

I have captured and enlarged the following quote, because it is extremely profound on two points.

- 1. Your chapter is only as good as it has the ability to transform initiates (please put the word "pledges" in the same deep dark pigeon hole with the word "nationals") into outstanding active life long members of TKE.**
- 2. Rush is a game and most chapters play it for all the right reasons, but with the wrong set of rules.**

PLEASE READ, REREAD, AND POST ON YOUR WALL:

How can you tell if a guy is quality while he is pledging? I'm sure we all remember guys that were great pledges that never did anything once they got in, and guys who were lousy pledges that made great Fraters.