can choose their new stick which can be the unsuccessful one another player had.
  9. The person to the left of the first dealer now deals out to every person 15 new cards. The previous dealer now takes all the cards that were played in the round and shuffles them up. After they are shuffled place them on the bottom of the face down deck. Remember that 2's and Jokers are wild so if the top card flipped over is a wild card the starting player must take it into their hand.
  10. The game ends when the first person turns over their 7<sup>th</sup> stick. That person does not have to get rid of all the rest of their cards to go out, just be able to turn over that stick.

## Exceptions List

- E1. When discarding a card you have to watch for the following:
- 2's and Jokers are wild. They cannot be discarded.
  - If you have not laid down but other players have, you cannot throw away cards that can be added to that set or run. With runs however, you can throw away parts that have already been played but not the cards that can be added to the run. (Eg. 3,4,5 of hearts is played. You cannot throw away the 6 of hearts but you can throw away the 3, 4, or 5 of hearts as they are already down)
- E2. When laying down cards for your stick, watch for the following:
- Wilds can be used to help get your stick. They can take the place of anything you need to get that stick. But, in order to use wilds for your stick you **MUST** have one natural card pertaining to that stick. (Eg. You need 3 nines for your stick; one of those 3 nines must be an actual 9

of any suit and can be 2 wilds with it. In a run of something, the same rule applies)

- After you have laid down and turned over your stick, you can steal wilds from other player's sets. NOT RUNS. This means that Joe lays down the stick "1 run, 1 set". Judy has laid down her stick and used a wild to help complete her 3 nines. Joe has another nine for her set but he needs her wild card to create a run he has in his hand. Joe passes over to Judy and says "Here is a nine for your set of nines but I would like your wild card please so I can use it." Judy hands over her wild card to Joe and he lays down his run. You can also do the steal a wild from yourself to be used. It however, has to be used right away. You cannot take a wild from someone or yourself and place it back in your hand to be used later. It must be played right away.
- Wilds cannot be taken from runs. They are static and once used can never be removed until the round is over.
- You can hand over cards to other players without having to steal their wilds. The goal is to get your stick turned over and catch everyone else by going out before they can get their stick up.

**The Stick Combinations** (to be written on the tongue depressors and placed in container):

- |                                    |   |
|------------------------------------|---|
| - 1 run of 7 and 1 set             | - 1 run of 4 and 1 set of 3               |
| - 1 run of 4 and 2 sets            | - 4 runs of 3                             |
| - 1 run of 9                       | - 1 run of Diamonds and 3 Nines           |
| - 1 run of Hearts and 4 Aces       | - 1 run of 9 (Alternating Red and Black)  |
| - 1 run of 5 and 1 run of 3        | - 1 run of Diamonds and 3 Kings           |
| - 1 run of Hearts and 3 sets       | - 1 run and 1 set                         |
| - 1 run and 1 set of 6             | - 4 fives and 4 sixes                     |
| - 1 set of 7                       | - 4 sets of 3                             |
| - 1 run of Clubs and 1 set of 5    | - 2 runs of 4 Spades and 3 Aces           |
| - 1 run of 8                       | - 1 run of 5 and 1 set of 3               |
| - 1 run of 4 and 1 set of 4        | - 1 run of 5 Clubs and 3 Eights           |
| - 1 run of 4 Hearts and 1 run of 4 | - 3, 4, 5 of Hearts and 3, 4, 5 of Spades |
| - 3 Fives and 3 Tens               | - 1 run of 4 and 4 Tens                   |
| - 1 run of 4 and 1 run of 3        | - 1 run of Spades                         |
| - 3 runs of 4                      | - 4 Sixes and 4 Sevens                    |
| - 2 runs of 5                      | - 1 run of 6 Hearts                       |
| - A, K, Q, J, 10 of Clubs          | - 1 run of 5 and 3 Jacks                  |
| - 2 runs of 3 and 1 set of 5       | - 2 sets of 5                             |
| - A, K, Q of Hearts                | - 5 Wildcards                             |
| - 1 run of 6                       | - A, K in all 4 suits                     |
| - 3, 4, 5 of Hearts                | - 4 sticks that say FREE on them          |

A run= 3 cards in numerical order of the same suit

A set= 3 cards of the same value (unless otherwise specified)

## More Fun Ideas

1. 9 Hole Scramble golf tournaments
2. Homemade pie sales after a dinner
3. Plant sale in parking lot. Local Nursery donates left over plants. Co-workers bring pots or whatever to plant in.
4. Tea year – Use good china. WOTM provides food, entertainment, and door prizes. Hold in November for Christmas. Sell tickets for \$5 each. Also bake and craft sales.
5. Make and sell Father and Mothers Day baskets. Raffle them off.
6. Angel or snowflake tree. WOTM crochet ornaments. They sell them to co-workers in memory of a loved one. After Holiday you take your ornament home.
7. Decorate Christmas tree according to the current theme. Decorations can be sold to members in memory of someone. After Christmas co-worker can keep the ornaments.
8. Murder Mystery dinner
9. USO party on November 11 or close to
10. Straws stuffed with certificates/gift certificates/cash prizes
11. Luau – cruise
12. Oktoberfest
13. International food fare
14. 50's party/dance
15. Biker party – wear black and fake tattoos
16. Hippie night
17. Prom night
18. Oscar night
19. Pajama party – sleep over
20. Safari night
21. Rave party/dance
22. Beach party
23. Beauty contest with men
24. 50/50's
25. Yard Sales

26. Cake walks
27. Silent auctions
28. Raffles – (must be legal in your state/province) movie passes, dining out gift cards, gasoline gift cards, homemade items
29. Bingo concessions
30. Gumball machine in the social quarters – dress it up for the different seasons/holidays.
31. Wishing well for out of pocket change at the entrance to the Social Quarters.
32. Penny Raffle – label 200 pennies 1 through 200. Sell each penny for what it was labeled. Record the penny value with the purchaser's name. When all are sold, draw one winner. Winner received \$50.
33. "Chance of the Draw" – Request individuals to donate nice prizes. The more prizes you have the quicker the board fills up. Number 399 poker chips with the numbers 1 through 399. Place in a large jar. Have a 2<sup>nd</sup> jar ready. Draw blocks on a poster board numbers 1 to 399. (Blocks are usually about 1 ¼ square). Have individual draw from the 1<sup>st</sup> jar. They pay whatever the chips total out to. Place their name on the corresponding block on the poster board. When all chips are sold, draw a chip for each of the donated prizes. While you are selling the chips/board, have the items on display for all to see. Also pre-number the prizes one through whatever in the order you will be drawing the numbers. Usually we keep the most expensive item for last draw.
34. Silly Tax – members pay small amount for items they own. Such as: \$0.25 for each TV in the home; \$0.10 for each pair of shoes; \$0.50 for each child or grandchild; \$1.00 per car or truck, etc.
35. Dime a dip dinner (meat and desserts are extra)
36. Potato Bar
37. Act stupid with a moose – acting silly for donations.
38. Love/Friendship dinner – Valentine's Day. They have gifts, decorations, and band.
39. Kiddies' Christmas – men and women. Gift for each child whose name is written down on a cardboard. Have hot dogs, candy, chips, and juice.
40. Flea Market – pay for the kid's gifts - rent tables to people (members).
41. Hawaiian dinner – decorate
42. Sell Moose candy bars, peanuts and nuts
43. Sell cake pans which were personalized with the customers names

44. Sell Cashew Crunch candy made by the Amish
45. Make and sell cookbooks filled with recipes by our co-workers
46. Make and sell luggage tags
47. Co-workers gathered at the home of one co-worker and made varieties of candy and caramels, wrapped and packaged the candy to sell
48. Hold a "No Function" function – a day/night to enjoy each others' company
49. Bake less bake sale
50. Held card parties
51. Held a breakfast
52. Valentine dinner
53. Bag raffles
54. Holiday Happenings –a silent auction of hand make items by the co-workers
55. Hold Joint Functions with LOOM, such as: family dinner/dance
56. Selling Christmas cards that are being hand made by our co-workers
57. A co-worker hand made mother's rings for necklaces to be sold
58. Selling cookie dough
59. Pancake breakfast
60. Silent Auction – donated goods from Chapters and Lodges
61. Lucky Key - purchase a safe (comes with a keys) nice size to hold important papers, etc. Need approx. 100 keys – ask for donations of old keys, all shapes and sizes, from co-workers and LOOM members. Each key is placed in an envelope. Sell each key for \$1.00 or ?!?! . Once all envelopes are sold (they all have to be gone), people will come up with their envelopes to see if their key opens the safe (include a surprise cash prize in the safe). This goes on until the winning key opens the safe.
62. Poker Raffle. Sell five cards (we get as many donated decks of cards as we can) for \$5.00. This gives us 10 hands per deck. Put Poker hands in an envelope with member's name and lodge/chapter and phone number. This will leave two cards per deck. Put these cards back in their boxes so we can use them again. Best hand wins 50% of the money collected. If there is more than one winner; they split the other 50%.
63. Human Moose races. Need track, "stick moose", volunteers, a "bookie" and excitement.

## Looking for suggestions!!!

We are always looking for more ideas, suggestions and fun things to do! If you have a game or skit that you would like to share with us – we would love to hear from you!

Please send your suggestions, with complete instructions, to:

Women of the Moose International Headquarters

155 S. International Drive

Mooseheart, IL 60539

Attn: Assistant to the Grand Chancellor

Thank you for your continued support of our Women of the Moose Programs. With your participation and ingenuity – the Chapter meetings will be fun, fun, fun, as well as informative!