

## “As the Group Turns” Instructions

### Purpose:

The idea of this game is to simulate how the *2014-2017 Al-Anon/Alateen Service Manual* (P-24/27) is used as a resource to resolve group problems, or when trusted servants are asked to provide guidance to members or groups.

### Roles:

- Moderator
- Three to five Service Sponsors serve as a panel that reviews the responses of the various teams
- Timer
- Team representative

### To play the game:

- The participants (audience/attendees) are divided into teams with a maximum number of six members per group. Each team should have at least one *Al-Anon/Alateen Service Manual* in either print or electronic format. If each team member has a copy, it will be easier for them to do the research as a team.
- The moderator reads one of the prepared questions/vignettes to the audience. Or, questions can be submitted by members prior to the game or proposed by a member during the game. In this way, the outcome of the game can address real-world, real-time situations or concerns of the membership.
- The teams have five minutes to look up one or more topic headings and page number(s) that provide guidance for addressing the issues addressed in each question.
- At the end of five minutes, the moderator asks the teams to give their list of references to the panel of Service Sponsors.
- A representative of each team then shares their suggested solution to the problem and how the references they selected from the *Service Manual* apply to each question (how they would present the information to the group or member who asked the question). Each team has two minutes to share its solution to a question/vignette.

**Note:** *The oral sharing is not part of the scoring of the game, but can serve as an opportunity for sharing ideas that may lead to healthy discussion.*

- Each team receives one point for each reference (topic heading and page number) in the *Service Manual* submitted to the Service Sponsors panel if the panel determines that the reference(s) are applicable to the question/vignette.

**Note:** *It is helpful if the Service Sponsors present a cumulative list of the references (headings and page numbers) submitted after the scoring is completed, along with any explanation of references they did not feel were applicable.*

- The game can be played for one or more rounds of questions/vignettes or for as much time as is available.
- After all rounds are completed, the team with the most points is the winner.
- If there is a tie, select from one of the alternatives:
  - The team with the most cumulative references is the winner.
  - The team with the most references to any single question/vignette is the winner.
  - The winning team can be drawn from a hat.
- Variations—Add a speed component by giving less time to look up references, e.g., 30 seconds, one or two minutes.