

Ideal Network Party Games

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While it is a good idea to indicate to your guests ahead of time that a networking game will be the main party activity, they shouldn't know details about the game in advance.

Feel free to change game components to suit your group or design your own games.

Game 2: Speed Networking

Game Objective: A) To boost networking to a purposeful level and create an understanding that clarity of goal will produce bigger and better results. B) For every participant to leave with an "ideal connection."

Notes about this game:

Works well for guests who love to have fun, can work quickly, and can communicate and articulate well.

Plan on 1 ½ - 2 hours for social time and game. Adjust the times for socialization and the actual game as you feel is needed.

Works well for 10-14 guests. You need an even number of guests for this game. Your guests should be a mix of connectors, brainstormers, problem solvers, media contacts, creative entrepreneurs and publicity hounds. Guests should be unafraid to make phone calls, share from their networks, and should be willing to undertake challenges. If you decide to include yourself in this party –get someone to moderate the game.

Guests should bring their Rolodexes®, address books, or whatever organizational system they use to keep their regular or Ideal Network. Guests should also bring their cell phones in case they'd like to make instant connections. Guests should have their business cards with them.

What you need:

- Timer
- Name tags (with name and number you've previously assigned printed on it large enough to be well-seen.)
- Plenty of space for paired seating (one across from the other) to spread out and have their Speed Networking encounters without being too disruptive to others.
- Pens or pencils (enough for every guest)
- Copies for each guest of the list of participations with a block to the left of the name for check-marking.

Advance Preparation:

- Assign each guest a number beginning with "1."
- Prepare names tags for each guest with their assigned numbers

- Prepare guest lists with blocks for check-marking to the left of each name. (Enough for each guest to have a copy)
- Prepare poster with question: “What type of person or situation would make your life easier, better or more fun right now?” Post it somewhere visible before the party.

Event Agenda:

- The first 30-45 minutes is social time with refreshments.
- Have your guests wear the name tags you provide with their assigned numbers.
- When all of your guests have arrived, gather them and inform that the game being played that day has to do with the question on display so they should be considering that as they socialize. It can be a personal or business-related contact or even an opportunity they are looking for. Whatever their answer to the question, they will need to be prepared to give some details when asked for them.
- Before starting your game, have each guest briefly introduce herself and ask if they’ve read the book, “Who’s Hiding in Your Address Book?” and are familiar with *The Ideal Network System*. For those who aren’t familiar – give a brief idea of what the system entails and have your guests who have used the system indicate what successes they may have experienced in using the system.
- Have each of the odd-numbered people seated across from an empty seat.
- Begin the game by giving instructions for how the game is to be played. Use description below.

This is Speed Networking with the mission of mining the other guests for the connection or contact that is their answer to the question presented on the poster earlier. Each guest at this point should have the type of contact they wish clearly in mind.

The even-numbered guests will sit across from the odd numbered guests in order of lowest to highest. At 5-minute intervals (with the timer going off every five minutes), the even-numbered guests will begin rotating to the next highest odd numbered guest and around to the lowest until all guests have met. If you have 10 guests at five minutes for each rotation, this activity should take 25 minutes (because each guest interaction is a simultaneous exploration for contacts).

The objective for the 5 minutes is to question each other for details necessary to determine if each other has the contact or connection that is the focus of the question asked earlier. The five minutes is to be used just for information gathering -- to give emphasis to the point that being clear with exact and detailed requests will yield much better results. Offering descriptive details helps the “*Ideal Networker*” to access the right categories to secure the best results. Guests should have their networks handy to refer to.

The delivery of contact information will happen after the Speed Networking part of the game is complete.

Each guest will have a list of all of the participants and will put a check by the names of those guests that will likely have a contact for them. They can jot notes on the paper beside each name, also.

After the Speed Networking activity is complete, the host will call “time” and will instruct everyone to begin exchanging the networking referrals according to the checkmarks on their sheet. It is recommended that guests use the back of their business card to write the contact information for referrals.

***Have a special prize for the person who gives out the most contact referrals.**

