

The FUN! Committee

Jerry Smith, Morrilton Chamber of Commerce

improve the overall success of the Chamber of Commerce by insuring that having fun is **part of everything associated with the organization**

The FUN! Committee

- facilitates fun happening; it doesn't make it happen
 - brainstorms and plans - doesn't drive fun things happening
 - helps create environments for laughter and fun
 - Fun committee customers:
 - Committee chairs
 - Event leaders
 - Funnies (associates of the FUN Committee)
 - Participants (committee members, general public)
 - Staff

The FUN! Committee

- committee maintains an **inventory of fun tools**
 - Physical – For example, listening enhancers, balloons, energizers
 - Other
- For fun to happen it should **not depend on the direct on-site involvement** of members of the FUN Committee
- committee **evaluates to learn** how things could be more fun

The FUN! Committee

- committee *works closely with* the Personnel Committee, Events Committee, Hospitality and the Membership Committee
- Fun is something *unexpected*
 - A *graphic* on the Chamber entrance
 - A *unique way of meeting people*
 - Minutes of a meeting on *multi-colored paper*
 - *Listening enhancers* on the table
 - A *group sing*

The FUN! Committee

- Fun is
 - an **ambience** – when you walk in the room, it just feels *fun*.
 - **physical** – “Everybody stand up and on 3, point north!”
 - **visual** – A T-shirt that makes you laugh

The FUN! Committee

Four Reasons to Include *fun!* in Chamber of Commerce Activities

1. Promotes **Inclusion**
2. Addresses **Multiple Intelligences**
3. Restores **Energy**
4. Propels **Social Change**

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"Rex, come here and mark your territory."

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- Volunteering is, by definition, *a leisure time activity*.
- So the choice we're asking people to make is whether to do volunteer work or play golf, see a movie, or just plain rest.

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- made a mistake patterning volunteering on *the work model* (notice we even say “volunteer work”).
- Perhaps, we ought to use the *recreation model* instead.

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"Let me put my husband on. He's in charge of all our bad decision-making."

The FUN! Committee

- Do people need more work in their lives, or more play?
 - *The human race has one really effective weapon, and that is laughter.* -- Mark Twain
 - *Laughter gives us distance. It allows us to step back from an event, deal with it and then move on.*
-- Bob Newhart

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- Laughter really is **the best medicine**.
 - Look at the healing work of Dr. **Patch Adams** and his *Gesundheit!* Institute
 - think of **how much easier** it would be to recruit volunteers to spend a few hours **smiling**.

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- What our communities need is **elbow grease**
 - The **reward along the way** to the goal
 - So is making new **friends**, feeling **satisfaction**, improved physical **health**, and all the other perks of volunteering.
 - We ought to revel in it!
- *Laughter is **the closest distance** between two people . -- Victor Borge*

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- We aren't competing amongst other volunteer opportunities or organizations;
 - we're competing against time spent with loved ones, time spent on hobbies and more.

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- Be eccentric and start
 - a **sing-a-long** during a long painting project.
 - Turn up a radio and **dance with children** while providing child care.
 - **Start a race** between volunteers stuffing envelopes for a mailing.

The FUN! Committee

- Humor is often the glue that supports
 - team formation and effectiveness
- Remember the joy that laughter can bring
 - *psychologically*
 - physiologically
 - *spiritually*
 - emotionally

The FUN! Committee

- Humor is so important to *keep our spirits up*
- people need lots of opportunities to laugh (and even celebrate) or they will *fade away* from the volunteer experience

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- With fun comes creatiVity and creativity opens doors to new ideas and ways to be innovative with your volunteer team and paid staff.

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