*****This person for this role is assigned only by the Trainer.**

Red/Black Runner Sheet

The Runner only has ears for the Captain. Upon entering the room for the first time, ask: "Do you have a Captain? Who is the Captain?"

STEP I.
1. "Have you voted?"

2. "Does your vote tally?"

3. "What is your vote?"

4. "So your vote in the _____ (#) frame is _____ (color), is that correct?"

(If the spy signals a valid vote = Arms Uncrossed) then:
"You have a valid vote." (Then go to Step II)

OR:

(If the spy signals an invalid vote = Arms Crossed) then:
"I will not accept your vote. It was not taken in accordance with the rules of the game."
(Then leave without explanation. Do not go to Step II)

STEP II.
When both groups have valid votes in any one frame, then:
"The other group votes___ (color) in the ___ (#) frame."

OR:

When only one group has a valid vote in any one frame, then:
"The other group does not have a valid vote." (Then come back to announce the other group's vote once you have it)

Preparation:

The Trainer will need 3 copies of the following Scoreboard. You will need at least two easels (one for each group).

RED/BLACK SCORE BOARD

	GROUP A		GROUP B	
	Black	+3	Black	+3
	Black	-5	Red	+5
	Red	+5	Black	-5
	Red	-3	Red	-3

★ indicates double frame score

★★ indicates triple frame score

For the groups vote to be valid:

1. Everybody must vote in each frame.

2. Each one of these votes must be counted in each frame.

3. The votes must tally (they must add up to the number of people in your group).

4. The captain must vote.

5. Majority rules