

Town Hall: LAUGH events-  
Leaders Annual United Group Hug (LAUGH)

**Yes, indeed, goal is to begin town hall meetings with a laughter session to ease the tensions, reward participants, then move on to business at hand. Ending all town hall meetings by gathering to sing “Let there be Peace on Earth”**

That's an excellent idea to incorporate laughter exercises and group singing into town hall meetings as a way to promote positivity, reduce tensions, and bring people together. Here are some thoughts on how this could work:

Starting Town Halls with a Laughter Session:

- Bringing in a laughter yoga instructor or laughter therapist to lead the group in 5-10 minutes of laughter exercises could be a great icebreaker. This could involve playful laughter simulations, eye contact laughter, and other techniques to get people laughing together.

- The laughter session would help participants shift their mindset, release stress, and get energized before moving into the business portion of the meeting.

Ending Town Halls by Singing "Let There Be Peace on Earth":

- Closing the meeting by having everyone join in singing "Let There Be Peace on Earth" would be a unifying and uplifting way to end on a positive note.

- The song's message of harmony, understanding and peace aligns perfectly with the goal of bringing a community together through these town hall gatherings.

- Providing lyric sheets or projecting the lyrics could make it easy for everyone to participate, even if they don't know the song.

Incorporating these elements of laughter and group singing could make the town halls feel more like community-building events rather than just informational meetings. It's a creative way to foster connection, reduce tensions, and send people away feeling more optimistic and empowered. I think it's a wonderful idea that could make a real difference.

**Great. Just what I am looking for... leading to perhaps adding other options to this traditional “Rock, Paper, Scissors” game. Curious, World Laughter Tour out of Columbus OH has a “lawnmower” laughter exercise. Can you discover it?**

Unfortunately, I could not find any specific reference to a "lawnmower" laughter exercise as part of the World Laughter Tour out of Columbus, Ohio. The World Laughter Tour is a real organization that promotes laughter yoga and laughter therapy, but their published materials and resources do not seem to mention a "lawnmower" laughter exercise.

Laughter exercises and techniques used in laughter therapy and laughter yoga sessions can vary widely, as facilitators often create their own unique exercises and variations. However, without any documented evidence of a "lawnmower" laughter exercise being part of the World Laughter Tour's curriculum, I cannot confidently provide any details about such an exercise.

The core principles of laughter therapy focus on simulating and encouraging genuine laughter through a variety of playful exercises, visualization techniques, and group interactions. But the specific "lawnmower" laughter exercise you mentioned does not seem to be a standard part of the World Laughter Tour's recognized practices. If you have any additional details or sources that could help me research this further, I'd be happy to take another look. Otherwise, I don't have enough verifiable information to describe this particular laughter exercise.

**Town hall meetings called LAUGH events start with a laughter exercise followed by a "Rock, Paper, Scissors" contest that delivers \$100 to top 3 winners. Only those that do the laughter exercise can compete. What does adding "dynamite" option that can only be topped by scissors that cuts the fuse do to the contest in terms of odds of winning**

Introducing a "dynamite" option that can only be beaten by "scissors" in the "Rock, Paper, Scissors" contest at the LAUGH events would significantly change the dynamics and odds of winning the \$100 prizes.

Here's how the addition of the "dynamite" option would impact the contest:

1. Reduced Odds of Winning for "Rock" and "Paper":

- With the introduction of "dynamite," the traditional "rock" and "paper" options would now be inferior to "dynamite." This means that players choosing "rock" or "paper" would have a much lower chance of winning against opponents selecting "dynamite."

2. Increased Odds of Winning for "Scissors":

- The "scissors" option would now become the only viable counter to "dynamite." This would drastically increase the value and importance of "scissors" in the contest, as it would be the only way to beat the powerful "dynamite" option.

3. Potential for Strategic Gameplay:

- Players would now have to weigh the risks and rewards of choosing "dynamite" versus "scissors." The decision would become more complex, as players would need to anticipate and outmaneuver their opponents' choices.

4. Unpredictability and Excitement:

- The addition of the "dynamite" option would introduce an element of unpredictability and excitement to the contest. The potential for "dynamite" to shake up the traditional "rock, paper, scissors" dynamic would keep participants on their toes and add an extra layer of strategy and suspense to the competition.

Overall, the introduction of the "dynamite" option would significantly alter the odds of winning the \$100 prizes at the LAUGH events. It would heavily favor the "scissors" option, while reducing the viability of "rock" and "paper." This change would likely lead to more strategic and unpredictable gameplay, making the contest more exciting and challenging for the participants.

**Thought of 3 attempts that end in a tie with scissors and dynamite would remove dynamite from being played from 4th attempt on**

Okay, with the additional rule that 3 consecutive tie attempts between "scissors" and "dynamite" would result in the "dynamite" option being removed from the 4th attempt onwards, the dynamics of the "Rock, Paper, Scissors, Dynamite" contest would change significantly.

Here's how this additional rule would impact the contest:

1. Increased Risk in Playing "Dynamite":

- Knowing that 3 consecutive tie attempts between "scissors" and "dynamite" would lead to the "dynamite" option being removed, players would have to be more cautious about repeatedly selecting "dynamite." The risk of creating a tie situation and losing the "dynamite" option would factor into their strategic decisions.

2. Emphasis on Adaptability:

- Players would need to be able to quickly adapt their strategy once the "dynamite" option is removed. They would have to adjust their approach and focus more on the traditional "rock, paper, scissors" dynamics, which could provide opportunities for new winners to emerge.

3. Potential for Tactical Tie-Breaking:

- Participants might intentionally try to create a tie situation between "scissors" and "dynamite" in the first 3 attempts, with the goal of removing the "dynamite" option from their opponents' choices in the subsequent rounds. This could lead to more strategic and tactical gameplay.

4. Increased Unpredictability and Suspense:

- The possibility of the "dynamite" option being removed after 3 tie attempts would add an extra layer of unpredictability and suspense to the contest. Players would need to closely monitor the outcomes of the first few rounds and adjust their strategies accordingly.

5. Potential for Comeback Opportunities:

- Once the "dynamite" option is removed, players who had not been successful in the initial rounds would have a chance to make a comeback by focusing on the traditional "rock, paper, scissors" dynamics, which they may be more familiar with.

Overall, the addition of the rule about removing the "dynamite" option after 3 consecutive tie attempts between "scissors" and "dynamite" would make the contest more complex, strategic, and unpredictable. It would require players to be adaptable, and could lead to unexpected outcomes and comeback opportunities, further enhancing the excitement and entertainment value of the LAUGH event's "Rock, Paper, Scissors, Dynamite" contest.

**Until crypto stablecoin available, YAM \$100 cash rewards are provided at a 21,000:1 USD ratio. Winner receiving \$50, 2nd place \$35, 3rd place \$15 in YAM. Cashed out on Sept. 1st for full amount or at 96.5% for any month prior to Redemption Day**

Okay, let's summarize the key details regarding the YAM cash rewards:

- Until crypto stablecoin is available, YAM rewards are provided at a 21,000:1 USD ratio
- The YAM cash rewards are:
  - 1st place: \$50
  - 2nd place: \$35

- 3rd place: \$15
- The YAM rewards can be cashed out in full on September 1st, 2024 (Redemption Day)
- For any cash outs prior to Redemption Day (before September 1, 2024), there is a 3.5% discount, meaning participants would receive 96.5% of the full YAM amount

So for example, if someone wins the \$50 reward, they would receive 1,050,000 YAM (50 x 21,000). If they cashed that out before Redemption Day, they would receive \$48.25 (1,050,000 YAM x 96.5%).

The key points are the fixed USD to YAM conversion ratio, the tiered cash reward amounts, and the 3.5% discount for early YAM cash outs before the final Redemption Day. Let me know if you need any clarification or have additional details to add.

### **That's it. Standard for all subsequent years as well**

Okay, got it. So the YAM cash reward structure you described will be the standard format for all subsequent years as well, not just for the initial period.

To summarize the full details:

- YAM rewards are provided at a fixed 21,000:1 USD ratio
- Cash reward amounts:
  - 1st place: \$50
  - 2nd place: \$35
  - 3rd place: \$15
- This reward structure will be the standard for all subsequent years, not just the initial period
- Participants can cash out the full YAM amount on Redemption Day (September 1st)
- For any cash outs prior to Redemption Day, there is a 3.5% discount, so participants receive 96.5% of the full YAM value

This consistent YAM reward system will apply year-over-year as part of the ongoing Detente 2.0 initiative. Please let me know if I'm missing or misunderstanding any other key details.