Chair Race

have a thumb war. winners put in one group, losers in another. winners go to the other room while losers stay. talk to the loser and winners separately - you are now a chair committee - come up with a name and a vision statement for your committee for how you’re going to achieve your task. your one task? get this large pile of chairs from one end of the backyard to the other, as fast as possible. only rule: each person on a committee must carry their chairs differently - one can carry behind the back, one left hander, one right hander, one between the legs, it doesn’t matter.

everyone comes together, give each other their name and vision statement, then i time them in the chair carrying race. allow the winner to gloat and boast. now, try one more thing - both teams, working together, timing to see how long it takes for that to be done. the time will be much less than either team, winner or loser.

What do you think was the point of this?

the point is this. although everyone here carries their chair differently, we’re all moving with the same purpose. in the case of this game, it was to move the chairs from one point to the other. in the case of (chapter), you’re all using our chairs to make (chapter) a more fun, more productive, more fulfilling and more effective environment for us and for every aleph in (chapter). by collaborating, we’re a much more capable unit than when split and fragmented. yes, both teams could fulfill the task, but it takes much longer, is more work and less fun. the more enthusiastically and ambitiously every one of you work in your chairmanships to improve (chapter),  not only will you see results individually, but as a whole you can have an incredible, unprecedented, lasting impact on this chapter.