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Issue 6

## Risk Management Assessment Tier System

You likely noticed on your chapter financial statements from the General Fraternity a charge labeled “Risk Management Assessment.” Well, what is the risk management assessment?

The Fraternity’s insurance program is paid for by our undergraduate chapters through the risk management assessment. Each chapter is assigned to a tier level based on their recent risk-related history (i.e. has the chapter violated the *Risk Reduction Policy and Guidelines* in the last academic year?). For those chapters that have not had any recent risk-related infractions, they are placed on tier 1, which is the lowest cost per member. Chapters with recent risk-related issues will be placed on higher priced tiers ranging from tier 2 to tier 5.

To learn more about the cost of the Fraternity’s insurance program, view the [“Cost of Misconduct” presentation](#) given at the 63<sup>rd</sup> Grand Chapter.

## Risk Reduction Education – LEAD

How much do our chapter members *really* know about risk related issues? Did you know that each chapter is required to hold several risk-related education sessions each academic year (see Section II of the [Risk Reduction Policy and Guidelines](#))? So what can you do to increase risk reduction education in your chapter? Try utilizing the LEAD Program, All-Chapter, Module C. It offers the opportunity to educate members on the following topics: alcohol abuse, sexual abuse, fire safety and chapter house maintenance, STDs, and substance abuse.

What can you do? Find guest facilitators from the health center, local non-profits, the local hospital, or public services (law enforcement, fire, etc.) who have an expertise in the topics mentioned above to work with the chapter. It is a great way to get chapter members thinking about the problems associated with risk related issues. Go to [ALL-Chapter LEAD Module C Risk Reduction](#) and learn how you can improve the knowledge of your chapter through the LEAD program.



## Why Are Drinking Games Not Allowed?

Many of you are aware that drinking games are specifically prohibited in the Fraternity’s *Risk Reduction Policy and Guidelines*. For your reference, Section III, Item O of the [Risk Reduction Policy and Guidelines](#) states:

“No chapter member permits, tolerates, encourages or participates in ‘drinking games’ at any chapter function.”

The question often asked by our members is “why are drinking games prohibited?” Let’s try to address that question in two steps. First, what exactly is a drinking game? Then, let’s move to discussing the risks associated with playing drinking games. (*continued on page 2*)

# Importance of the Crisis Management Plan

Did you know that having a Crisis Management Plan can greatly improve your chapters handling of crisis situations? Giving members, officers, Candidates, and guests a guide to what needs to be done when something goes wrong is necessary for every chapter.

How do you know what constitutes a crisis situation? Well, a crisis can occur at any time and could be caused by, but is not limited to the following: fire, death, natural disaster, an accident resulting in injury (or worse), damage to the facility, and/or a violation of state or federal law.

Ok, so you know why you need a Crisis Management Plan and what a crisis situation is but what does a crisis management plan consist of?

It tells the chapter what to do, what not to do, who to contact, what to do at the facility (if the chapter facility is where the incident occurred), how to deal with the media, to whom the incident should be reported, contact information for necessary parties, who is in charge, and much more. All of which is necessary information to have on the plan.

To gain the best understanding of how to effectively create a Crisis Management Plan please refer to the following link for a [Sample Crisis Management Plan](#). This can serve as a guide as you prepare, update, or redo your Crisis Management Plan for the year.

Remember that having a Crisis Management Plan is a critical component of a chapter's risk management plan. Take the necessary steps now to prevent unnecessary steps later.

## Drinking Games Lead to Binge Drinking (*continued from page 1*)

Page 16 of the [FIPG Manual](#) defines drinking games as follows:

“The definition of drinking games includes but is not limited to the consumption of shots of alcohol, liquor or alcoholic beverages, the practice of consuming shots equating to one's age, “beer pong”, “century club”, “dares” or any other activity involving the consumption of alcohol which involves duress or encouragement related to the consumption of alcohol.”

Now that we have a working definition, let's discuss the risks associated with playing drinking games. The majority of alcohol-related problems are caused by binge drinking. According to Outside the Classroom's [GreekLifeEdu program](#), the definition of binge drinking, in terms of males, is consuming five or more standard alcohol drinks in one session. A standard alcohol drink is 12 ounces of beer, 5 ounces of wine, or 1.5 ounces of liquor.

Drinking games typically encourage binge drinking. It can be difficult for participants to monitor how much alcohol they have consumed and, therefore, participants can quickly become overly intoxicated. Excessive consumption of alcohol often leads to dangerous or inappropriate behavior and/or sickness or, even worse, death.

As an honor fraternity, every Sigma Nu chapter is expected to provide a safe and healthy environment for its members and guests. The consequences of playing drinking games are not in line with the fundamental values of our Fraternity. Use the information discussed within this article the next time a fellow chapter member challenges you and tries to set up a drinking game at the chapter house and/or chapter event. To learn how to properly organize a chapter social event, check out the [November 2009 issue](#) of the *Fraternity of Men, Not Boys* newsletter.