

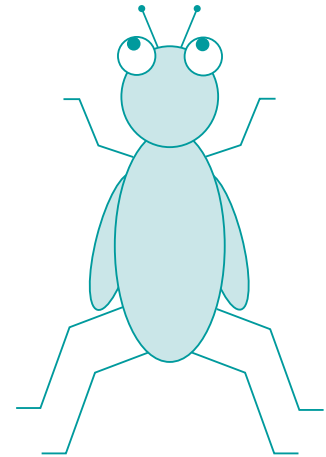
Wilfie's

# Beetle Drive



'Beetle' is a simple game of rolling dice and drawing a beetle, but when you run it as a beetle drive you add in the element of moving tables after each game.

Beetle drives are lively and fun, and a great way to raise funds. Here is everything you need to know about running your own beetle drive to raise money for St Wilfrid's Hospice.



## Setting up your beetle drive

**Equipment:** A beetle drive is a low-cost event to run. Make sure everyone has a pencil, a score sheet and a set of the rules (you can find these at the end of this document). You will also need a dice for each table.

**Ticket prices:** Sell tickets to attend the event. When deciding on the price think about whether you are including any food or drink, how many games you will play and what the prize is.

**Boost profits:** Run a raffle, seeking prize donations from local attractions, restaurants, etc. Or you could charge extra for refreshments or hold a bake sale alongside. Remember you will need a license if you want to sell alcohol.

**On the day:** Set up the tables and chairs, put scorecards, templates, a dice and pencils on the tables. Once everyone has arrived, explain the rules – maybe give everyone a practice round.

Start your beetle drive early – it always takes longer than you think! Each game will probably take around 10 minutes, but leave extra time for moving around and for refreshments, drawing the raffle and prize-giving.

Leave time at the end for adding up scores and sorting through the sheets to find the winner.

**Paying in your fundraising:** There are several ways to get the money you have fundraised to us. Find out more in our fundraising pack at: [stwhospice.org/fundraisingpack](http://stwhospice.org/fundraisingpack)

## Running your beetle drive

Number your tables and sit two to four players at each table. Each table needs one dice, a scoresheet for each person and a pen for each person.

The youngest player rolls the dice first. Play continues in a clockwise direction, with players throwing the dice in turn and drawing body parts of the beetle depending on the number they have thrown.

**Throw a six to draw the body,**

**Throw a five to draw the head,**

**Throw a four to draw the wings,**

**Throw a three to draw each leg,**

**Throw a two to draw an antennae,**

**Throw a one to draw an eye**

There are a total of 14 body parts to draw. You must draw the body before anything else, so you can't start until you throw a six. You must throw a five to draw a head before you can draw the eyes and antennae.

The first player from all the tables to draw a complete image shouts 'BEETLE!' and scores the maximum 14 points for that round.

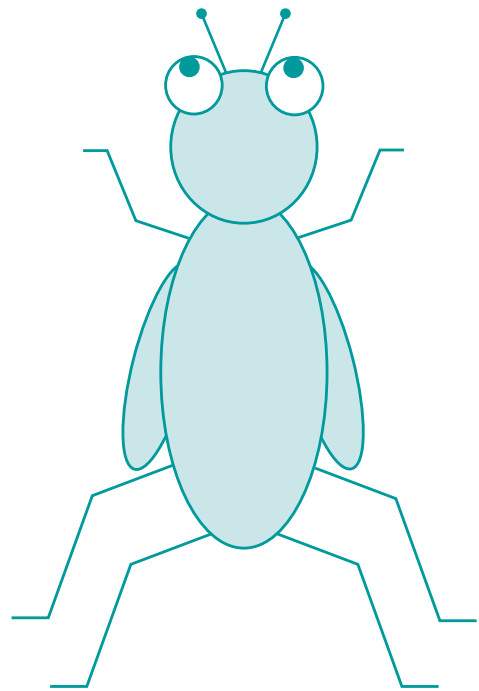
Everyone else counts up how many body parts they have drawn, and scores one point per body part.

The person with the highest score per round from each table moves up a table, e.g. if the winner is on table one, they move up to table two. The person with the fewest points in each round moves down a table, e.g. if they are on table six, they move down to table five. Table one moves down to the highest table number, and the winner from the highest table number moves up to table one.

Have as many rounds (or as few) rounds as you like. **At the end of the beetle drive, the winner is the person who has scored the most points from all the games added together.** If there is a tie, the players with the same number of points roll a dice – the highest number wins.

It can get a bit chaotic with everyone moving tables, but that adds to the fun! **Present the prizes, draw the raffle (if you're having one), count your takings and announce the amount raised.**

Well done, you've just run your first beetle drive.



**St Wilfrid's Hospice**

# Wilfie's Beetle Drive



## RULES OF THE GAME

### The basics

The aim of the game is to be the first player to draw a complete beetle. There are 14 body parts to draw, and they're each given a number:

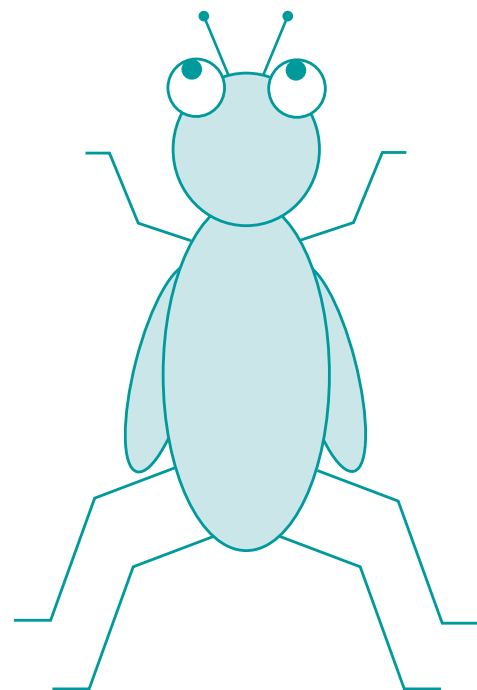
- **One** for an **eye** (two in total)
- **Two** for an **antenna** (two in total)
- **Three** for a **leg** (six in total)
- **Four** for a **wing** (two in total)
- **Five** for the **head** (one in total)
- **Six** for the **body** (one in total)

### Gameplay

There are four players on each table, with each one playing to finish their own beetle.

The youngest player rolls the table's communal dice first, then play continues clockwise, with the other players throwing the dice in turn.

Each player draws the body parts of their beetle depending on the number they've thrown. The body must be drawn before anything else, so players can't start until they've thrown 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, as long as it has the right parts.



The first player in the room 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.

### Moving around

After each round, the person with the highest score from each table moves up to the next table, e.g. the winner from table four moves up to table five.

The person with the least points from each table moves down a table, e.g. the lowest scorer from table six moves down to table five. Table one moves down to the highest table number, and the winner from the highest table number moves up to table one.

In the event of a tie, the two drawing players each roll a die. The person with the highest throw is the overall winner.

### Winning

At the end of the beetle drive, the winner is the person who has scored the most points over all the games added together.



St Wilfrid's Hospice

# Wilfie's Beetle Drive

## GAME SHEET

Name \_\_\_\_\_

DRAW YOUR BEETLES IN THE BOXES BELOW

1.

2.

3.

4.

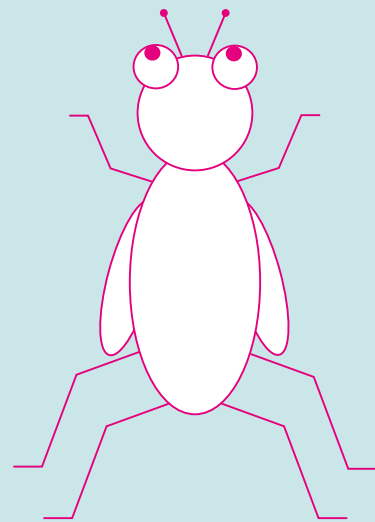
5.



6.

7.

8.

9.



-  **Eye** (two in total)
-  **Antenna** (two in total)
-  **Leg** (six in total)
-  **Wing** (two in total)
-  **Head** (one in total)
-  **Body** (one in total)

### SCORES

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

**TOTAL** \_\_\_\_\_



St Wilfrid's Hospice