**VIBRANCY SELF-ASSESSMENT SCORING GUIDELINES**

In order to score your program self-assessment, transfer the numbers from the boxes on the self- assessment tool to the tables below:

**DOMAIN: Philosophy**

A Statements (7)

A1 A2 A3 A4 A5 A6 A7 = A(total)

**DOMAIN: Programs**

B Statements (9)

B1 B2 B3 B4 B5 B6 B7 B8 B9 = B(total)

**DOMAIN: Staff**

C Statements (8)

C1 C2 C3 C4 C5 C6 C7 C8 = C(total)

**DOMAIN: Culture**

D Statements (6)

D1 D2 D3 D4 D5 D6 = D(total)

**DOMAIN: Power**

E Statements (4)

(Note: Because of the impact of this domain can have on the character of youth groups, you must multiply your score by a factor of 3)

E1 E2 E3 E4 = E(total)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  | X3 |  |  |

Finally, transfer your totals from all 5 domains to this section:

A(total) B(total) C(total) D(total) E(total) = Total (Total Possible Points: 210)

**Interpreting Your Score**

**Scoring Scale:**

**210-170 Vibrant --doing well with a need for improvement in only a few areas**

**169-140 Thriving --some significant areas for improvement**

**139-110 Alive--many areas for improvement needed**

**109-80 Barely Breathing–the needs are many for changing the group’s overall climate to reach vibrancy**

**Below 80 Seek help**

*A resource for improving your score by implementing strategies for enhancing vibrancy is also available from the author. A tool deigned for youth to evaluate the effectiveness of youth programs is also available by writing to the author: Kirk A. Astroth, University of Arizona, Tucson, AZ or email:* kastroth@cals.arizona.edu*.*