

How to be Mood Makers

As the head of your organization , you set the tone for the meetings. Your attitude towards each meeting will influence the rest of the chapter members for the evening. If you are discouraged, your membership will be discouraged. You must find ways to be excited for each meeting and thus others will be excited to follow. It is important to remember your inspiration (your reason for being in the group) and encourage others to find theirs as well.

1. Find a way to make **yourself** excited for the meeting.
 - a. Plan to try something new that excites you
 - b. Find something inspirational to share at ‘Good of the Order’
 - c. Greet members during ‘introductions’
 - i. Ex: poem, fun facts, or corny jokes
 - d. Prepare a game or surprise gift to raffle off after the meetings
 - e. Listen to upbeat music to set your mind in the right mood
2. Learn to change your language from “Can’t” to “Can Do”
 - a. Instead of: “It will never work.”; try: “We’ll give it a try”
 - b. Instead of: “We are understaffed; try: “We are few, but mighty!”
 - c. Instead of: “Let someone else deal with it; try: “I’m ready to learn something new.”
 - d. Instead of: “We failed”; try: “We’ll do better next time”
3. Involve the membership
 - a. Ask members for their help and guidance
 - i. Ask them how they would handle the situation
 - ii. What do they think we should do to improve
 - b. Allow their creativity to shine (Delegate simple tasks)
 - i. Assist with after meeting refreshments
 - ii. Plan the next fundraiser
1. Allow them to take charge
4. Plan the meetings to be productive

- a. Do not add unnecessary business to the meetings
 - i. Try to get through the business that you already have expeditiously
- b. Plan for the meeting to be worthwhile
 - i. Do not hold a meeting without purpose and do not waste people's time

5. Encourage

- a. Fully listen to their ideas
- b. Ask questions to inspire their idea
- c. Encourage them to improve on their idea
 - i. The sky is the limit
 - ii. You are only limited by your own imagination
 - iii. BELIEVE IN YOURSELF AND OTHERS