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Graph coloring games are games played on graphs between Alice and Bob. Alice is trying to color every vertex of the graph and Bob is trying to force an uncolored vertex. These games have been studied extensively, but there are still many unsolved problems. In this presentation we discuss an activation strategy for Alice to use on a certain subclass of outerplanar graphs. Using this strategy, we prove that for all graphs in this subclass, $\chi_g(G) \leq 6$ and $\chi^2_g(G) \leq 3$, where $\chi_g(G)$ is the least number of colors Alice needs to win the original coloring game and $\chi^2_g(G)$ is the least number of colors Alice needs to win the 2-clique relaxed coloring game. (Received September 22, 2009)