VOLUNTEERS!



VOLUNTEERS! The name of the game today!

According to a recent survey, 52% of all Americans volunteer their time for at least one hour a week. This sounds impressive, but, today, it is not enough. More and more the responsibility for meeting local needs is being placed with the local community itself.

Now FOUR-ONE-ONE presents VOLUN-TEERS!, a game that was developed by Harriet L. Kipps, a well-known figure in the volunteer community (especially for the publication, GREEN SHEETS).

VOLUNTEERS! enables each player to "become" a concerned community which tries to pull together all of the components of a good volunteer program, whether it be in a city, town, village, or even a "crossing."

It helps to soften one of the problems in working relations of volunteers and paid staff (the conception that a "volunteer can do no wrong"). VOLUNTEERS! has built-in pitfalls that can lead to "Mismanagement" and the possible loss of the program to the community.

The popular symbols used in the GREEN SHEETS publication "come alive" in VOLUNTEERS! to help the community identify its needs. The box cover and game board of VOLUNTEERS! are covered with photos of reallife volunteer situations across the country, making the game a fascinating and warm gift for volunteer recognition events, staff, and community leaders, as well as the training tool that was requested of FOUR-ONE-ONE by the volunteer community.



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