

SHARE-OPOLY

Making the Most of Your DDF to Do Good in the World

RULES

OBJECT...The team with the lowest DDF balance remaining wins!

TEAMS...There are two teams. One team plays the game as a nonpilot district; the other team is a pilot district.

BANKER...The *SHARE* coordinator serves as the banker and keeps track of each team's DDF balance.

PREPARATION...Each team is given US\$100,000 DDF for spending on 2011-12 Foundation programs.

THE PLAY... Each team gets 5 turns to use up as much DDF as possible. Play begins with the "nonpilot district" team. Teams decide which square to land on, based on their District Rotary Foundation Committee's decision. This counts as one turn. The corresponding amount of DDF is deducted from the team's balance. Each team must make DDF spending decisions according to the nonpilot or pilot grant model (e.g., a pilot district may not apply for a DSG). Play is in one direction only.

DISTRICT SUSPENDED...A team lands on this square for failure to make a decision within 1 minute. The team may leave this square on their next turn.

RETURNED FUNDS & RELINQUISHMENT CARDS...Each team must select one of these cards before proceeding to any decision beyond these squares. Team may take 1 minute to decide how to spend the additional funds without using a turn.

RECEIVE CARRY FORWARD DDF...Each team receives an additional US\$5,000 when they pass the "Receive Carry Forward DDF" square and will be updated on their new balance.

NOTICE OF UNSPENT DDF...Teams will be advised of their running balance when they pass this square. However, a team may use a turn to ask the banker to check on their balance at any time.