**Booth Instructions**

1. Collect a transportation ticket
2. Verify they have their IDs. If they don’t have all 3 IDs (State ID, Social Security, and Birth Certificate) you cannot help them.
3. Spread cards out and let them pick the one they want (remember to collect the card back from the participant)
4. If they present a wild card - keep the wild card and mark on their life card that they took care of it
5. Remember- check marks represent positive interactions and x's represent negative
6. No agency can cash/accept checks except for the bank.

**Court Instructions**

* Each person referred to you by Probation or Treatment should draw an action card. This card will tell them the consequences of their 🗷’s.
* If they go to jail, they must get their home chair and move into the jail area. They must sit there until they (or someone) posts bond for them – which is $50. If you have a repeat offender then you can raise the bond. If they go back to the halfway house they must move their home chair to that area – they can still do their normal activities from the halfway house.
* Some may get a wild card that says they have to pay a ticket – collect the amount on that card. Some wild cards will say “old warrant” and you can 1) dismiss this, 2) have them draw an action card, or 3) charge them $50 court cost and give them time served.
* The goal is to have several participants in jail by the end of week 4. So, during week 4 automatically send some to jail (no action card). There is NO BOND during week 4. This is to represent the recidivism rate (currently around 75% nationwide).

\*\*\*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.

**Court Box Inventory**

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

* Ink Pen
* Notepad for taking notes
* Money
* Action Cards
* Name display for table
* Instructions



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