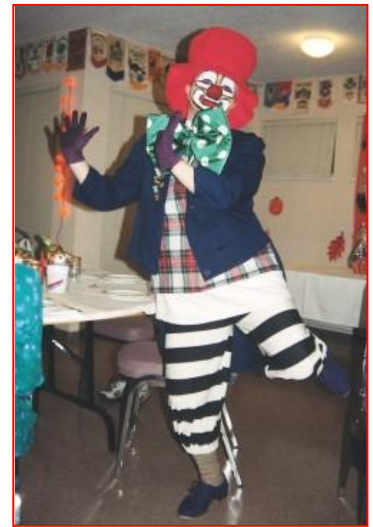


Stop the Fines and Start Having Fun! A Tailtwisters Guide to Rejuvenating Your Lions Club

by Past Zone Chairman September Stokes (19A-9), and former tail twister,
Burnaby Lougheed Lions Club



Tail twisters have the best job in Lions. They get to have a lot of fun with other club members and guests, and enjoy that great feeling when a Lion comes up to you and says something like – true story - “You know, I’ve been a Lion for 33 years, and I’ve never seen that activity done for tail twisting. That was a lot of fun!”

A good tail twister can often make or break a club meeting with their antics, creative ways to raise money, fun games and activities, and their enthusiasm.

According to Lions International, here is the definition of a tail twister:

- The Tailtwister is an officer and the “pep master” of his Lions Club. His duties are to instill enthusiasm and good fellowship in the meetings, and to keep harmony. He is empowered to impose, as well as collect, fines from the members. There shall be no appeal of his decision in imposing a fine, and he may not be fined except by the unanimous vote of the members present.

Some general tips for tail twisters:

PLAN AHEAD: Before the start of your year, get out a calendar, and highlight all your club meeting dates. First, indicate which club meetings have a special program, i.e.: charter anniversary night, installation of new officers, Christmas Party, etc. Then look at all the possibilities to tie in your tail twisting activity to a calendar event. The following is a list of suggested annual events:

Calendar considerations:

- The New Year
- Valentine’s Day
- President’s Day
- St. Patrick’s Day
- Spring
- April Fool’s Day
- Easter
- Spring Break
- Mother’s Day
- Father’s Day
- School’s out!
- Canada Day
- Fourth of July
- Summer
- Back to School
- Labour Day
- Thanksgiving
- Halloween
- Remembrance Day/Veteran’s Day
- Christmas
- And any others you can think of...

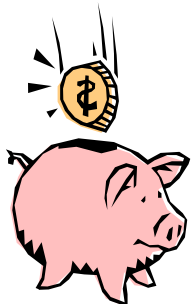


SPEAK LOUDLY! If you feel like you’re shouting, you’re now speaking at the right volume so that all the members can hear you. You have to go out of your own comfort level for speech volume. This is especially important if you’re trying to explain how something is going to work.

SPEAK S-L-O-W-L-Y. There’s nothing worse than trying to listen to someone who is racing through what they’re saying. Helpful hint: when you’re speaking (in private, you’ll look like an idiot if you do this in front of people) practice talking with your hand resting lightly under your chin. You should be able to feel your jaw moving up and down with each word. This really works!

PRIZES: Pay a visit to your local dollar store for great tail twisting prizes. You can also visit your local second-hand shop (Value Village) or check out some garage sales for some really unique, and inexpensive prizes! Or have your club members donate something. You should always have some sort of prizes, because no matter

how small it is, we all like winning something, and if you're charging more money for your activity, your prize should be a bit nicer. And you'd be surprised how competitive people will get!



COLLECTING MONEY: If you don't have a little Lion bank for collecting money, make your own! It's much better than just grabbing an empty coffee cup, or worse, your pocket! Our club uses a fur lined white "bed pan". Be creative, you could even get your kids or grandkids to design a fun Lion bank for you.

When you have an activity or game, charge each member an "entry fee." Don't tell them what the game is; collect the money first from each member, keep them in suspense. We've been using a \$1.00 entry fee, nice and simple. We all have a loonie or one dollar bill in our wallet.

WHY NOT FINES? The problem with fines is that the tail twister can become the "cop," gets too serious about every little thing, and everyone groans and grumbles. That's not fun! There's many ways you can collect money and have fun doing it. A lot of the activity ideas in this handout can involve "fines" (wrong answers for trivia questions, etc) and you'll collect more than if you just jumped up every time someone didn't say "Lion" so-and-so or forgot their nametag or their pin.

Hint: Have a supply of little envelopes or Ziploc bags, or some other way of giving the fines to your Treasurer at the end of your meeting without just giving them a handful of loose coins. Write the amount collected on the front, and the date.

RESOURCES: There are lots of great resources for tail twisting ideas: You can talk to other tail twisters, visit other clubs, or just do some research at your library or on the Internet.

Some websites to try:

www.meetingwizard.org (has lots of icebreaker ideas)

www.thesource4ym.com (**lots** of games and icebreakers)

www.uselessknowledge.com (great for trivia!)

www.ivillage.com (sign up for the daily joke)

www.encyclopedia.msn.com/quizzes (great for fun quizzes)

www.lionsmd19.com (more great tailtwisting ideas, go to Lions Forms, then to Club Officers, then to Tailtwister)



"Nurse, get on the internet, go to SURGERY.COM, scroll down and click on the 'Are you totally lost?' icon."

You can also go on your search engine and type in *party games, baby shower games, icebreakers, jokes, trivia, networking*, etc. That should lead you to lots of interesting websites.

The following is a sample list of all sorts of ideas that you can use for your meetings. You can adapt them, change them, however they work for your club. I hope you find them useful. If you have an activity that doesn't require a fee, you can still raise money by charging each member a dollar for a prize draw at the end of the game. Do the selling of the tickets first.

All of the ones on the next two pages have been done by our club, and they worked well. Above all, have fun, and remember...*plan ahead!* Don't be fretting the day of your meeting trying to figure out your tailtwisting activity. Trust me, you don't need the stress.

Enjoy!

September

Themed Meetings: Work in advance with your program chairman to let them know, for example, that the next meeting will be "Crazy Hat Night". All members will be encouraged to wear their wildest hat to the meeting, and have prizes for those who do. All members pay \$1.00 for a ticket into a fun raffle. Other theme ideas include Tacky Ties, Colour of the Week, Backwards Day, Gone to the Beach, Jeans and T-shirts, ...you get the idea!

Famous People:

Put names of famous people on pieces of paper or sticky labels. Charge a buck to play. Stick one on the forehead of each person in the room, and tell them they have to play "20 questions" or ask Yes/No questions with other members to figure out whom they are. One question per person, then they have to move on to someone else. Award prizes for the first few people to guess their secret identities. This gets everyone up and talking to each other.

Easter Egg Decorating Contest

I pre-coloured 3 dozen eggs, and brought a supply of craft supplies along. (Coloured paper, scissors, glue, sparkles, felt pens, etc) Each person "bought" an egg for a buck, and was told "the Easter Bunny was running behind, and needed our help to decorate more eggs. He had given me some incentive prizes to encourage creativity." I brought five prizes, each something to do with Easter, like large chocolate eggs, etc. This was a lot of fun, and we couldn't believe how CREATIVE everyone was. I awarded Lions Chocolate Easter Bunnies to the winners.

Needle in the Haystack

Bring a LARGE bowl filled with rice, and a box of two dozen paper clips. At the beginning of the meeting, sell each person a draw ticket, and draw three numbers. The three "winners" each come up to play the game. Drop the paper clips into the rice and mix it all up well. Then blindfold each of the contestants. The object is for them to sift through the rice and find as many paper clips as possible, without throwing out any rice, please. Give them sixty seconds. (Any longer, and it gets boring) The winner is the one who finds the most paper clips.

Famous Couples

Come up with about 20 sets of famous couples (more if you have a larger membership), preferably with different last names. (Marilyn Monroe and Joe DiMaggio, Elizabeth Taylor and Richard Burton, Andre Agassi and Steffi Graf, Donald Trump and Marla Maples, Cleopatra and Julius Ceasar) Separate all the names, and have each person draw a name out of a hat. The object is for each "couple" to find each other. Then, announce that the couples must sit together. This is a good way to break up the "cliques". Hint: Keep the couples' names together until you do a count of all the people in attendance. Then, cut the papers to separate the names, so you don't end up with odd numbers

Tabulate the Tabs

I filled a one liter pop bottle full of pop can tabs (this is appropriate for our club, because we've been a collecting site for tabs) stuck a cute label on it that said "Tabulate the Tabs", and passed it around for everyone to guess at how many were in there. This is a great game, because the amount of tabs is very deceiving. The hardest thing for you will be to count them all first – there were over 1,100 tabs in the pop bottle. Charge a buck per guess, and give a prize to the person who guesses closest without going over. You can use any interestingly shaped container for this, as long as it is clear.

Left, Right and Over

I wrote a one-page (single spaced) story that continually used the words "left", "right", and "over" (works well with a story that involves giving someone directions) and read the story out loud. Before I started, I handed one of the members a wrapped gift. As I read the story, every time I said the word LEFT, the person holding the gift had to pass it to their left. Every time I said the word RIGHT, they passed it to their right, and every time I said the word OVER, they passed it to someone over at the next table. This got to be hilarious, as the gift was being tossed back and forth, and when it's long tables, someone is usually running down to the other end to pass the gift (make sure it's not breakable) At the end of the story, whoever is holding the gift gets to keep it. Don't read the story too fast, though, and you can emphasize the key words.

Membership Survey

In order to help the bulletin editor to do regular member profiles, I put together a fun survey for the members to fill out a meeting. There were questions to do with Lionism, and personal "getting to know you" questions. I passed it around, and encouraged everyone that they could have fun with the answers if they wanted (i.e.: Why did you decide to join Lions? "Because Heather made me!" is a perfectly acceptable answer, and makes the writing of the profile a bit more fun)

Afterwards I collected all the surveys, and charged everyone who did NOT fill it in completely. I was amazed that only two people filled it out completely, so I collected a lot of money that night!

This survey can also be extremely useful when you have to purchase a gift for a member, or an award or something, because you can include questions like "What are your hobbies or interests?" If, for example, they say something like golf, playing cards, and gardening, you've now got some great gift ideas. Also, you can use the information in that question as a resource for guest speakers. One of our members loves skydiving, so I plan to have him share his experiences as one our programs. (He even has a video) Another loves wine-making...he can bring samples, and talk about his hobby!

Magic Word

Before the meeting, I called our President and asked her to tell me a word she uses a lot at meetings. She picked EXCELLENT. At the meeting, I informed our members that the magic word was excellent, and whenever the president said it, the first person to jump up and yell "I heard it!" would receive a Hershey's Kiss! I usually tossed it to them, so all night long, there were people jumping up and down and yelling, and kisses flying through the air. It was a lot of fun all night, and boy did it get competitive. Hint: You can also do this one at Halloween time, and give out little Halloween candies or chocolate bars. The person with most kisses at the end of the meeting gets a prize.

CATERPILLAR RACE - line up behind each other bent at the waist and holding the ankles of the person in front of you. Try to move forward as a team. If someone loses the ankle grip, the caterpillar must stop until everyone is intact. First caterpillar to cross the finish line wins!

NAME GAME - Sit in a circle. One person starts by using an adjective starting with the same letter as their first name, followed by their first name (i.e. Clever Claire, Kind Karen) the next person and following has to repeat the first person's adjective and name and then add their own. It goes around the circle and the last person has to repeat all other names in order and end with their own. Charge everyone a buck to play.

ANIMAL MATCH - upon entering the room, everyone is given a card with an animal on it (make sure there are at least two of every animal) one the count of three everyone makes their animal noise and tries to find their partner.

HUMAN TWISTER: You will need two different colored slips of paper for each person in the group (the size of a 3 X 5 note card) and tape. As people arrive, sell them each two different colored cards, and two strips of masking tape...charge a buck for the package! Ask players to tape the card to two places on their bodies. After everyone has taped on the cards, challenge the group to line up, matching (and touching) their cards to someone else's of the same color. (this is lots of fun, great photo op!)

NAME THAT FAMILY - Pass out a list of popular T.V. families and have members try to list the children from the families. Some families to try: Eight Is Enough, Brady Bunch, Happy Days, Leave It To Beaver, Partridge Family, Growing Pains, Bewitched, Cosby Show, The Simpsons, The Waltons, Family Ties, Family Affair, Married with Children, Roseanne.

BANANA RELAY: This activity is very similar to the "Neck Race." However, in this game, a banana is placed between the knees of the first person, and it must be placed between the next person's knees - without using any hands. If the banana drops, it starts with the first person in line. First team to finish successfully wins. **Use a very green banana for this, or it will get squished easily.**

HEADS OR TAILS: Have everyone stand up, and put a dollar on the table in front of them. Then, you announce that you're going to play Heads or Tails. You flip a coin, but before you call out what it is, each person has to guess what they think it is by putting their hands either on top of their heads, or on their butts ("tails"). Then, you call out what it is, and whoever has it wrong has to sit down. You keep doing this until the last person is standing, and give them a little prize. Or, you can make it interesting by telling them that they can use up to three quarters to keep playing, and at the end, the money collected will be split 50/50 between the winner and the Taitwister pot. (At the meeting we did this at, the winner won \$12.50!)

20 QUESTIONS: Sell each member a coloured piece of paper to write on for 50cents or a dollar, and rent them a pen or pencil for 25 cents. You're going to ask everyone the same 20 questions, and they keep track of their points as you go along. The one with the most points wins.

MAN, WOMAN, BEAST: This game is played similar to Scissors, Paper, Stone. Everyone pays \$1.00 to play. Have members stand, pair up with someone, and face each other. On the count of three, you call out GO, and each person makes a pose of their choice: Man is arms up in muscle man pose, Woman is one hand behind head, other hand on hip, Beast is fists clenched, arms bent by their hips. Be sure to demonstrate these before you have them start. The winner of each carries on to the next round, and finds a new partner, the loser sits down. If they both pick the same one, they both keep playing. The final winner gets a prize!

MAN beats BEAST, BEAST beats WOMAN, WOMAN beats MAN

AUSSIE SLANG: This is especially funny if you have an Australian do this, as we had our old friend who was in town come to our meeting and play this game, which he helped formulate! Go around the room, with a list of Aussie slang, and ask each member one and see if they know what it is. Charge everyone a quarter or a buck to play. (send me an email, and I'll send you the list)

GUESS THE BABY NAMES: Each member buys, for \$1.00, a sheet with a list of common animals, and they have to write in what they think the babies of those animals are called, ie: Kangaroo – Joey. Give a prize for the person with the most answers right.

IF YOU LOVE ME BABY SMILE - Everyone sits in a circle, and one person goes up to somebody in the group and tries to make them smile by saying, "if you love me baby, smile" and they are not allowed touching the person at all. They may make funny faces or whatnot. If the person does not smile or laugh, they will reply, "I love you baby, but I just can't smile". And if the person succeeds, the person they made smile moves on, and if they lose, they have to go to another person.

MOVIE BALL - everyone stands in a circle and bounces a ball to somebody else, and has a five second limit to do so. But before bouncing the ball they must say a name of a movie. When somebody repeats a movie name, they are out of the game. It eventually ends up being a competition between two people, and then there's a winner. As a prize, you can give them a chocolate bar, or something else.

ABC GAME: Group members can sit in any formation (preferably a circle). The first person starts by making up a name for him/her and their husband/wife/partner that begins with the letter "A." Then the person must make up a place for where he/she lives that begins with the letter "A." Lastly, the person makes up something he/she would like to sell, that begins with the letter "A." The second person does the same with the letter "B." The game continues in the same pattern. Game is completed at the end of the alphabet. NOTE: A variation would be to make it a memorization game where the second person would have to repeat what the first person said, and then add their own, and so on...

HUMAN TWISTER: You will need two different colored slips of paper for each person in the group (the size of a 3 X 5 note card) and tape. As people arrive, give them each two different colored cards, and two strips of masking tape. Ask players to tape the card to two places on their bodies. When everyone has taped on the cards, challenge the group to line up, matching (and touching) their cards to someone else's of the same color.

M & M SWAP: Have the group form a circle standing up. After everyone is given a plastic spoon, the first player is given four or five M&Ms to hold in his/her spoon. Everyone must put the spoon into their mouths holding the handle between their teeth with the scoop of the spoon facing up. The group must pass the M&Ms from the first person to the last, without using their hands. The object is to get ALL of the M&Ms to the end, without dropping any.

POSTURE RELAY: Two teams line up side by side. The first person in line runs up and around a cone and back with a bean bag on his/her head. He/she then hands off the bean bag to the next person in line and so on. The bag cannot be held with one's hands. The game ends when one team completes the relay. That team wins.

SEVEN UP: Seven people from the group are chosen to stand in the front of the room while all others remain seated with their heads down, left arm folded, and right arm extended with "hitchhiker" fist in visible location. Each of the seven taps one person's thumb. Those individuals "hide" their thumbs and the original group of seven returns to front of room. Once all seven have returned to front, all participants are asked to raise their heads. The seven who were tapped stand up. One by one, the tapped seven must guess who in the "original" seven tapped them on the head. If correct in his/her guess, the "Guesser" switches places and becomes a "Tapper." If incorrect, the player puts his/her head down with the rest of the group to begin play again.

THINK FAST: Have group stand and form a circle. When the group is in position, the leader explains that they will be playing a game that requires them to think quickly. A volunteer is asked to stand in the middle of the circle. The volunteer is to close his/her eyes and keep them closed throughout their entire time in the center. A person standing in the circle is then given a small object. When the center person says, "Start!" the object is to be passed around the circle counterclockwise from one participant to the next. The center person can call out "Stop!" at any time. The center person then quickly says a letter of the alphabet and the person holding the object must QUICKLY say three nouns that begin with the specified letter. If the participant says three words within five seconds, the game continues with the same leader. If the person cannot think of three nouns in that amount of time, he/she becomes the leader. Game continues until peak fun is reached.

AUTOGRAPH SHEET: Participants are given a sheet with various traits on it. The objective is to find a person in the group who fits one of the descriptions and get that person's autograph next to the trait. When making up the list, be creative, but include traits pertinent to the group. Each person may sign each sheet only once. Here are some examples:

Likes broccoli _____
Balances his/her checkbook _____

Has been to a fortune teller _____
Speaks another language _____

BITE THE BAG: The team is instructed to form a large circle. The facilitator then places a brown grocery bag in the center of the circle. Each member must pick up the bag with his/her teeth while standing on one foot with both hands held behind his/her back. After the entire group has successfully completed this task, the facilitator cuts one to two inches off the top of the bag. If a team member touches the floor with his/her foot (or any other part of the body), the member is disqualified. After each round, more of the bag is cut. The last team member who successfully picks up the bag without falling wins! This exercise, similar to a reversed limbo contest, can be a lot of fun and a great icebreaker for new team members.

CATCH ME IF YOU CAN: Players should be paired up. All players divide into two lines (facing in) shoulder to shoulder, with partners facing each other. Participants should be given approximately 30 seconds to look at their partners, taking in all details about the individual. The leader then instructs the two lines to turn and face away from the center. One or both lines has 15-20 seconds to change something about their appearance (i.e. change a watch to different wrist, unbutton a button, remove a belt, etc.). The change must be discrete, but visible to the partner. The players again turn in to face each other and have 30 seconds to discover the physical changes that have been made. Players get to interact with each other and have fun!

COMIC STRIP CHAOS: Each participant takes a turn at picking a comic frame out of the large container. After the entire group has each chosen one, the participants begin to search for others with the same comic strip sequence. After the participants have found everyone in their group, they must arrange themselves so that the sequence of frames is in chronological order to form the comic strip correctly. Upon completion of sequence, the newly formed group sits down together. It's a great game to break large group into smaller groups.

CONFUSION: Great high energy game to help participants begin to feel more comfortable in new group. Give each participant a sheet with various tasks and ask them to complete it when you say, "GO!" Here is a sample:

Get a male to do five push-ups and sign here
Stand on one foot with your arms outstretched for 20 seconds.
Have someone time you and sign here
Leap frog over someone 5 times
Get someone to whisper the pledge of allegiance and sign here
Play "Ring around the Rosy" with two other people and have them sign here
Get a female to recite a nursery rhyme
Shake hands with someone you do not know and continue holding hands while debating the merits of your favorite ice cream flavor
Have someone teach you a dance step (even if they make it up)

First person to complete the entire sheet wins.

HUM THAT TUNE: Each person in the group is given a small piece of paper with the name of a nursery rhyme or other song written on the paper. (i.e. "Row, row, row your boat," "Rock-a-bye baby," etc.) All of the people who are given the song must hum that tune and find everyone else singing the song. They then form a group.

HUMAN SCAVENGER HUNT: The paper will have a series of questions on it (in a bingo format - in squares). Participants are required to find another participant who can answer "yes" to a question. They must have that person sign their name within the square. The object is to meet as many people as you can, and fill a "BINGO!" (A complete line either horizontally, vertically, or diagonally) You can only use each participant once. Note: The center circle should be a freebie. Here are some samples:

Knows their zodiac sign
From a northern state
Knows when Martin Luther King's birthday is
Member of a sorority or fraternity
Has been a competitive athlete
Has traveled abroad
Knows how to polka

IMPORTANT ITEM: Have each person bring something to the meeting that means something special to them or that they would not have left home without, and then ask them to take turns sharing. A throwback to Show and Tell in Kindergarten, but a great activity!

MUMBLE JUMBLE: Before the activity begins, the leader will cut up a few pictures into puzzle pieces. Each group member will grab a piece of a puzzle from a bag. The group members will keep their puzzle piece to themselves until the leader says, "GO!" At this point, the group members will try to locate the other members of the group with the pieces to form the appropriate pictures. Whichever group does it first, wins. Good activity for breaking into retreat/activity groups.

SHOE GAME: Have the group stand in a large circle shoulder to shoulder. Then have everyone remove their shoes, tie them together, and place in center. Have one volunteer choose a pair of shoes other than their own and make one statement about the owner of the shoes (i.e. "The owner of these shoes must be very thrifty and economical to wear shoes in this condition!"). The owner of the shoes then comes forward, introduces him/herself, and picks out another pair of shoes to introduce. Game continues until all participants have introduced themselves.

SOLEMN AND SILENT: The instructor explains that this exercise will take self control. Members pair back to back. On the count of three, everyone must face their partner, look each other in the eyes, and then try to remain solemn and serious. No speaking! The first to smile or laugh must sit down. All who remain standing then take a new partner and the activity continues until only one person has not smiled or laughed. (Second round of playing can involve two teams competing to outlast each other.) If you get a pair at the end who are both keeping a straight face, the rest of the group can act as hecklers to disrupt them.

TRUTH, TRUTH, LIE: Give the group some time to write down two things about themselves that are true, and one thing that is a "lie." Each group member will then share these facts about themselves and the rest of the group has to figure out which "fact" is actually a "lie."

PASS THE PRESENT - The person of your choice starts with a gift which was wrapped numerous times with many layers of different colored paper. This game is played like musical chairs. When the music starts, pass the gift around the room. Every time the music stops, whoever has the gift removes a layer of wrapping paper. When the music restarts, the present gets passed around again. This continues until the last layer is removed, and the person holding the present gets to keep it.

NAME THAT FAMILY - Pass out a list of popular T.V. families and have members try to list the children from the families. Some families to try: Eight Is Enough, Brady Bunch, Happy Days, Leave It To Beaver, Partridge Family, Growing Pains, Bewitched, Cosby Show, The Simpsons, The Waltons, Family Ties, Family Affair, Married with Children, Roseanne.

BALLOONS OVER AND UNDER: A single line is formed with one person behind another. Four or five balloons filled with water are placed in front of the first person. One by one, the first person takes each balloon and passes it over their head to the person behind them. That individual passes it under their legs to the next person; the next passes it over their head, and so on. When the balloons get to the last person, they run to the front of the line and pass it over their head. Adventurous groups can choose to toss the balloon over their head and hike it (toss it) between their legs. Play continues until group reaches the destination line. Note: When playing water balloon games in hot places, balloons will burst all by themselves if left in the hot sun. Put them in a bucket of water to keep them in better shape.

NECK RACES: Split the group into two teams. Have them line up male-female, if possible. Give the person in the front of the line a rounded object (i.e. orange, tennis ball, etc.). The object should be placed under the chin of the first person, and it must be placed under the chin of the next person in line - without using any hands! This pattern continues until the object reaches the end of the line. If the object is dropped, it must be returned to the beginning, to start again. The first team to finish successfully wins.

BANANA RELAY: This activity is very similar to the "Neck Race." However, in this game, a banana is placed between the knees of the first person, and it must be placed between the next person's knees - without using any hands. If the banana drops, it starts with the first person in line. First team to finish successfully wins. **Use a very green banana for this, or it will get squished easily.**

ICE CUBES: Divide the players into two equal teams. At a starting signal, each team picks up an ice cube and tries to melt it as quickly as possible. Players can rub it between their hands or against their clothes, but they may NOT put it in their mouths. While they are trying to melt the ice cube, it should be passed around

the team frequently - no player should keep it for more than a few seconds at a time. Players should keep it off the ground too. The first team to melt its ice cube wins. On a really hot day, you may want to play more than one round of this one!

HORROR FILM: Through lucky numbers or some other selection system, pick five people to participate, and call them up to the front. On the table there are 5 eggs. The leader says that one of them is uncooked. But others are hard-boiled. The players must break the eggs against their foreheads. The player who gets an uncooked egg is considered to be the bravest. In fact all the eggs are hardboiled and the prize is given to the last player because he deliberately ran risks to become a laughing-stock. (Make sure that they all break the eggs, it's much funnier that way)

HEADS OR TAILS: Have everyone stand up, and put their quarter (or whatever you use for fines) on the table in front of them. Then, you announce that you're going to play Heads or Tails. You flip a coin, but before you call out what it is, each person has to guess what they think it is by putting their hands either on top of their heads, or on their butts ("tails"). Then, you call out what it is, and whoever has it wrong has to sit down, or they can buy another chance by throwing their quarter into the middle of the table. You keep doing this until the last person is standing, and give them a little prize. (then collect the fines) Or, you can make it interesting by telling them that they can use up to three quarters to keep playing, and at the end, the money collected will be split 50/50 between the winner and the Taitwister pot. (At the meeting we did this at, the winner won \$12.50!)

HOT POTATO PANTS: First you load a garbage bag with all sorts of embarrassing and somewhat funny clothes (bikinis, cowboy boots). Now in the form of hot potato you pass the garbage bag around and when the music stops, the person with the bag pulls out an article of clothing and must wear it! No peeking! The game ends when all the clothes are gone. The winner is the person with the least clothes from the bag on. This game is good for a laugh, especially when men are wearing bikinis and so on.

Rolling Pumpkins Relay (The Great Pumpkin Pass)

Line up into 2 teams. The first person passes the pumpkin over his/her head to the next person in line. The next person passes the pumpkin under his/her legs to the next person, and so on. When you get to the end of the line the last person runs up to the front and starts it all over again. Whoever has the first person that was in line at the beginning of the game in the back of the line WINS.

Mummy Wrap

Divide guests into pairs Give each pair a roll of toilet paper. One person wraps the other with the paper, first one to empty their roll wins. Older kids and adults get two rolls, once the first person is wrapped they wrap their partner. Prizes to the first team who empty both rolls.

INTRODUCTIONS AT YOUR MEETINGS:

Instead of having each member stand up and just say their name, tell them they have to stand up, say their name, and tell us a little something about themselves. For example:

"You all have to stand up, say your name, and tell us what your first job was." Each meeting, use a different theme, here's some suggestions:

- Your first day at work
- Your first car
- The first time you used a computer
- Your first date
- Your last day at school
- Your most memorable holiday
- The best movie that you ever saw
- The best book that you have ever read

- Your best friend from your school days
- Your first speeding ticket (run in with the law)
- Your first boyfriend/girlfriend
- How you met your spouse/significant other?
- Your most embarrassing moment

These are some suggestions, but always make sure it is a question that EVERYONE can answer.

SOME GREAT RIDDLES AND “IMPOSSIBLE QUESTIONS” TO STUMP YOUR CLUB MEMBERS: Go around the room and ask each person to take a guess, they pay the entry fee to guess, and give a prize if someone gets it right! You get some hilarious answers.

14% of women and 17% of men say that they would definitely not do this with their spouse?
Answer: Go to a Strip Club

According to a recent survey, most women have had 7 of these in the past 10 years?
Answer: Hairstyles

72% of people do this before they even greet their spouse when they get home.
Answer: Greet their Pet

This common everyday item first appeared in Oklahoma City in 1935. What is it?
Answer: Parking Meter

In a survey of over 12,000 guys, 68% of them said that yeah they'd like it if you did this in bed?
Answer: Blindfolded them

The next time you're feeling a little down, try chowing down on this; apparently it's the number one mood-boosting food.
Answer: Popcorn

Over half of all guys surveyed, said that doing this while in the sack really kills the mood?
Answer: Staring at the Clock

Almost two-thirds of people surveyed say that they've made new friends because of this?
Answer: Their Pets

According to a recent survey, this is the most popular road in all of North America?
Answer: The Vegas Strip

5% of people living in Switzerland say they talk on the phone while sitting on the toilet. 2% say they do this?
Answer: Crosswords

The youngest person to do this job was just 11 years old.
Answer: The Pope

The oldest surviving recipe was found on a 3800 year old clay tablet. If you follow the directions, what would you create?
Answer: Beer

Think of the guys you know, 18% of them get married for this reason.
Answer: Get out of Housework

2% of Canadians said that they would include this in their Valentine's Card to their partner.
Answer: A Nude Picture of themselves

Cowboys must love 'em because there are more of these in Alberta than any other province in Canada.
Answer: Personal Computers

In the forties, the average kid had eleven of these, but nowadays they have about three.
Answer: Cavities

According to a recent survey, nearly 3 out of 4 people do this before company comes over.
Answer: Upgrade the Toilet Paper Roll

Aussie Slang...see how many they know!

- 1) she'll be apples** misc:- everything will be okay or alright.
- 2) arse over tit** verb:- to fall over
- 3) amber fluid** noun:- beer
- 4) bad case of the trots** noun:- diarrhea
- 5) billabong** noun:- A waterhole, formed when a "U" shaped bend in a river is cut of and separates from the rest of the river. A billabong can sometimes remain after the river itself dries up.
- 6) cark it** verb:- to die
- 7) chuck a leftie** verb:- to turn left
- 8) chuck a spaz** verb:- get angry demonstratively
- 9) dag** adjective:- bits of manure that stick to the long wool around a sheep's bottom forming small dangling balls. Also a term for a funny person, nerd, goof, loser. In this respect it can have either an endearing or disparaging meaning, although is usually used for a likable fellow.
- 10) dead horse** noun:- tomato sauce
- 11) dogs breakfast** adjective:- a mess
- 12) dunny** noun:- toilet or lavatory, originally an outside toilet or outhouse, now a generic term for the toilet regardless of location. Sometimes referred to as the Thunder Box! Different from the bathroom which really does contain a bath or shower for cleaning your personage.
- 13) flat out like a lizard drinking** phrasal verb:- extremely busy and under pressure from work.
- 14) galah** adjective:- an endearing term for a fool or silly person. Also, and from, a particularly noisy parrot coloured Pink and Grey.
- 15) jaffle** noun:- a toasted sandwich.
- 16) larrikin** noun:- a rowdy irresponsible and rascally boy or young man.
- 17) in the nuddy** adjective:- in the nude
- 18) on for young and old** adjective:- used to indicate that a situation is out of control, usually referring to a fight or an argument.

- 19) plonk** noun:- cheap wine, perhaps a contraction of vin blanc. Also to put something down unceremoniously.
- 20) rice bubbles** noun:- the correct name for rice krispies. Well, after all, they are in the shape of little bubbles.
- 21) shout** verb:- to buy drink at a pub for all the people in your group. The system is reciprocal in that next time someone else will "shout".
- 22) spit the dummy** verb:- to make up a fuss, to have a tantrum,
- 23) stickybeak** noun:- an overly inquisitive or nosy person who cannot mind their own business.
- 24) stunned mullet** adjective:- used to describe the look on someone's face who has absolutely no idea what you are talking about.
- 25) two up** noun:- a traditional Australian gambling game. Two coins, must be Pennies, are thrown in the air and callers bet on how they will land. Officially illegal except in licenced casinos, the game is tolerated on Anzac Day as it was a pastime for soldiers during the two World Wars.
- 26) yobbo** noun:- an uncouth person.

20 QUESTIONS

- If you're wearing your club name tag give yourself one point
- If you're wearing your Lions pin, give yourself one point
- If you're a Past President of a Lions Club, give yourself one point
- If you're wearing black shoes, give yourself one point
- If you're wearing glasses, give yourself one point
- If you're wearing a digital watch, give yourself one point
- If you're wearing nail polish, give yourself one point
- If you had to cross a border to get here, give yourself one point
- If you had to cross over water to get here, give yourself one point
- If you've been a Lion for less than 2 years, give yourself one point
- If you've been a Lion for more than 10 years, get one point
- If you shaved today, give yourself one point
- If you're wearing white socks, give yourself one point
- If you're wearing white underwear, give yourself two points
- Write down your initials, first and last name only....if the initials are in alphabetical order, give yourself two points
- If you were a passenger in the car you arrived here in, give yourself two points
- If you have a birthday this month, give yourself five points
- If your spouse is in Lions, give yourself two points
- If you have more than two children, give yourself three points
- If you flossed your teeth today, give yourself five points

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HAPPY TAILTWISTING!

This is a quiz for people who know everything! I found out in a hurry that I didn't. These are not trick questions. They are straight questions with straight answers.

1. Name the one sport in which neither the spectators nor the participants know the score or the leader until the contest ends.
2. What famous North American landmark is constantly moving backward?
3. Of all vegetables, only two can live to produce on their own for several growing seasons. All other vegetables must be replanted every year. What are the only two perennial vegetables?
4. What fruit has its seeds on the outside?
5. In many liquor stores, you can buy pear brandy, with a real pear inside the bottle. The pear is whole and ripe, and the bottle is genuine; it hasn't been cut in any way. How did the pear get inside the bottle?
6. Only three words in standard English begin with the letters "dw" and they are all common words. Name two of them.
7. There are 14 punctuation marks in English grammar. Can you name at least half of them?
8. Name the only vegetable or fruit that is never sold frozen, canned, processed, cooked, or in any other form except fresh.
9. Name 6 or more things that you can wear on your feet beginning with the letter "S."

Answers To Quiz:

1. The one sport in which neither the spectators nor the participants know the score or the leader until the contest ends . . . Boxing
2. North American landmark constantly moving backward . . . Niagara Falls (The rim is worn down about two and a half feet each year because of the millions of gallons of water that rush over it every minute.)
3. Only two vegetables that can live to produce on their own for several growing seasons . . . asparagus and rhubarb.
4. The fruit with its seeds on the outside . . . strawberry.
5. How did the pear get inside the brandy bottle? It grew inside the bottle. (The bottles are placed over pear buds when they are small, and are wired in place on the tree. The bottle is left in place for the entire growing season. When the pears are ripe, they are snipped off at the stems.)
6. Three English words beginning with dw . . . dwarf, dwell and dwindle.
7. Fourteen punctuation marks in English grammar . . . Period, comma, colon, semicolon, dash, hyphen, apostrophe, question mark, exclamation point, quotation marks, brackets, parenthesis, braces, and ellipses.
8. The only vegetable or fruit never sold frozen, canned, processed, cooked, or in any other form but fresh . . . lettuce.
9. Six or more things you can wear on your feet beginning with "s" . . . Shoes, socks, sandals, sneakers, slippers, skis, skates, snowshoes, stockings, stilts.

Elizabeth Taylor

Mr. Potato Head

Richard Burton

Mrs. Potato Head

Pamela Anderson

Mickey Mouse

Tommy Lee

Minnie Mouse

Katharine Hepburn

Marilyn Monroe

Spencer Tracy

Joe DiMaggio

Cleopatra

Faith Hill

Julius Ceasar

Tim McGraw

Romeo

Lucille Ball

Juliet

Desi Arnaz

Barbie

Danny DeVito

Ken

Rhea Perlman

Goldie Hawn

Kurt Russell

Angelina Jolie

Brad Pitt

Queen Elizabeth

Prince Philip

Maury Povich

Connie Chung

John F. Kennedy

Jacqueline Bouvier

Antelope

Bear

Chicken

Deer

Dog

Donkey

Elephant

Fox

Giraffe

Goat

Goose

Horse

Kangaroo

Lion

Ostrich

Pig

Rabbit

Seal

Sheep

Swan

Turkey

Whale

Zebra

Antelope

Bear

Chicken

Deer

Dog

Donkey

Elephant

Fox

Giraffe

Goat

Goose

Horse

Kangaroo

Lion

Ostrich

Pig

Rabbit

Seal

Sheep

Swan

Turkey

Whale

Zebra

GUESS THE BABY NAMES...ANSWER SHEET for you

Antelope	CALF
Bear	CUB
Chicken	CHICK
Deer	FAWN
Dog	PUPPY
Donkey	FOAL OR COLT
Elephant	CALF
Fox	CUB
Giraffe	CALF
Goat	KID
Goose	GOSLING
Horse	FOAL/COLT (MALE) FILLY (FEMALE)
Kangaroo	JOEY
Lion	CUB
Ostrich	CHICK
Pig	SHOAT, FARROW OR PIGLET
Rabbit	KITTEN OR KINDLE
Seal	PUP OR WHELP
Sheep	LAMB
Swan	CYGNET
Turkey	POULT
Whale	CALF
Zebra	FOAL

NAME THAT FAMILY

See if you can remember the names of the kids in these popular t.v. families:

The Cosby Show: 1)
2)
3)
4)
5)

The Brady Bunch 1)
2)
3)
4)
5)
6)

Growing Pains 1)
2)
3)

Partridge Family 1)
2)
3)
4)
5)

Happy Days 1)
2)
3)

The Simpsons 1)
2)
3)

Family Ties 1)
2)
3)

Married w/ Children 1)
2)

Roseanne 1)
2)
3)

...and here's the bonus one:

Eight is Enough 1)
2)
3)
4)
5)
6)
7)
8)

One point for every right answer, two points for each right answer in the bonus question.
The top three winners each get a prize!

NAME THAT FAMILY – Answer Sheet

See if you can remember the names of the kids in these popular t.v. families:

The Cosby Show:	1) Saundra	Happy Days	1) Richie
	2) Denise		2) Joanie
	3) Theo		3) Chuck *
	4) Vanessa		
	5) Rudy		
The Brady Bunch	1) Greg	The Simpsons	1) Bart
	2) Marcia		2) Lisa
	3) Peter		3) Maggie
	4) Jan		
	5) Bobby		
	6) Cindy	Family Ties	1) Alex
Growing Pains	1) Mike		2) Mallory
	2) Carol		3) Jennifer
	3) Ben		
Partridge Family	1) Keith	Married w/ Children	1) Kelly
	2) Laurie		2) Bud
	3) Danny		
	4) Chris	Roseanne	1) Becky
	5) Tracy		2) Darlene
			3) DJ

...and here's the bonus one:

Eight is Enough	1) Mary
	2) David
	3) Joanie
	4) Nancy
	5) Elizabeth
	6) Susan
	7) Tommy
	8) Nicholas

One point for every right answer, two points for each right answer in the bonus question.
The top three winners each get a prize!

*Chuck was the eldest, and was in the first season only; he went upstairs one show and never came back down

Left, Right and Over

I was all set to go to the Lions meeting tonight, our club was doing a visitation to a new club that we had **left** out of our visitation schedule by mistake, so now was the time to make it **right** and pay them a visit, before they come **over** to our club and accuse us of being out in **left** field. Not a good thing, **right**? Anyway, it suddenly occurred to me that I didn't know how to get there. I had **left** the instructions **right** on top of my desk, and the only thing I could remember was I had to turn **right** over a bridge somewhere. So I called up another member of our club, who fortunately hadn't **left** yet. I said "can you fax the directions **over** to me?" "You know I don't have a fax, **right**?" he replied. Oops. "But if you have a pen and paper handy, you can **write** them down. (tricky one!)"

Are you ready? **Right**, here we go! Travel east on the main highway, and take the first exit past the Kingston **over**-pass. You'll go **right** under the **over**pass, and stay to the **right**, so that you'll turn **right** onto River drive. Got it so far? Go about two miles, until you've gone **over** the railroad tracks, then take the second **left**, no wait, scratch that out, it's your first **left**. Sorry, sometimes I get my **left** and **right** mixed up, too, so bear with me as I go **over** this.

The first **left** will be Park Drive, you'll know it when you see the 7-11 on your **right**. But don't turn **right**, turn **left**. Go down Park Drive, you'll go **over** another bridge and turn **right** immediately after. I remembered that part about going **over** the bridge and turning **right**, so I'm glad I called, I said, because I had forgotten the rest.

You'll now be on **Wright** street, and you'll wind to the **left** a little bit, then make a quick **right** onto Cherry Lane. You'll see the Club House on the **right**, just look for the big Lions logo **over**-top the roof, and parking will be on your **left**. You know, come to think of it, there may not be much parking there, so why don't I come **over** and pick you up? Then if you get lost, you won't be able to blame me, **right**? I'll be **over** in a few minutes, so be ready to go.

I hung up the phone, and took a deep breath, and laughed. I tore up the directions, tossed them **over** my shoulder, and **right** when he arrived, we **left** for the meeting. The meeting was all **right**, and after everyone **left**, I reached into my **right over**-coat pocket for my keys, and laughed. I had **left** the directions in my pocket, not on my desk – I had them with me the whole time! Oh, well, it was **over** now, and so is my story.

DISCOVER FUN THROUGH TAILTWISTING

Presenter: PDG Bill Newyear

Bill Newyear has been a member of the Acton, CA Lions Club for 17 years. He has served as 4-L1 District Governor and is currently the Chairman of the Multiple District Four Leadership Committee. PDG Bill has been his District's Leadership Chairman for three years and has been an instructor at three Lions Leadership Institutes. A Melvin Jones Fellow, he has received three International President's Awards and has been his District's Lion of the Year. With his wife Marcia (also a Forum presenter), Bill received the MD 4 Kay and Denise Fukushima Lion Couple of the Year Award. In his free time, PDG Bill is a 7th Grade Math teacher.

There are those who say that, next to the President, the Tailtwister is a Lions Club's most important officer. I'm sure that there are many Club Secretaries who would disagree, but the fact remains that a good Tailtwister can mean the difference between a dull, routine meeting and a meeting Lions look forward to attending.

The mission of the Tailtwister is to inject fun and laughter into the meeting and to promote camaraderie. The Tailtwister sets the tone of the meeting. Through the use of inexpensive fines for perceived "infractions", the Tailtwister keeps the membership attentive and entertained.

Concerning fines, the Club should set an amount, which won't empty anyone's wallet. Remember, the Tailtwister's job is to generate FUN, not FUNDS. If your Club's administrative account is dependent on the Tailtwister's income, you have a major problem on your hands. On the other hand, I've seen some Clubs at which the members each toss a twenty-dollar bill into the Tailtwister's hat and no actual fines are levied. Where's the fun in that? The Club should also set a limit on how many times a Lion can be fined at a given meeting. Some Clubs have adopted the idea of a Fine Free Lion; a plush lion auctioned off to the highest bidder who is then fine free for a given period of time.

For what can the Tailtwister fine his Club's members? Anything the Club will stand for. (Fully aware that women also make superb Tailtwisters, I use the masculine form merely for brevity's sake.) The most obvious "offences" are missing name badge, failing to address fellow members as "Lion" So and So, and meeting interrupters like extraneous talking, late arrivals and cell phones. There should be a special place in Satan's realm for those whose cell phones go off during a meeting and, especially, if they answer and talk on the phone. Many Tailtwisters will announce and impose an extra large fine for cell phone abuse.

Some Tailtwisters will fine members for special occasions such as birthdays, anniversaries, job promotions, etc. I'm not real big on imposing a fine on someone because of a joyous occasion in his life. Again, it depends on what your Club will allow.

Here's an alternative idea for birthdays. Charge the birthday Lion for how many Lions will sing to him. He may pay one dollar for the entire Club, three dollars for

three members of his choosing or five dollars for one Lion of his choosing to solo. He can also pay if he doesn't want anyone to sing to him. And if the chosen members refuse to sing, they pay a fine.

Many Clubs use a "Secret Greeter". At some point after the meeting has started the Tailtwister calls upon the preselected Greeter who lists all those who did not greet him with a handshake or hug. This practice encourages each Lion to make contact with every other Lion, strengthening the bonds between members.

Special Nights are a popular Tailtwister activity. Either at a Club meeting and/or in the Club1 newsletter or website, it is announced that the next meeting will be _____ Night and that each member is to _____. I've seen Crazy Hair Night, Mismatched Sox Night, Bandage an Appendage Night and many more. A Tailtwister will be limited only by his imagination or the bounds of propriety.

If a Club meets at a location where wearing one's pajamas, for example, might be awkward, the Nights might be of a more cerebral nature. For example, each member might have to have memorized a four line poem, a limerick, Lions Objects or Ethics, pithy sayings, jokes, etc. An alert Tailtwister will know what his Club can and will do.

A Tailtwister doesn't need any special equipment, but, since the object is fun, any paraphernalia, which helps achieve that goal, is welcome. Many Tailtwisters use a horn or whistle when they spot an infraction. The fine then goes into an appropriate container. Some examples are bedpans, cuspidors, and clown shoes. There is also an official Tailtwister fine holder in the LCI catalog. It's a smirking Lion with its hand held out. Some Tailtwisters will use special hats, bibs or other clothing as well as gag items to generate humor. It's all up to the Tailtwister's imagination.

There are some definite "**Don'ts**" when it comes to Tailtwisting.

- Don't fine for networking. Anyone who doesn't think Melvin Jones wanted to sell some insurance to his fellow Lions is kidding himself. The benefits of networking are twofold; the Lion gets to promote his profession and his fellow Lions learn of reliable, Lion owned establishments to which they can confidently take their business.
- Don't interrupt speakers. There's plenty of time when the speaker has completed his presentation to levy fines.
- Don't embarrass anyone. A Tailtwister has to be sensitive to how far he can go without making a fellow Lion uncomfortable.
- Don't pick on anyone. Fun is fun, but our Lions came for the meeting, not to be the main entertainment.
- Don't argue. Little confrontations have a way of escalating. Why antagonize anyone? It's not worth the small amount of money you might have gotten for the fine.
- Don't fine for the sake of fining. Some nights are more conducive to levying fines than others. If it's a slow meeting, don't worry; you'll get 'em next time.

- Don't be crude. Even if the Lion being fined is OK with what you do, there is, inevitably, a guest or another Lion who will take offence. There are so many other things a Tailtwister can do; it's just not worth being tasteless.

Now for the big question. Can the Tailtwister be fined? Yes, if 100% of the membership present (Tailtwister included) agree. The members, however, have to each match the Tailtwister's fine.

What are the attributes of a good Tailtwister?

- Outgoing. Your Lions won't be volunteering their fines; you've got to go get them.
- Creative. The more ideas you can come up with, the greater the enjoyment. You may not hit a home run every time, but your Lions will appreciate your efforts.
- Assertive. Some Lions will object to being fined no matter what the fine is for. Insist on the fine, but know when to back off. If those Lions are allowed to pass, pretty soon no one will be willing to be fined.
- Enthusiastic. If Tailtwisting is a chore, maybe you should consider being the Lion Tamer.
- Experienced. The Tailtwister should be familiar with his fellow Lion members. It makes it easier to find things to fine and you're less likely to offend anyone if you know them well.

I've tried to present the basics of being a good Tailtwister. The key to success is to be creative and have fun.

19. TAILTWISTING - A WAY TO FUN AND STRONGER CLUBS

Presenter: PDG John W. Youney

Lion John became a Lion almost by accident – in 1975 he became Scoutmaster for the long-time Skowhegan Lions troop, and was automatically made a Lion. Elected DG in 1999, he has spent the ensuing decade helping improve our service from presenting at Forums to serving as constitution chair for several years while a geographically massive international MD carefully achieved separation and reorganization. As CSFII District Coordinator, he helped District 41 far exceed its goals so Lions can provide more service. For three years now, thanks to the Lions of Michigan, Lion John and his wife Karol have worked eyeglass missions in Central America, training to form a Maine team. He has received a President's Medal, two Lead-ership Medals, and three President's Certificates of Appreciation.

I recall entering numerous Lions Dens or the local restaurants as a guest at Lions Club meetings. Sometime no one greets me. I forage for a seat at a table, sometimes rebuffed by, —That's Joe's seat – he'll be here soon. At some point during the meeting, often when a report was being given, we were eating or even while a guest spoke, someone shoved a Lion bank, or a coffee cup, under my nose for an —obligatory fine. About then, Joe had arrived and he and his buddies were regaling each other over their tales of the last couple of weeks. After some boring, perfunctory business and that poor ignored speaker, the club members dissolved into the night. Only Joe and his buds socialized as they left. Sound familiar? Is this your club? Well, you are the new Tailtwister! Change your club! After all, your job as Tailtwister is to promote camaraderie by helping Lions leave their woes at the door and promoting fun and...dare we say it?...frivolity!

And in your guise as the mischievous imp, you can break some bad club habits, discourage cliques and promote good order and new friendships.... and all done without any lecturing and without any angst or even knowledge of your fellow Lions.

Use FUN to bring your club members together and you will see attendance rise and will experience a stronger service team.

—So what can I do? you ask. Well, first you can start at the door! Almost every club has a front entrance to the meeting room and here you can start the antics:

1. Assign each table a color by using construction paper as a placemat or table sign. Buy a small tub of colored plas-tic disks or poker chips. In a velvet bag you hold, put chips equal to the number of seats at that color's table, for every color. As a member enters, she has to reach through a narrowed opening to pick one chip, and thus the table assignment. Make the members place the chip on their place setting, ostensibly so you pick them up at the end of the meeting. If some Lion has insisted on sitting at the —wrong table, charge him a looney or dollar to exchange his chip for the proper color...a fine by choice of the member! You can interchange any number of details here for the same technique...card cutting for suit or face value depending on number of tables, for example. Or...

2. With a modest cost during March Madness, buy a Nerf (tm) basketball and hoop set that hangs on a door. From six feet, each Lion gets a shot. A made shot, choose your seat. For a miss, a fine and more shots...the number of misses before a make is the table number. With a really non-athletic Lion, after two or three misses, loudly move the Lion closer to the rim – at two feet a dunk is surely made!

This is varied by the season – Nerf footballs or baseballs thrown at a target, with numbered rings and/or quadrants and a center hole of good size to avoid fine and choose seat.

Before you know it, Lions have met Lions they did not know they liked so much, and the usual suspects are not always sitting with each other. Of course, you cannot pull these every week because friends do like to sit with each other once in a while! But the —saved chair will probably disappear during your year.

Another door trick is one that I learned was from Lion Faye Roderick, an extraordinary Tailtwister whose club has two doors into the meeting place. On the outside of each, she once placed signs that said, —Please use other door. When a member entered, she fined each for not following the instructions. All this points out your most important task – and one for which we are late in this Lionistic year! You need to plan! Lay out a calendar showing each meeting date and special event on that calendar. I then highlight the holidays! I tie stunts and games into the holiday if possible, and have material and prizes relevant. Some are bought on sale or just scavenged months in advance. You gain great mileage by tying your tailtwisting into the holidays, as you become the —current Lion!

One favorite is a quiz! Use your favorite search engine to query that holiday’s quiz, for example St. Patrick’s Day. You will find a dozen or more sites. I chose two or three, pulled several questions from each and then handed out the quiz as I greeted each member that day. I told all that there was one prize only, so collusion merely lessened their chance at the prize. The hidden prize was an Oxalis plant, aka shamrock, available each mid-March for \$4-\$6. Yes, you spend a few bucks most meetings, but then again, unless you make the mistake of leaving the room, you cannot be fined as it takes a unanimous vote to fine the Tailtwister.

One October, I brought a number of smaller pie pumpkins from my garden. I had the Lions count off by the number of teams I desired. The team members then lined up behind one another. Each front player was handed a pumpkin. On the mark, she passed it between her legs to the second Lion, who in turn passed it over his head, continuing with the alternation. The last person in line ran to the front and started over, continuing until the original starter gets back to the front. With teams of 5 or 6, this only takes a few minutes, and hilarity results spontaneously as the Lions try to get the sequence right and complete the hand-off. I had been skeptical of this stunt even as I started it, but the gales of laughter made a believer out of this Tailtwister! And the prize – I had decked out a box colorfully and hidden therein was a box of cupcakes from a local high-end bakery, only enough for the winning team of Lions. Trust me, they delighted in eating them in front of the rest of us!

This stunt also points out another important need – you negotiate five minutes from the president for each meeting. Vary the placement, but have the time on president’s agenda. Some entrance tricks do not need meeting time, but even then you may delay the meeting start inadvertently. You should be able to convince the president of the importance of these five minutes to overall club health.

When doing tailtwisting, keep in mind the limitations of your club members. For example, if your club has blind mem-bers, or all are blind, then the pumpkin stunt would need serious modification, and while the fun may still be there, the visual gaity of watching each stumble and fumble would not. By the same token, when doing holiday related gimmicks, be cognizant of the various religious positions within the club; for example, a Christmas theme might not work with a primarily Moslem or Judaic membership. Even if you have a significant majority of one religious or ethnic group, sometimes a single Lion can be offended accidentally. I have used ethnic or religious holidays beyond my club’s bailiwick as a way to educate as well as have fun. Just be aware of the potential so you can minimize it.

When doing other quizzes – you can —sell the quiz paper or rent a pen, a —slightly more upscale fining technique. But never forget the prizes – it is amazing how many Lions fever for inexpensive trinkets, especially ones tied to the holiday du jour. One good source is your local —Dollar Store. Last fall, I even gave a prize to promote the Forum – those Saskatoon Centennial mugs we were given Friday night became the prize at the next meeting. Such promotions do help – eight Lions from my small-town 30+ member club have been to Forums.

Another good technique is advancing a secret greeter policy. Call a member before the meeting and have that Lion note who does not greet her at that meeting. At the end of the meeting, she announces those who did not greet her and you do fine these Lions! After not too many meetings every Lions is conscientiously shaking other Lions hands and talking to each other. Some nights this past year it was hard to get everyone seated to start the meeting!

Each month our president gets a large birthday cake from the same upscale bakery, enough for all present! We then celebrated each birthday Lion of that month with the traditional song. Individually, they choose how they receive their song: for \$1 the whole club sings to the Lion, for \$2 the Lion can choose any three Lions, for \$3 any one Lion ... and for \$5, we ignore the birthday and advancing years! We have hilarious results – three woman Lions choose to surround a Lion and one al-ways has a scarf ... well, you can envision the result! On more than one occasion, I have earned \$3 for the admin account by being asked to solo despite all knowing my abilities to empty a room with attempts to vocalize a tune. Plus, you would be surprised at which Lions fork out \$5 to forget a birthday!

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For clubs with an e-mail phone tree, the Tailtwister can send the meeting reminder notice with details of speakers, etc. At the bottom, in the smallest font available, the Tailtwister asks members to bring a small item or wear a certain color. At the meeting, you ask Lions if they read the announcement and fine those that did not, or failed to comply with the fine print.

With regards to fines, the Tailtwister is not a bank. I never have changell for a fine as once a quarter is in my Lion bank, it does not come out except for the treasurer's count. You get a lot of bills/loonies/toonies that way! After a while, members try to be prepared with correct change – just like getting on a bus.

Finally, there is the issue of guest Lions. Club visitations are my favorite! The word is out that visiting the Skowhegan Lions Club can be expensive – just ask now PDG Ann's entourage! But we are a popular visitation with a reputation of a good time had by all! And a strong team that takes on more projects than most clubs.