-MEMBERSHIP OLYMPICS-

Game One - Appoint a Club Membership Chair
Appoint a Club Membership Chair

Game Two - Define Club Membership Goals
Enter club membership goals in Rotary Club Central

Game Three - Survey Your Club Members
Conduct a survey of your club members using RI assessment tools

Game Four - Engagement Activity
Organize a membership engagement activity that supports personal growth, leadership development, service, or networking opportunities

Game Five - Retention Workshop
Hold a workshop to address your club and member needs

Bonus Rounds
Game Six - Sponsor or nurture a new Service Companion Club or Rotary Club

Game Seven - Club Membership Chair completes the Club Membership Committee' Basic Learning Plan in the Rotary Learning Center

Rotary

Membership Olympics Set-up

Webpage(s) needed to present the flyer. It's a good idea to have a scoreboard page where Clubs can follow their progress. This page should be part of the website menu navigation.

Make a list of each game level: Describe the action needed to finish the game (send in a certficate, fill out this form etc.) and provide a link to submit. You can choose between an email or a form for the link.

*   Using Jot Form is a great way to store your information. Jot Form offers 5 free forms and it's easy to create them.

Compile resources: Include resources or tips/tools that will aid in finishing the game.
o A site page has a side bar that can be accessed.
o For example – Taking a Course at the Learning Center is the Game – place a link to the Learning Center

Olympic Rounds
• Game One – Appoint Membership Chair. Send the name of your Membership Chair to the District Membership Chair.

• Game Two – Define Membership Goals. Utilize the clear membership goals from Rotary Club Central to generate a form to assist Clubs in specifying its aims. Include the name of the person submitting the form, their email address, and the name of the Club.

• Game Three – Survey Your Club Members. Use Rotary International's surveys and assessments to gain insight into the status, composition, needs, wants, and wishes of your club members.

• Game Four – Member Engagement. Design a form to gather the information or write out the details that you would like collected plus a submit link. For example, Name of person submitting, email address, Club name, kind of event, day of the event, Event explanation.

• Game Five – Membership Retention. Design a form to collect the necessary information, or list the details you want to be collected and include a submit link. For example, the Name of person submitting, email, Club name, type of workshop and the day of the event.

Bonus Rounds
• Game Six – New Club Formation. Design a form to collect the information or list out the details that you want to acquire with a submit link. For example, the name of the person sending, their email, the Club name and the name of the new Club, plus the status of that Club.

• Game Seven – Learning Center. Develop a form to get the details you are asking for or include the info you need with a submit link. Upload the certificates, such as from Club Name, Person, and Course Taken.

Marketing Recommendations:
• Article for newsletter – every quarter about your Membership Challenge
• Email Marketing Campaign – email every quarter to remind chairs of the Challenge