



WINTER GAMES (WEEKEND FESTIVAL)

Submitted by: Doreen Anderson Ronning Lodge 4-504 Camrose, Alberta

> October 1986 Edited January 1997

Table of Contents

A.	Introduction and Philosophy of Winter Games
B.	Suggested Format for Notifying the Standing Committee 4
C.	Administrative Committee—Purpose and Duties 5
D.	Rules—All Areas of Winter Games
E.	Suggestions for Awards7
F.	Nonmembers Who Wish to Participate
G.	Responsibilities of Host Lodge
H.	Committees and Job Descriptions
I.	Responsibilities and Suggestions for Sports Directors
J.	Fund-raising, Grants, District Funds, etc
K.	Standard Registration Forms
L.	Sports and Recreation Application for District Funds
M.	Sample Forms
N.	Whist
O.	Norwegian Whist
P.	Norwegian Whist Rules/Score Sheet
Q.	Responsibilities of Lodge Hosting Next Winter Games 20
R.	Art Work (Hagar the Horrible)

Winter Games

Introduction

The Winter Games were conceived by the Edmonton and Calgary lodges in the early 1970s, starting out as an inter-lodge bowling and curling tournament. Later on, three additional lodges, those of Claresholm, Camrose and Grande Prairie, were invited to join in the winter frolic of sports and games. By 1974, the arrangement had reached major proportions with over 400 people participating. The games have been held every year since, with 250 to 450 Sons of Norway members in attendance. There are now altogether 12 lodges participating.

The Games start on Friday with an evening of socializing. Saturday is the day of friendly competition, culminating with a banquet attended by Sons of Norway members, Sons of Norway international and district officers and Sons of Norway field staff. The event ends on Sunday morning with a brunch. The host lodge arranges a raffle at this time—to help offset the costs.

The Games are never looked upon as a fund-raising event, but it must pay for itself. In 1986, a charge of \$35 per participant was asked (\$32 for non-game participants and \$15.00 for children under the age of 12). Assistance with funding is also secured through Sports and Recreation District Funds.

Philosophy of Winter Games

The idea is to encourage as many members as possible to participate—regardless of age or expertise—in the various events for fun and fellowship. The primary reason of the Winter Games is to promote fraternalism and friendship—if you happen to win a trophy, that is a bonus.

Who can participate? Members in a given lodge, zone or district, and spouse or dependent members of the family, as well as special guests invited by the host lodge. (e.g., international or district officers, etc.) In the following, we shall assume that the event is zone-wide.

Suggested Format for Notifying the Standing Committee of Future Games

The members of	Lo	dge #	voted	l at our
general meeting on,	19	_ to host t	the 19	Winter Games
here in,				
The Chairperson selected for the Games is				
Address:				
Telephone:				
Dated:				
				_ , President
		· · · · · · · · · · · · · · · · · · ·		_ , Secretary

This form is to be sent to the Chairperson of the Standing Committee * and brought to the annual meeting during the Winter Games. (Photocopy this form.)

^{*}See next page.

Administrative Committee—Purpose & Duties

After the first event, there will be a standing administrative committee of three:

Chairperson 1: The person who chaired the immediate past Winter Games.

Chairperson 2: The person who is chairing the current Winter Games.

Chairperson 3: The person who is chairing the next Winter Games.

(The immediate past chairperson chairs the Standing Committee.)

Duties:

To discuss ideas, suggestions, rule changes, etc., approved by local lodges in the zone and forwarded to the committee to be accepted, rejected or modified at the annual Winter Games meeting.

To send out new information to all lodges or revised pages for this manual in order to keep it updated.

To see to it that pictures, write-ups, etc., for current Winter Games are sent to the appropriate persons in order that the history book can be kept up to date.

To be ambassadors for the Winter Games in the best of the Order.

Rules—All Areas of Winter Games

To be eligible as a participant or non-participant, you must be a member in good standing/spouse or dependent member of the family. Host lodge to be responsible for checking eligibility of participants. It is our recommendation that members be signed up at least 90 days prior to the Games.

It is recommended that only matters pertaining to the Games be discussed at the Game meetings.

We recommend that the Games not be thought of as a money-maker for the host lodge. In the event a substantial profit is made, it may be dispersed in the following manner:

Provide a small amount for the host lodge.

Provide a small budget for the Standing Committee.

Major portion could be given to the charity/charities of the host lodge's choice by way of the Sons of Norway Foundation in Canada or in the United States, as appropriate.

Registration fee for non-participants—We recommend that non-participants pay \$2 more than participants—this is to encourage all to participate, thereby meeting and enjoying the friendship of more fellow members.

The host lodge is to provide and control all entertainment.

Each local lodge is to send one check from their lodge bank account to cover all their participants' registration fees. (No individual personal checks.)

Each local lodge, or their members, is to be responsible for booking their own hotel/motel accommodations.

There should be no minimum or maximum limit on the number of teams entered per lodge for curling and bowling.

Curling:

The point system to be used in establishing the winner is: total number of points divided by the number of teams from that lodge. Female must play third or skip.

Bowling:

The point system to be used in establishing the winner is: total number of points divided by the number of teams from that lodge.

Each lodge must include the averages on the registration form if participant is in a Sons of Norway league. For new or non-bowlers, their average will be taken from two hidden games during the weekend. Host lodge to use roll of rules to rotate games as well as supply pacer teams, if necessary. Each local lodge must have a representative to assist host lodge in checking score sheets.

Scorekeepers must use pens when marking score sheets.

Norwegian Whist

(For rules of game, see p. 19):

The Camrose and Grande Prairie lodges use the same form. We find it excellent and we recommend it be used for all future Games. (Form is included in the section for standard registration forms.)

Cross-Country Skiing:

Skiing should be strongly encouraged. We recommend there be two categories—competitive and novice. We also recommend male and female divisions as well as age divisions.

Skiing participants should list an alternative sport choice (in case of poor snow conditions).

Lacking enough participants for age and sex divisions in the novice category, a poker rally could be held instead. There are five stations on the trail—each skier picks up a sealed envelope at each one. (They must not be opened until they have reached the finish line.) The one with the highest hand is the winner. (There should be no real time limit.)

Suggestions for Awards

Curling:

Individual trophies for 1st & 2nd. (Pins or medallions reasonably priced.)

Bowling:

High Team
Men's and Ladies' High Single
(Pins or medallions reasonably priced.)
(NO High Triple or Six)

Whist:

Men's and Ladies' High (approximately \$30)
Men's and Ladies' Consolation (approximately \$10)
5 games to be played in the AM
3 games to be played in the PM

Best-Participation Trophy

The lodge with the highest percentage of participants per lodge membership as of December 31 (SAR) is the winner.



Non-Members Who Wish to Participate

You must be a member/spouse or dependent member of the family to be eligible. (See General Eligibility Rules on page 5.)

In our lodges, we determine eligibility based on minimum length of membership in the Sons of Norway, 90 days prior to the Games. Therefore, the onus is on the local lodge to see that their names, address and telephone number are forwarded to the field staff or the lodge representative as soon as possible. (October 1st would be ideal.)

We know that all lodges will do their best in getting out the names in ample time. Many members who joined have become interested in the many other aspects of our great Order.

Responsibilities of Host Lodge

The host lodge should select the best possible chairperson—not necessarily the sports director—and committee to plan and oversee the weekend. It is very apparent that when you have 200 to 500 persons (as large as a district convention) for a weekend, with the average person spending anywhere from \$200 to \$300, it certainly deserves the very best effort possible. (At 350 persons, that would amount to approximately \$75,000 to \$100,000.)

We recommend that host lodges have their committees in place two years in advance, so that they can make a report at the current games regarding their plans, etc. for the next year.

Budgets should be set to include mailings, copying, telephone calls, hosting special guests, cost of pictures for the history book, a small contribution to the Standing Committee, etc.

Keep registration fees as low as possible. Keep Standing Committee and lodges well informed.

Encourage and involve as many of their members as possible through the various committees and jobs; e.g., transportation, assistance with sports events, making lunch, tickets, raffle items, etc.

Keep your community informed regarding the planned activities for the weekend.

Most important—make sure information goes out to all lodges in November or early December at the latest. Then follow up.

Committees and Job Descriptions

Chairperson:

- Set up and work with all committees.
- Work in close contact with committee heads.

Treasurer & Budget Committee:

- Estimate various expenses involved.
- Set registration fees.
- Collect and deposit all monies.
- Keep record of all participants and non-participants.
- Pay bills, etc and make final statement.

Secretary & Publicity:

- Do all mailings and keep records of all correspondence as well as the minutes.
- Send out letters to invited guests.

Facilities Committee:

- Arrange for where Friday social is to be held.
- Arrange for where banquet and dance are to be held.
- Arrange for where brunch is to be held.
- Arrange for curling rink, bowling lanes, whist room and a place for skiing.



Registration Committee:

- Type alphabetical list of all participants and non-participants by lodge for registration desk.
- Make signs for lodges for registration desk.
- Hand out kits.
- Staff the registration desk Friday evening.

Master of Ceremonies:

- Usual duties for Banquet.
- Brunch (suggested)—read names of winners during awards presentation while chairperson, assisted by the appropriate head of each event, gives out the award.

Entertainment:

• Find music, etc. for Friday evening as well as music for Saturday evening.

Transportation Committee:

• Arrange cars, buses, etc. for persons to get to and from the various events, also to and from the Friday Social, Saturday Banquet and Sunday Brunch.

Raffle Committee:

- See to it that tickets are purchased and sold.
- Get items to be raffled.
- Keep list of those who donated so that they may be thanked.

Kits:

• Many local businesses will donate items; e.g., pens, matches, scratch pads, etc. Gather up all the goodies and pack kits.

VIP Committee:

• Arrange for rides and just generally look after all invited guests.

Bowling Coordinators:

- Act as hosts for the entire weekend.
- Draw up schedules and have them available at the Friday Night Social.
- Decide winners and make sure the "Lodge Trophy" is available.

Curling Coordinator:

Same as above.

Skiing Coordinator:

- Set tracks.
- Get required assistants, especially if food and beverages are required.

Whist Coordinator:

- Get required assistants.
- Make sure score and rule sheets are there.



Responsibilities & Suggestions for Sports Directors

- 1. Plan early so as to encourage as many members as possible to attend.
- 2. Forward registration forms along with a check (one) from your local lodge account to cover the fees for all your participants. This should be done as soon as possible and no later than the deadline requested by the host lodge.
- 3. Start collecting a portion of the fees in November or December—e.g., to cover transportation (bus) or a small deposit of the registration fee.
- 4. Collect balance of monies shortly after the new year.
- 5. Encourage the lodge to have one major or some type of fund-raising to help defray members' costs. (See below for fund-raising ideas.)
- 6. You must include a bowler's average on the registration form if they are in a Sons of Norway league.
- 7. If your lodge has any ideas or suggestions regarding rule changes, please see that they are approved at your local lodge meeting. Then send them on to the chairperson of the Standing Committee.
- 8. Encourage members to wear name tags, wear interesting items such as hats, etc.—this is a fun time!

Fundraising Grants, Etc.

The following page is the application for the host lodge when applying to the 4th District for funds to help offset the cost of the Winter Games.

Suggested Fund Raisers:

Bake Sales

Lutefisk Dinner & Dance, etc.

Refer to Idea Bank for further suggestions. If you have any good ideas or suggestions regarding fund-raising, please share them with our other lodges. Thank you.

Standard Registration Forms

The following pages are to be used when registering for the various events. The host lodge may, of course, personalize the headings with their own artistry and name.

Don't forget—All registrations from each lodge are to be accompanied by one check from the local lodge account only.

Registration forms and check to be sent to the host lodge as soon as possible, but no later than the deadline.

Return to:by:	Sports and Recreation Application For District Funds Lodge: Address:					
CATEGORY	ACTIVITY	Proposed Date	Estimated Cost	Proposed Number of Members Involved	Number of Lodges Involved	Further Explanation
Category I (Group Activities Several Lodges)						
Category II (Lodge Activities for those who have not previously applied)						
Category III (Lodge Activities for those who have previously applied)						
Category IV (Lodge/Community Activities)						

Sons of Norway Winter Games 19____ BOWLING

Lodge No	
List All Bowlers at \$	per person

	Avg.	Amount
(Captain)		
(Captain)		
(Captain)		
(Captain)		
Total Amount Enclosed:		

Sons of Norway Winter Games 19_____ CURLING

Lodge No	
List All Curlers at \$ per person	
_	T T

	Amount
(Skip)	
(Skip)	
(Skip)	
(Skip)	
Total Amount Enclosed:	

For further information, contact:

Sons of Norway Winter Games 19_____ SKIING

Lodge No				
List All Skiers at \$	Alternative:			
Skiers 12 & under @ \$	1st Choice:			
	2nd Choice:			
		Age	Sex	Amount

Total Amount Enclosed:

For further information, contact:

Sons of Norway Winter Games 19____ WHIST

List All Whist Players at \$ per person	
	Amount
Total Amount Enclosed:	

For further information, contact:

Lodge No. _____

Sons of Norway Winter Games 19_____ NON-PARTICIPANTS

Lodge No			
List All NON-Sports Participants at \$ per person	List All NON-Sports Participants at \$ per person		
	Amount		
Total Amount Enclosed:			

Whist (Whisk)

Excerpted from Ainslie's Complete Hoyle, by Tom Ainslie

When it was known as Whisk, this sturdy ancestor of Bridge was played with a 48-card deck in which the lowest card was a trey. Trump was determined by turning up the forty-eighth card and playing the game in that suit.

In 1734, one Richard Seymour, Esq. (as he identified himself) published *The Compleat Gamester, for the Use of Young Princesses*, in which he described an extension of Whisk that had become highly popular in Britain under the name Ruff and Honours. The full 52-card deck was used. Each of the four players was dealt twelve cards. Trump was designated by turning up the top card of the remaining four. Whoever held the ace of trump was entitled to take the four cards, discarding the four least desirable ones from his original hand. Seymour wasted little time on the details of the rules. His main concern was teaching the young princesses how to win by fair means or foul, including hand signals and peeking at an opponent's cards. The game had come to be known as Whist, explained Seymour, because "the very name implies, Hold your tongue."

And then along came Hoyle, whose best-selling advice was more technical than that of his predecessors, and considerably more high-minded than that of Squire Seymour. For example, his method of remembering the fall of the cards would stand a modern Bridge player in fairly good stead.

General Procedures:

The deck, preliminary cuts, partnerships and deal are the same as in Bridge.

Dealer turns up the last card, which becomes a trump card along with every other card of the same suit. Dealer then takes the card into his hand and play begins with the dealer's left-hand opponent, known in this and most older games as the eldest hand.

Opening lead may be any card, and play proceeds from all four closed hands without a dummy. Each player must follow suit if he can, but may trump if he cannot follow suit. One player on each side gathers the tricks won by his partnership.

Scoring:

Each odd trick counts 1 point. First side to score 7 wins the game. An odd trick, as in Bridge, is any trick won in excess of six during the play of a single hand.

Norwegian Whist

<u>Eldest hand</u> (player to dealer's left) speaks first and may either pass or bid grand or nullo. All hands are played in no-trump. Grand is a contract to win at least seven tricks. Nullo is a contract to <u>lose</u> at least seven.

If the bid is grand, the player to the bidder's right leads the first card. If nullo, lead comes from the bidder's left. Each trick goes to the highest card of whatever suit is led.

In grand, bidder's team scores 4 for each odd trick made. If contract is set, the defenders score 8 for each odd trick they make.

In nullo, the procedure is reversed. Bidder's side gets 4 points for each odd trick lost. But if his side loses the contract by winning seven or more tricks, the other team gets 8 points for each odd trick won by bidder's side. Game is usually 50 points.



Norwegian Whist Rules

4 hands at each table.

Winners move to next table UP—1 to 2; 2 to 3; etc. Change partners.

Losers remain at same table; change partners.

Scoring:

High: Each trick over 6–7, 8, etc., counts 1

Each trick over 6 by opposing players—penalty counts 2 points.

Low: Each trick over 6 counts 1 point for the team with the least tricks.

Game	Total
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	

Grand Total:

Responsibilities of Lodge Hosting Next Winter Games

- 1. Select your special chairperson with great care as he/she will serve on the Standing Committee for 3 years.
- 2. Have a prepared presentation (plans, etc) to give at the current games.
- 3. Keep the Standing Committee and lodges well informed.
- 4. Prepare your list of special invited guests and invite them well in advance. (At the very least six months)
- 5. Plan what you will do to raise money, apply for grants, raffles, etc., to help keep costs as low as possible.
- 6. Involve as many of your members as possible.



