

Seattle Riot's Community Impact

"Excellence. Love. Trust."
-Riot's Core Values-



Seattle Riot invests in the continued growth and development of girls' and women's Ultimate in Washington and beyond. As a team and as individuals, Riot's community involvement includes the following:

- -Coaching and running clinics for local elementary, middle school, high school, college, and club Ultimate teams
- -Founding and organizing an annual winter Seattle Women's Ultimate League for women to learn and play Ultimate Frisbee in a supportive environment
- -Providing annual scholarships for two high school girls to attend the National Ultimate Training Camp in Amherst, MA and the Nike Next Level Camp in Eugene, OR
- -Running AGE UP*, a Seattle-wide leadership program for middle school and high school aged girls that focuses on community building, adult and youth partnerships, peer leadership, collective learning, social justice, and Ultimate Frisbee
- -Donating time and goods to organizations that promote positive changes through Ultimate, such as AGE UP, the Youth Ultimate Project (YUP)**, and the DiscNW annual auction, which raises money for the Youth Development Fund
- -Supporting local measures to expand access to playfields and sports in Seattle
- -Serving on advisory committees and Boards of Directors for local and national Ultimate organizations
- -Coaching the Worlds Championship U.S. Juniors teams that represents the United States in International play
- -Conducting international coaching clinics and volunteering with Ultimate Peace***
- -Providing positive and empowered female role models for youth
- -In 2013 Riot won the USA Ultimate Team Spirit Award, which is voted on by peers
- -Three Riot players have the USA Ultimate Kathy Pufahl Spirit Award. Started in 2004, this annual award is presented to the women's player who best exemplifies the ethos of Spirit of the Game, along with a personal commitment to giving back to the sport. The recipient is decided on by the community, and is considered one of the highest honors a player can receive
- -One Riot player is a founder of Five Ultimate, a local Ultimate Frisbee apparel company with a strong national and international customer base. Five was recently featured in an article in the Economist, which discussed the growing economy surrounding Ultimate

*More on AGE UP (http://www.allgirleverything.org/):

"AGE UP is a sports-based youth development program that uses Ultimate Frisbee to develop leadership, build community, and encourage healthy habits in a cohort of teen girls. Our program year has two parts: winter leadership development workshops that lead into a series of spring outreach clinics. Over the course of the program, girls move from learning to teaching. Based on direct mentorship, AGE UP brings together three women's Ultimate Frisbee teams - Riot, Underground, and University of Washington Element - as mentors for AGE UP girls during the winter session. Then, after learning from these top level athletes, AGE UP girls introduce younger kids to Ultimate through spring clinics. We use an empowerment-based evaluation system to engage our participants in continual reflection and evaluation of program effectiveness."

**More on YUP (http://www.youthultimateprogram.org/summer-camp.html):

The Youth Ultimate Project (YUP) is a student-run group that sends members to Cambodia for two weeks to coach free Ultimate and leadership camps for youth in underserved communities. They provide a positive outlet through the sport of Ultimate Frisbee, and strive to inspire leaders and positive role models through teaching the values of integrity and conflict resolution.

***More on Ultimate Peace (http://www.ultimatepeace.org/):

"The focus of the Ultimate Peace program is on providing a positive, educational, multicultural experience that is healthy, enriching, inspiring, and fun for youth. We hold the belief that the widespread changes in behavior we aspire to facilitate will require deep and enduring shifts in awareness. Consequently, our programs are designed to focus on altering mindsets and perceptions by providing shared experiences in which recreational enjoyment, personal reflection, culturing sharing, and experiential learning are emphasized and balanced."