

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 New Mexico. 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 meeting.

Always bring ALL the other mascots that have been stolen from other chapters and proudly display them on a table at your meeting 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 meeting, to recover your mascot.

At least 72 hours in advance, communicate your intentions to "steal" or "recover" your mascot from another chapter by email or telephone... i.e.... let them know you are planning a trip to their chapter meeting, and intend to steal their mascot or recover yours!

'Notify the District Director so he can put out notification to other Chapters so they will not plan on visiting to steal. 'Notify the District Director when you steal another Chapters Mascot so this can be broadcast to other chapters in case they are planning a trip. Also, notify the District Director if you recover your mascot, so that can be broadcast as well.'

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 meeting.

There will be a point in each Monthly Meeting where the Chapter Director will recognize any visiting chapters.... At that time, stand up, 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 meeting.

Rules for Stealing and Recovering:

A visiting chapter must have a minimum number of members in order to steal or recover a mascot. **This can either be via 2, 3 or 4 wheels.**

The following are the minimum number of members required by a Chapter to steal someone else's mascot:

Chapter C	4	Chapter T	4
Chapter D	4	Chapter TX1A	4
Chapter F	12	Chapter W	8
Chapter R	4		

(If Chapter F is stealing / recovering from W, must have 18 members)

(If Chapter W is stealing / recovering from F, must have 12 members)

Mascots can only be "stolen" or "recovered" at the chapter meetings.

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.

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	T Las Cruces	TX 1A El Paso	W Albuquerque
C Clovis	X	401	222	111	295	317	222
D Farmington	401	X	183	380	405	448	183
F Albuquerque	222	183	X	201	223	266	12
R Roswell	111	380	201	X	185	206	201
T Las Cruces	295	405	223	185	X	45	223
TX 1A El Paso	317	448	266	206	45	X	266
W Albuquerque	222	183	12	201	223	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... if it is there.

District Rally:

The District Rally 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 Rally, 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 rally to receive your mascot. And then it starts all over again!

Have fun on the rides, get involved, and get to know everyone!