



'Tugg Talks' Weekly Bulletin

Friday 11 August



TIMETABLE

Monday 14 Aug – Sunday 20 Aug

*GC Gumnut Cottage *TSC Tugg Seniors Centre

Day / Date	Time	Activity
Mon 14 Aug	9.30 am	Bolivia - GC
	9.30 am	Crafty Corner - GC
	9.30 am	Zumba - TSC
	10.00 am	iPad SIG - TSC
	10.30 am	Mov 4 Mem - TSC
	1.30 pm	Table Tennis - TSC
Tues 15 Aug	2.00 pm	Improvers Bridge - GC
	8.00 am	Active Ex – Men - TSC
	9.10 am	Active Ex – W – TSC
	10.00 am	LL Cycling Group
	10.00 am	Pool – Beginners - GC
	10.00 am	Bridge – Beginners - GC
Wed 16 Aug	10.30 am	Heart & Soul - TSC
	1.00 pm	Mah-jong – GC
	9.30 am	Cribbage – GC
	10.00 am	'Take 55' Movie Group
	10.00 am	Carpet Bowls – TSC
	10.00 am	10 Pin Bowling
Thurs 17 Aug	12.15 pm	Line Dancing-AB-TSC
	1.00 pm	K-nit 'n' K-natter – GC
	1.30 pm	Line Dancing-Beg -TSC
	2.45 pm	Line Dancing-Imp – TSC
	9.30 am	500 Cards- GC
	10.00 am	FH Working Gp - TSC
Fri 18 Aug	1.00 pm	Mah-jong – GC
	1.00 pm	Reading Group - TSC
	3.30 pm	Social Bridge – GC
	3.45 pm	Yoga - TSC
	9.15 am	Tai Chi – TSC
	9.30 am	Pitch n Putt
Sat 19 Aug	10.00 am	Cycling Group
	10.30 am	Seated Yoga - TSC
	11.45 am	Sit n Be Fit – TSC
	12.00 pm	Learning Circle – TSC
	2.00 pm	Carpet Bowls - TSC
	1.30 pm	Games Afternoon - GC
Sun 20 Aug	9.20 am	Discover Canberra WG

CLUB CLIPBOARD!



'TAKE 55'

MOVIE/COFFEE GROUP

Wed – 16 August – 10.00 am

There was another nice coffee meetup on Wednesday, with a few people staying for lunch. We all enjoyed a lively chat and companionship.

Not many movies around at the moment, so we will meet again at the Vikings Club, Tuggeranong at 10.00 am on Wednesday 16 August. Everyone is welcome to come and join us. We will be behind the fish tank!

Pam Hall



CLUB CLIPBOARD!

FAMILY HISTORY WORKING GROUP



Thursday – 17 August – 10.00 am

The Family History Working Group will be meeting next Thursday 17 August, as usual in the Parkview Hall at 10.00 am.

This is the small group which aims to help each other with family history ideas, problems and hopefully solutions.

Bring along your laptop or tablet if you have one and whether you are an experienced family historian, a beginner or just interested, please feel welcome! *Liz Dean*

GAMES AFTERNOON

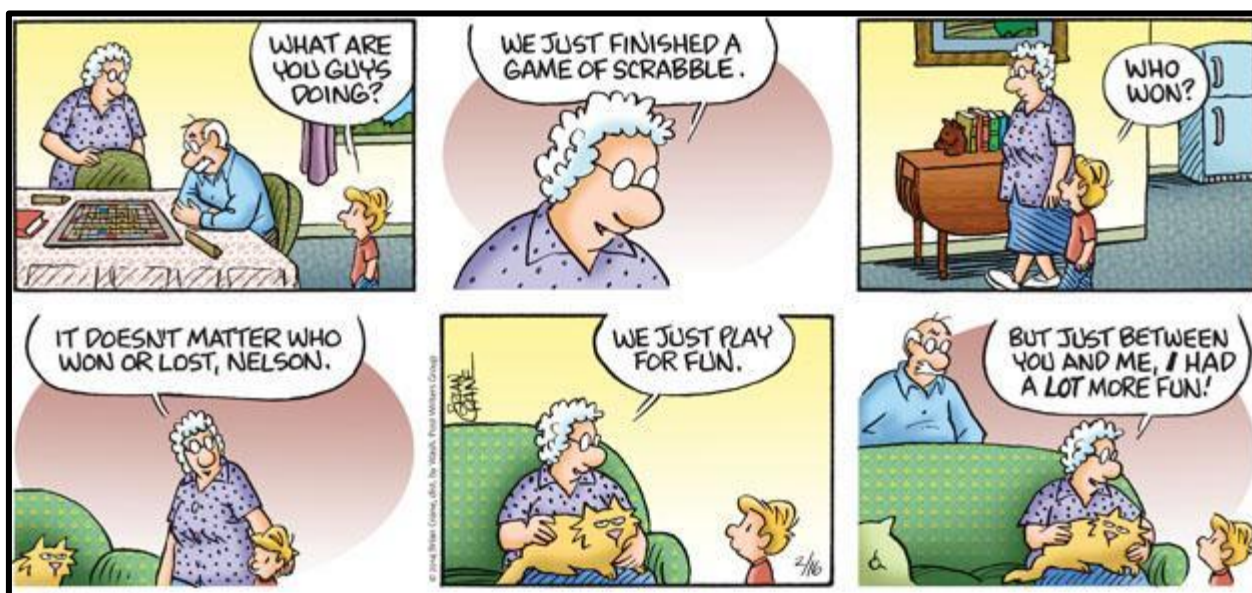


Sat – 19 August – 1.30 pm

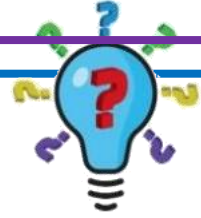
Would you like to drop-in for a fun afternoon to play old favourite card or board games, learn a new game or put together a jigsaw?

This is an informal, social get together to enjoy a game of Uno, Rummikub, Up Words, Tri-Ominos or one of several other games members bring along. We generally do not play games which are regularly held during the week.

It is also a chance to make new friends and learn new skills. Why not bring along a favourite game you wish to play or even teach. Afternoon tea is provided, and contributions are always welcome. *Anne Meade*



CLUB CLIPBOARD!



OUR NEXT FUN TRIVIA QUIZ SUNDAY 27 AUGUST

The countdown continues with our next trivia quiz just three weeks away. Phil and Rob will be asking questions on a wide range of subjects to get the grey matter going and at the same time to have a bit of fun. If you are new to the club, we usually hold our trivia quizzes every two months and recently introduced the concept of having guest quiz masters to add a bit of variety to our quizzes. Our normal format is to have eight rounds each of ten questions as well as a table quiz sheet that teams can work on between rounds while the scores go up on the board. There may also be a few bonus questions where an individual team member can win a prize for themselves. If the guest quiz master wishes to vary this format, then it is entirely up to them.

As a bonus we have a couple of door prizes to give away, chocolates for everyone and a great afternoon tea. Each of the winning team members will receive one of our special "Smartie Pants" certificates plus a couple of other goodies.

Teams are usually comprised of up to six members and you can form a team with your friends and family or just come along and join a team with your fellow club members. There are always plenty of spare spots and everyone is welcome, and bookings are not necessary.

We start at 2.00 pm and usually finish around 4.00 pm. So, if you are one of our regular or not so regular attendees or maybe you have not joined us previously, we hope that you are able to come along to our next Sunday trivia quiz for a fun and friendly afternoons activity. So, pencil in Sunday 27 August into your diary and incidentally, the entry fee is only \$5.00 per member.

Norm Swanwick for the trivia team.



Seniors Technology Assistance is back in business!

Senior Geek is Garry Owen is back to support you, albeit subject to availability given his travels between Canberra and Batemans Bay.

He can, however, often support you by "remote dial-in" and he will be organising a Tech Talk Saturday ZOOM Session soon.

For more information: <https://seniorstech.com.au/>

"May the Tech be With You!"

Ecclesiastes 3:1-8

TALKING TRIVIA!



The Club holds each month, a **Games Afternoon** where a variety of board games are played.



MONOPOLY

Monopoly has been a popular game for many generations and often the cause of many a family 'discussion'! Over the years the production of the game has been extended to different editions including in 2019, a limited Braidwood Monopoly (500) as a fundraiser and in 2020 an Australian Community Relief Monopoly featuring towns effected by COVID with \$5 from each sale going to Red Cross.

Two more local editions are in the pipeline, Goulburn (another fundraising effort) and our own Canberra edition. You can have a say in what destinations you would like to see on the Canberra board; Suggestions to the [Canberra Monopoly Facebook page](#) or by emailing info@winningmoves.com.au

But do you know the history of this popular game? It might surprise you!

ORIGINALLY DESIGNED TO TEACH INCOME INEQUALITY

In the 1930s, at the height of the Great Depression, a down-on-his-luck family man named Charles Darrow invented a game to entertain his friends and loved ones, using an oilcloth as a playing surface. He called the game Monopoly, and when he sold it to Parker Brothers, he became fantastically rich — an inspiring tale of homegrown innovation if ever there was one.

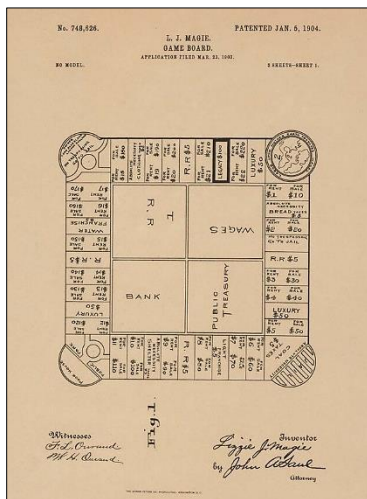


Some of the game's early tokens doubled as Crackers

Or is it? Monopoly's story really began decades earlier, with an all-but-forgotten woman named Lizzie Magie, an artist, writer, feminist, and inventor.

Magie worked as a stenographer and typist at the Dead Letter Office in Washington, D.C., a repository for the nation's lost mail. But she also appeared in plays and wrote poetry and short stories. In 1893, she patented a gadget that fed different-sized papers through a typewriter and allowed more type on a single page.

And in 1904, Magie received a patent for an invention she called the Landlord's Game, a square board with nine rectangular spaces on each side, set between corners labelled "Go to Jail" and "Public Park." Players circled the board buying up railroads, collecting money and paying rent. She made up two sets of rules, "monopolist" and "anti-monopolist," but her stated goal was to demonstrate the evils of accruing vast sums of wealth at the expense of others. A firebrand against the railroad, steel, and oil monopolists of her time, she told a reporter in 1906, "In a short time, I hope a very short time, men and women will discover that they are poor because Carnegie and Rockefeller, maybe, have more than they know what to do with."



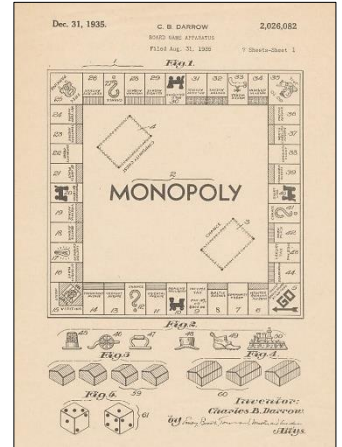
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MONOPOLY (continued)

The Landlord's Game was sold for a while by a New York-based publisher, but it spread freely in passed-along homemade versions: among intellectuals along the Eastern Seaboard, fraternity brothers at Williams College, Quakers living in Atlantic City, writers and radicals like Upton Sinclair.

It was a Quaker iteration that Darrow copied and sold to Parker Brothers in 1935, along with his tall tale of inspired creation, a new design by his friend F.O. Alexander, a political cartoonist. They added things like the iconic red car on the free parking square and red arrow on the Go square, as well as the classic illustrations of black locomotives for the railroads.



Magie, by then married to a Virginia businessman (but still apparently a committed anti-monopolist), sold her patent to Parker Brothers for \$500 the same year, initially thrilled that her tool for teaching about economic inequality would finally reach the masses.

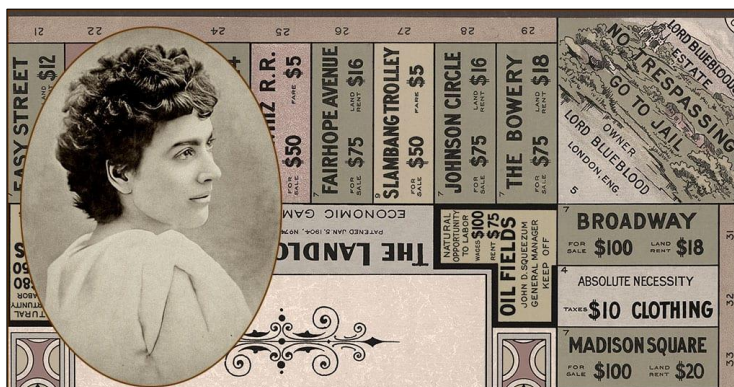
Well, she was half right.

Monopoly became a hit, selling 278,000 copies in its first year and more than 1,750,000 the next. But the game lost its connection to Magie and her critique of American greed, and instead came to mean pretty much the opposite of what she'd hoped. It has taught generations to cheer when someone goes into bankruptcy.

Since Hasbro bought Parker Brothers in 1991, the company has taken a different approach to the Monopoly Game and the number of difference versions has exploded. Parker Brothers only ever released two versions at a time, whereas now there are thousands available to buy.

Monopoly has also become a staple of pop culture, appearing in everything from *One Flew Over the Cuckoo's Nest* and *Gossip Girl* to *The Sopranos*. You can play it on your iPhone, win prizes by peeling game stickers off your McDonald's French fries, or collect untold "Banana Bucks" in a movie tie-in version commemorating Universal's *Despicable Me 2*.

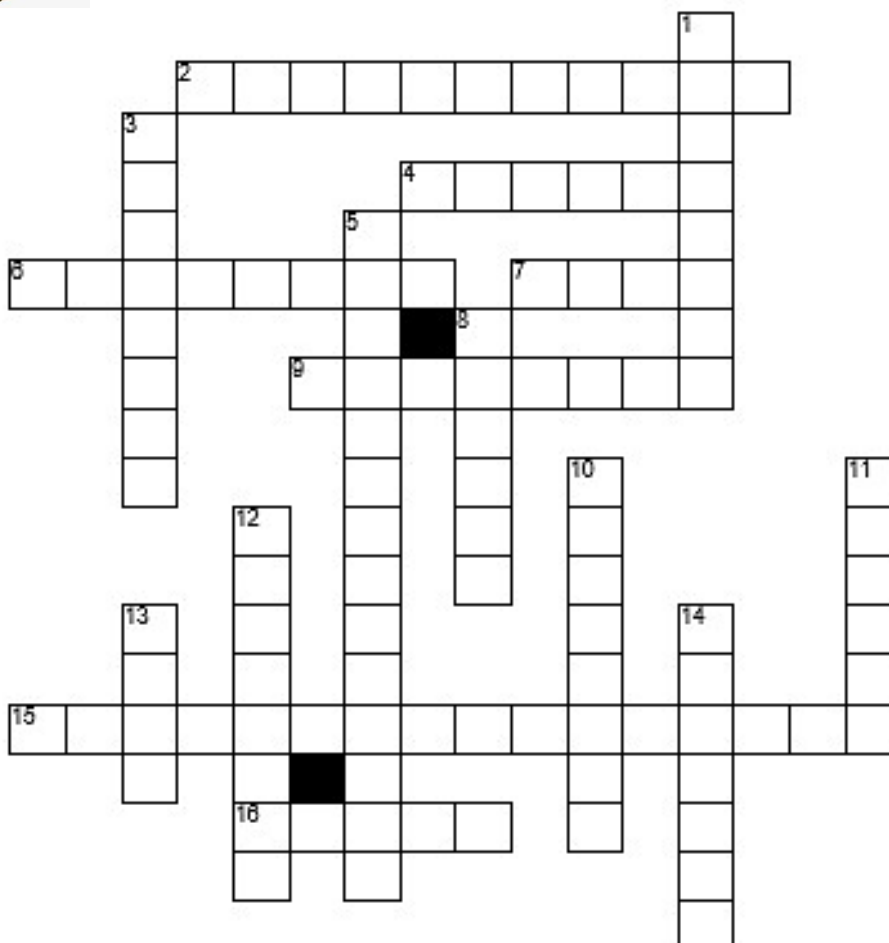
As for Magie, in the 1940 US census, taken eight years before she died, she listed her occupation as a "maker of games." In the column for her income she wrote, "0."



TALKING TEASERS!



Board and Card Games



ACROSS

2. Tearing hair out?
4. Colonel Mustard in the library with a rope?
6. Bit of a breeze in here?
7. Anagram of 'loud'?
9. A drink that's strange
15. Vipers and steps?
16. A game of pawns

DOWN

1. One only, property dealing?
3. Scratch around to make words?
5. Unclothe the knave?
8. A span over the water
10. Sounds a bit like 'cabbage'
12. Seldom found in women, never in men!
13. Uh oh, the elastic's broke!
14. A single lady (getting on in years!)

Answers in Next Week's Bulletin