

## Interacting with Kiwanians

### Introduction

The first steps in building any relationship are interactions. The way you present yourself, interact with others, and handle situations all are factors to how others perceive you, including Kiwanians! Creating and fostering relationships with your Kiwanians are essential to being a part of Circle K and the Kiwanis Family. Please keep in mind that when you interact with Kiwanians, you are representing Circle K. Here's a little guide on everything you need to know about interacting with Kiwanians. We hope that you find this helpful in your future endeavors.

### Scenarios

#### ***You've never been to a Kiwanis meeting/met them before and are a little nervous:***

- Attend the meeting or event with a few friendly Circle K'ers who aren't afraid to meet and talk with Kiwanians.
- Don't overwhelm them! They are probably just as nervous meeting you too.
- Be yourself.
- Let the fellow member take the lead and join in the conversation!
- Think about something you're comfortable talking about, like Circle K.

#### ***They don't know much about Circle K:***

- Prepare an elevator speech or a presentation to talk about Circle K.
- Include the on your emails/ mailing lists
- Don't worry! Look at it as an opportunity to educate them.

### Tips

- **Take a deep breath**, and don't worry! Kiwanians aren't scary – they're actually the exact opposite. They're funny, friendly, and entertaining. Just be yourself. They want to get to know YOU.
- **Introduce yourself to the Kiwanians when you first arrive to the event.** Go around to each of the Kiwanians and say hello! They love meeting new Circle K'ers.
- **Stay determined**, because relationships take time to build. Don't be discouraged if they forget your name!
- **Smile!** When you smile (even if you're uncomfortable), you'll feel more at ease. It will also make the Kiwanians feel welcomed and happy too!

### Benefits?

Career Advice  
Networking  
Friendship  
Letter of Recommendation  
Funding  
Experience  
Why not?