

“HOT



POTATO”

Created by Kathy Henkel at TOPS#WA 392 MillCreek

We have two bean bags with the above design embroidered on them. These are the “Hot Potatoes”

The object of the game is to not be caught “holding the hot potato” any longer than necessary. In order to “lose” the potato, you must lose the weight. (See note under KOPS)

Chapter members will be divided into two teams and each team shall choose a team captain.

The team captain will take home the “hot potato” and return it next week. At roll call, if he or she loses weight (turtles don’t count) the team captain then passes the “hot potato” on to another team player. That player then keeps the “hot potato” until the next week and, if he or she loses weight, passes it to the **next team player or next player available**. However, if that team player has a gain or a turtle, he or she must take the “hot potato” home for another week and try again.

If a “hot potato” recipient forgets to return the “hot potato” and even though he or she has a weight loss, he or she must forfeit passing the potato until the following week and then must have another loss that week in order to continue the passing.

KOPS will be divided as evenly as possible on the teams. In order to “pass the potato”, a KOPS in upper leeway must have a loss. A KOPS at goal or within lower leeway will be considered eligible to pass the potato.

When all team players from a team have taken home and returned the potato with a loss, the game ends and all players on that team will receive a prize given by the losing team members the following week. (\$1.00 store prizes suggested)

The team captain will be expected to try to keep the potato moving but it will be in the best interest of the entire team to encourage the “potato holder” to attend the following meeting and with a loss.

Teams are as follows:

**THE SWEET POTATOES**

1. (CAPTAIN)
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

**THE SPUD NUTS**

1. (CAPTAIN)
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.