

RULES FOR WHITE ELEPHANT GIFT EXCHANGE

- 1.** If you'd like to participate, bring a wrapped, modeling-related gift. This can be most anything from a kit, to supplies and tools, to reference materials. It is important that your gift is wrapped, though. You may, if you want, put a "from" tag, but the "to" will be up to fate and your club mates!
- 2.** All of the gifts are placed together and everyone who is participating will draw a number, 1 through the total number of participants. This number will determine the order that participants will select a gift from the pile.
- 3.** In numerical order, starting with number 1, participants will select a gift. The gift MAY be selected from either (a) The pile of wrapped gifts... OR (b). An unwrapped gift was already selected by one of the other participants. (In the competitive vernacular of some of your club mates, option "b" is called a "STEAL"!)
4. If another participant selects the unwrapped gift that YOU already have (i.e. they "steal" your gift), you MAY select again from the wrapped gifts OR "steal" another unwrapped gift from someone else! If you "steal" a gift, that loser MAY also exercise either option, select a wrapped gift or "steal."
Note that any, gift may only be "stolen" once per round. So, if the prize you have your eye on has already been stolen once that round, it's "safe" with the current holder until the next round. If not, though...Don't be shy... "Steal" it!
- 5.** This process continues until someone finally selects the LAST wrapped gift from the pile, which is unwrapped for all to see..
- 6.** After the LAST wrapped gift is selected and unwrapped, the next participant in numerical order gets his or her chance following rule 3, above, to either select another wrapped gift or "steal" an unwrapped gift.
- 7.** The cycle of selecting, stealing, and unwrapping continues until everyone has had their turn.
- 8.** Since number 1 only gets to select from the pile of wrapped gifts, the last round goes back to him or her. Number 1 can either stand pat or "steal." If he or she stands pat, then the game is over. However, if he or she "steals," number 1's old gift goes back on the table, and the loser gets to either select number 1's old gift or "steal" it from someone else. Remember, any one gift can only be stolen once per round, so the final round continues until someone selects number 1's old gift, or every other gift has been stolen once leaving the final loser only one option, number 1's old gift on the table.
Sounds complicated, I know, but it's really not, and there's a lot of scheming and strategizing to try to manipulate the stealing (for all the good it does!), and bragging rights often go to the person who brought the most desirable gift (i.e. the gift that was "stolen" the most). It really is a fun time.