

HOW CAN COLOR WARS BENEFIT MY CLUB?

1. Sportsmanship

- a. When I first started Color Wars, I learned that a number of members do not understand good sportsmanship. When another member succeeded, they did not know how to support and congratulate. When another member failed to reach a goal, they did not understand how to inspire and uplift. Color Wars teaches members how to become positive, caring, and uplifting. Members are incentivized to utilize good sportsmanship by receiving team points for displaying it.

2. Teamwork

- a. Members learn how to become members of a team. They have to work together to achieve goals. They learn to compromise and support one another.

3. Interaction

- a. Often, Clubs divide members into different age groups for the purposes of programming and safety. Rarely do members get to interact with members outside of their age range. Color Wars give members the chance to interact and work with members they normally would not in a safe, supervised environment. Older members learn leadership skills and learn how to help younger members.

4. Club Pride

- a. When I first started Color Wars at my Club, there was a real lack of Club pride. Kids would say, "Yeah I attend this Unit or that Unit..." but there was no pride or passion behind it. Members did not understand the history of the Club and they did not look at it as a place to call their own. Color Wars allowed members to take ownership over the Club and be proud to represent their Unit.

5. Unity

- a. Through Color Wars, members learn how to come together and compete. Staff learn how to form bonds with different members. Staff members also become closer as they developed ideas and plan activities for Color Wars. Teams become one.

6. Discipline

- a. Discipline was always an issue at my past Clubs. Color Wars provides different expectations and an understanding among members. For example, when members win Member of the Week, Member of the Month or Staff of the Month, they receive points for their Color War team. When members follow directions and exhibit club characteristics, they receive points for their teams. When members are late during switch time or do not follow directions, they lose Color War points. Overall, Club members take ownership of their Club and team and at each Club I have implemented this program, discipline issues have decreased substantially.

7. Fun

- a. Self-explanatory! Kids get to compete, learn and have a ton of fun! You might find out that a certain way to run Color Wars does not work for your Club...change it up. Add or subtract things in this packet to make a fun, memorable experience for members