

THE NJARC "MYSTERY" GRAB BAG

One of the traditions at our annual holiday party is the "mystery grab bag." You are not required (but encouraged) to participate. It starts with a radio-related gift (old or new) for about \$20. Wrap it any way you want...holiday theme, newspaper, old *Radio News* magazine covers, etc. - deception is the key word. Then the fun begins...

1. Each participant's name is placed in a hat.
2. Two or more gifts (depending on participation) are chosen at random and marked "DO NOT OPEN."
3. The first person whose name is drawn may select either a "DO NOT OPEN" gift (which will not be unwrapped until the end of the game) or any other unopened gift. The gift (if not a "DO NOT OPEN") is unwrapped and shown to all players.
4. A second person's name is then drawn and a gift is selected but NOT immediately unwrapped. This person has a choice to either "swap" the gift (unseen) with the first player's unwrapped gift or keep it. (If a "DO NOT OPEN" gift was selected, it remains wrapped under all circumstances.)
5. If the second player did not select a "DO NOT OPEN" gift or swap his gift with the first player's gift, his selected gift is unwrapped and shown to all players.
6. If a swap was made with the first player, the first player unwraps the swapped gift and shows it to all players.
7. Play progresses with each new player having the opportunity to "steal" any unwrapped gift already selected in exchange for a wrapped gift that he has chosen. Only one "steal" is allowed per round of play.
8. To add a little spice to the game, the gifts marked DO NOT OPEN may be chosen or swapped at any time during the game, but not unwrapped until the end of the game (all names have been selected).

A few simple rules:

1. Please be courteous and consider those members who spent some effort in deciding on an appropriate \$20 gift. A \$1 leftover from a "walk-around auction" is not what we have in mind; we've had some complaints in this area. If it will difficult to participate (and this is understood in these hard economic times), it would be better just to sit back and enjoy the antics rather than creating hard feelings.
2. People left with "DO NOT OPEN" gifts at the end of the game are stuck with what they are left with...no exchanges allowed.
3. You need to keep your unwrapped gift in view at all times...it can't be hidden behind your back, in your pocket, under your skirt or under a table (as if anyone would deliberately do this!).
4. The person who brings a gift must be the person who makes the choice.
5. "Abandon good nature all ye who enter here." Spite, malice, ill will, malignity, retaliation, revenge, reprisal and most of all good fun are all encouraged.

If the rules are still a little confusing, don't worry. Most people catch on once the grab bag begins.