

TOPS & KOPS Traveling Gift

submitted by Anne Slabinski

Purchase a gift valued between 5.00 and 7.00. To determine who gets the package, a name is drawn at random. To keep the gift, they must lose 4 weeks in a row.

If they gain (or miss a meeting), they lose the gift but have to put a .25 on it and another name is drawn.

Each name can be drawn only 1 time for that gift unless everyone has had a turn to win it. If they lose all 4 weeks, they get to open the travel gift and the game starts again.

Our chapter includes our KOPS in the draw too and as long as they are under goal for the 4 weeks they can win it. If they gain above their goal weight or are out of leeway in either direction, they lose the gift and have to put a .25 in it and another name is drawn.

Depending on how many KOPS are in your chapter, it can be helpful to have a travel gift for KOPS and one for TOPS.