"3 Ideas For Staying Involved After Elections"

Hey, there are year-round opportunities here. I want to talk about them and start some conversations about what candidates can do to stay involved. "You can make more impact than an elected person with your ideas and willpower," is what I would say to anyone considering how to continue to be involved.

1. The AIP process is moving faster than ever before

If you're looking to get a grant or to power your existing initiative, this could be the best time to do it. If you're not comfortable with writing grants, use chatGPT4 to clean up your writing. This is a very effective and valid way to navigate this process. Use tools to make this easy!

1. Join the Ape Assembly or Participating Clubs

There are multiple clubs that have chat channels for connecting with DAO enthusiasts. This could be the most effective way to connect with peers and like-minds. Delegations decide how to vote on each proposal and weigh in. This can have a stabilizing effect and protects against sharking!

1. Participate in new Thank Ape Activities

New and exciting initiatives like the recent Art Contest are surely being planned for upcoming Season 3. If you're a DAO enthusiast or starting for the first time, you can start earning rewards like on-chain thank you notes. Get started by visiting <a href="https://thankape.com">https://thankape.com</a> to learn more.

There are many participants who have found ways to stay active after the last election. Even more opportunities await us with upcoming gaming activations. Community leaders seeking to power their members, events, & businesses can also seek a monthly drip of \$APE.

My question to most candidates is simple: How can you make an impact w/o being elected?

This is a condensed cross-post of an email newsletter that I run. If you have thoughts or want to respond, please feel free to do so in the thread below. There are a lot of opportunities here for different interests and audiences, and I want to know what others have planned after elections end!