

CLUB AND SOCIETY OF THE MONTH CRITERIA

Club and Society of the month is an opportunity for the VP of Student Activities to award individual Clubs and Societies for their work and dedication each month.

The VP Student Activities will nominate 3 Clubs and 3 Societies each month and there will be one Club winner and one Society winner, these will be announced during Play at Mode on Wednesday night.

Below is the criteria for how Clubs and Societies will be recognised for the award each month.

SPORTS CLUBS

- Charity Fundraiser (not just for the amount raised)
- Collaboration with other Club (or Society) for an event or fundraiser
- Winning of a tournament or a run of games
- Volunteered as a Club or active involvement in the Community
- Regular attendance at SU meetings (#TeamWorc, Inclusivity Rep Catch Ups, Chair Catch Ups)
- Held a successful event or run a successful trip
- Increased membership/participation
- Submitted to the VPSA or Marketing Team, highlights from BUCs Games/Training/Competitions or other key activities
- Demonstrated as a committee an active approach to ensure activities and events being organised are attractive to a diverse range of members.

SOCIETIES

- Charity Fundraiser (not just for the amount raised)
- Collaboration with other Society (or Club) for an event or fundraiser
- Volunteered as a Society or active involvement in the Community
- Regular attendance at SU meetings (#TeamWorc, Inclusivity Rep Catch Ups, Chair Catch Ups)
- Held a successful event or run a successful trip
- Increased membership/participation
- Submitted to the VPSA or Marketing Team, highlights from Society session/event/activity
- Demonstrated as a committee an active approach to ensure activities and events being organised are attractive to a diverse range of members.

The above criteria is a brief guideline for how the VP Student Activities will make their decision, please be aware that other factors, such as awards received, additional activities, and special achievements will be taken into account.