

## Mascot Stealing Game:

### History of the Game:

Indian tribes at Canyon De Chelly, Arizona, played a game very similar to "Steal the Mascot". Their game promoted visiting other tribes, and making new friends, finding a new girl friend, and even promoted trade between the tribes.

Here is how it happened way back then.... Each year, the young boys (as young as 12 years old), in the tribe were selected to raid a neighboring Indian tribe. The intention was to steal the Chief's daughter! So, the young braves would mount their horses late at night, and ride to the other tribe's encampment, and quietly steal the Chief's daughter out of her Tepee, and then take her back to their tribe. There was always a big celebration for the success of the young braves, (now men) capturing the Chief's daughter. The next day a messenger would be sent back to her father's tribe, to let him know that his daughter was safe, and that now, a ransom was required in order to get her back! Usually, the ransom was for a sheep, a couple of chickens, or sometimes a cow! Imagine that! The ransom would be paid, and the daughter would be returned unharmed. This happened each year as the young boys came of age, and this was considered to be their test of manhood!

**Our Purpose:** Like the Indians before us, we can have a lot of fun with this! While we don't steal the Chief's daughter any more, each Chapter now has a mascot ... just begging to be stolen! This is a really fun activity that promotes getting involved with your Chapter, bonding friendships, and really getting more people involved with the activities in the Chapters. You will also be meeting folks from all the other Chapters around the District. And let's not forget about the rides! That's what it's all about! So, here's how we play it:

### General Rules:

Each GWRRA Chapter will have a mascot that is unique to their Chapter. Most Chapters have a stuffed animal or something similar.

Each mascot should have either a Chapter patch or name tag identifying the mascot to its parent Chapter.

Always bring the mascot to each Chapter monthly gatherings and special events.

Always bring ALL the other mascots that have been stolen from other Chapters and proudly display them on a table at your gatherings and special events for all to see. (Gloating is permissible).

If your Chapter mascot has been stolen, keep track of where the mascot was taken to.

Plan a ride within your own Chapter to ride to the other Chapter's monthly gatherings or special event to recover your mascot.

You might want to communicate your intentions to "steal" or "recover" your mascot from another Chapter by email or telephone to let them know you are planning a trip to their Chapter gatherings or special event and intend to steal their mascot or recover yours!

**The stealing Chapter Director might want to send a notification e-mail to District all so other Chapters will not plan on visiting to steal. Please send a District all e-mail when you steal another Chapter's Mascot to notify the other Chapters in case they are planning a trip. Please also send a District all e-mail if you recover your mascot so the other Chapters are aware of the opportunity to come see you for a "visit".**

Plan the trips. Gather your raiding party to "steal" or "recover" with those in your Chapter and plan it out so your raiders will be present at the appropriate meeting time of the other Chapter's monthly gathering or special event.

There will be a point in each Monthly gatherings where the Chapter Director will recognize any visiting Chapters. At that time, stand up and tell them who you are and then announce that you are either "stealing" or "recovering" the mascot.

The Chapter Director will present you with the mascot you have come for and then you take the mascot back home with you!

Each month, plan a night out for a celebration of the successful "steal" or "recovered" mascot. A night out to Dairy Queen comes to mind here. Bring your mascot to your celebration, take pictures, and then write it up in your Chapter newsletter!

Make sure you keep all mascots in a safe place, and remember to bring the mascot to the next monthly gathering or special event.

**Rules for Stealing and Recovering:**

A visiting Chapter must have at least 3 current GWRRA Members in order to steal or recover a mascot. Current will be verified by showing your GWRRA Membership card. No card, that person does not count. You can travel to the Chapter gatherings or special events by 2, 3 or 4 wheels.

Mascots can only be “stolen” or “recovered” at the Chapter gatherings or special events.

A visiting Chapter may only “steal” the mascot of the Chapter you are visiting.

A visiting Chapter may only “recover” their own mascot that was stolen by the Chapter you are visiting.

Please treat a captured mascot with "tender loving care" to avoid damaging it in any way

If there are two different visiting Chapters that have the intention of stealing your mascot, then the Chapter that has ridden the farthest will go home with your mascot. (This is why it is important to communicate with the visiting Chapter before you make the trip, you could go home empty handed). Below chart is official mileage:

| MILEAGE CHART FOR MASCOT IF 2 CHAPTERS VISIT |          |              |               |            |               |               |
|--|----------|--------------|---------------|------------|---------------|---------------|
|  | C Clovis | D Farmington | F Albuquerque | R SEast NM | TX 1A El Paso | W Albuquerque |
| C Clovis                                     | X        | 401          | 222           | 166        | 317           | 222           |
| D Farmington                                 | 401      | X            | 183           | 435        | 448           | 183           |
| F Albuquerque                                | 222      | 183          | X             | 256        | 266           | 12            |
| R SEast NM                                   | 166      | 435          | 256           | X          | 261           | 256           |
| TX 1A El Paso                                | 317      | 448          | 266           | 261        | X             | 266           |
| W Albuquerque                                | 222      | 183          | 12            | 256        | 266           | X             |

A visiting Chapter may only “steal” or “recover” on any one visit. Not both. i.e., you cannot recover your mascot and then steal theirs on the same trip.

**Exception: If a visiting Chapter has ALL visitors on motorcycles (not just the minimum) then they may “steal” that Chapter's mascot and “recover” their own mascot.**

**District Convention:**

The District Convention will mark the end of the “stealing” and “recovering” and will serve to “reset” the game.

The Chapter will make arrangements to either bring with you, or have someone else take ALL mascots that your Chapter has in their possession to the District Convention and during the closing ceremonies, all mascots will be returned to the original Chapters. Make sure you have someone from your Chapter present at the Convention to receive your mascot. Then it starts all over again!

Ride safe & have fun!!!