**Booth Instructions**

1. Collect a transportation token.
2. Remember- check marks represent positive interactions and x's represent negative
3. No agency can cash/accept checks except for the bank.

**Chance Instructions**

**Chance**

The chance table was created to represent desperation that reentrants may feel after exhausting all of their resources. They may take a “chance” at committing a crime of their choice. The cards are placed on the table, crime side up, and they select from the card. They will either be successful in their crime or face the consequences of returning to jail.

Write down the names of the individuals that successfully took a chance. The police officers will periodically check with you and try to convince the participant to explain how they have so much money.

\*\*\*On the participant's Life Cards: 🗹 represents a good transaction

🗷 represents a negative transaction

\*\* It is not possible to predict every scenario that you may see. Please have fun with your role and keep in mind we want participants to understand the struggle associated with the return to society.

**Chance Inventory**

Please verify that all items are in your box.   
Contact a facilitator if anything is missing

* Ink Pen
* Chance Cards
* Notepad
* Lots of money (large bills)
* Name displays for table
* Instructions



If they complete a “Wild Card” at your booth, put a 🗹