

BEETLE DRIVE INSTRUCTIONS

**WOOD
GREEN**

The Animals Charity

Registered Charity No. 298348.



The part drawn is decided by the roll of a dice. The traditional rolls are:

- 6 is for the body, of which there is one.
- 5 is for the head, of which there is one.
- 4 is for the tail, of which there is one.
- 3 is for a leg, of which there are six.
- 2 is for an antenna, of which there are two.
- 1 is for an eye, of which there are two.

It is necessary to roll the correct number for the body before any other part may be drawn. To the body, one may attach the head, legs or tail, but the head must precede the antenna and eyes. The first player to draw all the requisite parts is the winner.

Equipment Required

Beetle card for each player.

Pencil for each player.

Dice for every 4 players.

Cup for shaking the dice for every 4 players.

Chair for each player.

Table for every 4 players.

The Game

You have four players on each table. The youngest player rolls the dice first then play continues clockwise

You must draw the body before anything else, so you can't start until you throw a six. You must draw a head (five) before you can draw the eyes and antennae. It doesn't matter what your beetle looks like!

The first player from all the tables to draw a complete beetle shouts BEETLE and scores the maximum 14 points for that round. Everyone else counts up how many body parts they have drawn, and scores one point per body part.

The winner from the round moves UP to the next table, eg. if the winner is on table four they move up to table five. The person with the LEAST points in each round moves DOWN a table, eg. if they are on table six they move down to table five. Table one's lowest scorer moves to the highest numbered table.

At the end of the Beetle Drive, the winner is the person who has scored the most points over all the games added together. In the event of a tie, the two players with the same number of points is roll a dice and the highest throw becomes the overall winner.

We always want to know about what you have been doing to fundraise for us so please take lots of photo's and send them to us at community@woodgreen.org.uk

Tell all your friends and family what you have been doing and let them know how easy it is and how much fun you've had! Your support is greatly appreciated and we could not continue the work we do without you so **Thank You** for being so great!

How to run a Beetle fundraiser

Beetle makes a particularly good fundraising idea for children but the idea will work for all sorts of groups. A nice easy family fundraiser. To make money charge each player a set amount for their Beetle Sheet which only cost a few pence to print or buy. You will also have to provide a die and pencils for each table

Remembering the fundraiser's mantra -

"If you see a crowd sell 'em something"

Don't forget to then sell refreshments, hold a raffle and have a stall of other fundraising products for people to buy.



JOIN US FOR A FUN FUNDRAISING EVENT

**WOOD
GREEN**

The Animals Charity

Registered Charity No. 298348.

A GOOD OLD FASHIONED BEETLE DRIVE!

DATE

PLACE

TIME

COST

CONTACT

No previous experience needed and all ages welcome, as long as they can hold a pencil!





BEETLE DRIVE SCORE CARD – 12 rounds

The round ends when the first person in the room draws a beetle – if it is you shout “BEETLE” – the winner scores 14 points for that round.

Everyone adds up their score, 1 point for each body part.

If you have the highest score on your table, move to the table on your right, if you have the lowest score, move to the table on your left.

Remember – it doesn’t matter what your beetle looks like but you must draw the body before any body parts and the head before adding eyes and antennae.

| | | | |
|------|----|-------------|----|
| 1 | 2 | 3 | 1 |
| | | | 2 |
| | | | 3 |
| 4 | 5 | 6 | 4 |
| | | | 5 |
| | | | 6 |
| 7 | 8 | 9 | 7 |
| | | | 8 |
| | | | 9 |
| 10 | 11 | 12 | 10 |
| | | | 11 |
| | | | 12 |
| NAME | | TOTAL SCORE | |

We always want to know about what you have been doing to fundraise for us so please take lots of photo’s and send them to us at community@woodgreen.org.uk

*Your support is greatly appreciated and we could not continue the work we do without you so **Thank You** for being so great!*

BEETLE DRIVE SCORE CARD

6 rounds

**WOOD
GREEN**

The Animals Charity

Registered Charity No. 298348.



The round ends when the first person in the room draws a beetle – if it is you shout “BEETLE” – the winner scores 14 points for that round.

Everyone adds up their score, 1 point for each body part

If you have the highest score on your table, move to the table on your right, if you have the lowest score, move to the table on your left.

Remember – it doesn’t matter what your beetle looks like but you must draw the body before any body parts and the head before adding eyes and antennae.

| | | | |
|------|---|-------------|---|
| 1 | 2 | 3 | 1 |
| | | | 2 |
| | | | 3 |
| 4 | 5 | 6 | 4 |
| | | | 5 |
| | | | 6 |
| Name | | TOTAL SCORE | |

We always want to know about what you have been doing to fundraise for us so please take lots of photo's and send them to us at community@woodgreen.org.uk



Tell all your friends and family what you have been doing and let them know how easy it is and how much fun you've had! Your support is greatly appreciated and we could not continue the work we do without you so **Thank You** for being so great!

