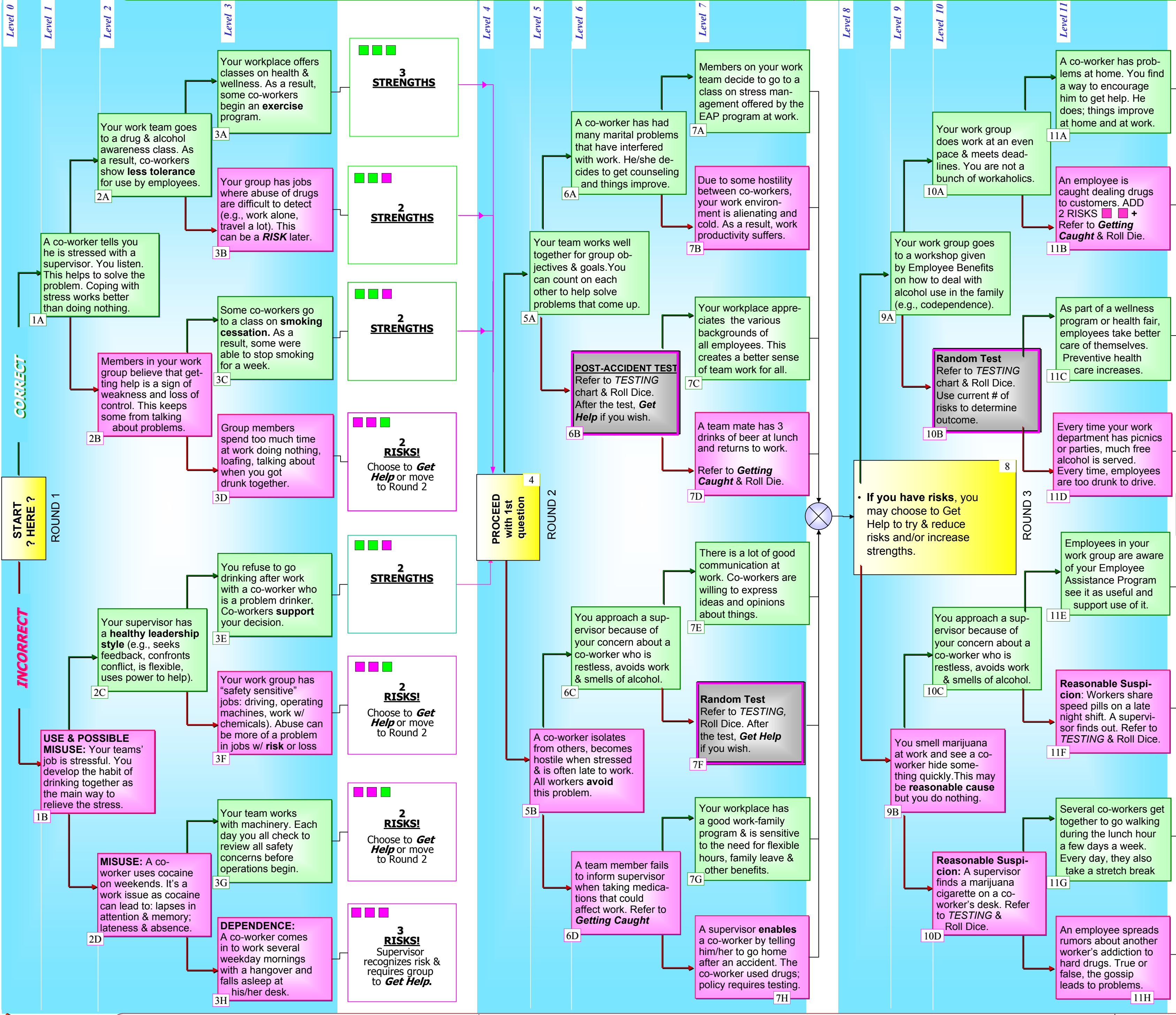


# STRENGTHS

## Getting Help ?

The group shows willingness to address problems (A Strength!). Roll one die to see outcome.

1	Aware of problems but too much resistance to getting help	Gain 1
2	Many co-workers support idea of getting help	Lose 1
3	Find alternatives for help (e.g., AA, EAP, religious)	Gain 2
4	Read/Listen to self-help book or tape	Lose 2
5	Go to EAP or counselor	Lose 1
6	As a result of counseling and self-help, you have good health!	Lose 2



## DRUG-TESTING

The chance of getting a positive test increases if your group has more risks than strengths!

Count your GREEN CHIPS (STRENGTHS)

Count your RED CHIPS (RISKS)

TOTAL RISK = RISKS - STRENGTHS

# OF TOTAL RISKS\*

SUM OF DICE	0	1	2+
2	Possible tampering Gain 1 Risk	Test Positive Alcohol Gain 2 Risks	Test Positive Drugs Gain 4 Risks
3	Test Negative	Test Negative	Test Positive Alcohol Gain 2 Risks
4	Test Negative	Lose 1 Risk	Test Positive Alcohol Gain 2 Risks
5	Test Negative	Lose 1 Risk	Test Positive Alcohol Gain 2 Risks
6	Test Negative	Lose 1 Risk	Test Positive Alcohol Gain 2 Risks
7	Test Negative	Lose 1 Risk	Lose 2 Risks
8	Test Negative	Test Negative	Employee uses alcohol shortly after accident Gain 1 Risk
9	Test Negative	Test Negative	Employee uses alcohol shortly after accident Gain 1 Risk
10	Test Negative	Test Negative	Employee uses alcohol shortly after accident Gain 1 Risk
11	Test Negative	Test Negative	Employee uses alcohol shortly after accident Gain 1 Risk
12	Test Negative	Test Positive Alcohol Gain 2 Risks	Violation Prescription Drugs Gain 3 Risks

TWO POSITIVE TESTS  
Receiving two positive tests (alcohol or drug) results in immediate loss and dismissal from game.

**WINNING**  
The team with the most strengths after testing for promotion wins the game

# RISKS

## Getting Caught ?

The group is at RISK! Roll one die to determine the outcome!!!

1	Employee Gets Help after co-worker encourages	Go to Get Help
2	Supervisor looks the other way or is won over by "hard luck" story	Add 1
3	Employee ignores warning from supervisor	Add 2
4	Employee denies problem exists & keeps using	Lose 1
5	Employee tests positive for alcohol (1 STRIKE!)	Lose 2
6	Refer to TESTING Chart & Roll Dice	Lose 2