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Let's Put the "Fun" in Fundraising

Many interschool programs have enjoyed the benefits of money available for a number of years, and traditional programs have been developed based on these monies. Many intramural programs are now coming into their own but at a time when funds are limited, boards are cutting back budgets, and people are fed up with "a-thons". Are we willing to cut back programs and avoid developing new ones for a lack of funds?

It is perhaps time to recognize that fundraising has taken on an increasingly demanding role in the educational system and has become a necessary evil, another "expected" duty of the Physical Education Department. If we're stuck with it, and we're going to do it anyway it's time to take a good look at the whole area and do something constructive about it.

Instead of "a-thoning" and ticket selling people to shades of boredom and frustration, if not downright hostility, how about fundraisers that foster school spirit, lift staff morale, enlist a high percentage of student and staff involvement, promote your program and, at the same time, turn a profit. Let's USE fundraising and make it the backbone of our program instead of allowing it to be the back breaker of our teachers.

Following, are a few examples of various schools' highly fundraising activities - not only monetarily successful, but in the public relations department as well.



The Move-a-thon (Pat Goode, R.H. King C.I.)

This is not your typical "a-thon". Students sponsor staff to perform a task as many times as possible in a certain time limit (eg. one hour). Profit is usually \$800 - \$1000. A student committee handles the collection of sponsors and money. Some Possibilities for Move-a-thon Activities include:

- Frisbee Throw
- Ping Pong Repetition
- Walking the Halls Backwards
- Marking Papers
- Successive Baskets
- Scooter Boards (laps of gym)
- Washing Tables
- Lengths of the Pool
- Tossing Paper Clips in Garbage
- Ironing
- Crokinole
- Successive Badminton Hits
- Tiddly Winks
- Cycling the Halls (tricycle)
- Walking Poodles
- Manicures
- Math Equations
- Skipping Rope
- Stacking Pennies
- Kicking a Football
- Yo-Yo-ing
- Feather Blowing
- Egg on a Spoon
- Scavenger Hunt
- Coin Toss from Elbow
- Building Card Houses
- Picking Dandelions
- Darts
- Typing (number of words)
- Washing Dirty Dishes
- Writing the Alphabet
- Mugs on Pottery Wheel
- Cycling Track
- Paddleball
- Costume Changes
- "Hula-Hooping"

Student-Teacher Baseball (pledge per run)
Number of Bags of Garbage Picked up in the Area



C.I.R.A. - Ontario acknowledges the financial support of the Sports and Fitness Branch of the Ministry of Tourism and Recreation

24 Hour Relay Marathon

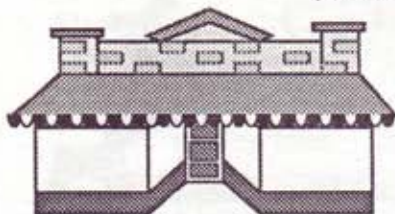
(Brian Cressman, Waterloo C.I.)



Over 100 staff and students participate in this annual all-nighter. Morale is high and it's a great school spirit builder. The profit is usually \$2500 - \$3000. The aim of the relay is to complete 200 miles in 24 hours.

Flea Market

(Don Woodley, Kitchener C.I.)



Twelve to twenty teams or clubs take part in this annual event. Most average a \$75 - \$150 profit. This super day is organized and advertised by the Student Council. What a great way to turn "junk" into a spirit builder and money maker. A letter can be sent home to drum up goods for the flea market:

Dear Parents,

Once again, we are sponsoring a Flea Market. It will take place on Saturday, October 3 from 9:00 to 1:00 and will be held in the school parking lot.

Our main goal is to raise money to support our clubs and teams. If you would like to get rid of some of your collectables, you may rent a table through your son or daughter for the low cost of \$5.00 plus %10 of all the profits you make to the Students' Council.

Perhaps you have items which you would like to donate; just send them with your son or daughter. If you would like the money to go to a certain club or team, please specify your choice. If you are unable to transport large items to the school, we will pick them up for you.

We hope that you will take advantage of this

once a year event. It can get rid of your dust collectors and help Students' Council raise money for school activities. Note: there is no charge for tables for school clubs or teams, %100 of your revenue goes to your group.

Carnivals

(Joyce Hopkins, Sarnia Central C.I.)



A carnival is a super morale and school spirit builder. The ideas for booths are limitless! Administrative support is a must for this event. One-hundred percent staff involvement will solidify this support.

Class periods were shortened and the carnival ran from 1:00 - 3:00 pm. Over fifty booths were organized in both gyms, the cafeteria, library, classrooms and halls. The Carnival Committee acted as set-up and clean-up crew and held specific jobs during the carnival. Each booth featured a teacher as a barker or participant. Teachers enlisted a student to assist them in the booth. The cost of individual booths ranged from 1' - 25', the majority were 10'. A Side Show was also organized; characters were assigned to staff members and they were responsible for getting their costumes and routines together.

The Carnival committee made posters and decorations (which can be used next year) and some games. Bazaar and Novelty (Toronto) supplied many other items. Prizes came from any and all sources - many were donated. Stuffed animals were generally bought at Goodwill and Salvation Army stores. The food - hotdogs, pogo dogs, pizza slices, ice cream, candy apples, popcorn - was organized by Home Ec students, staff and Committee Members.

Success was due to staff involvement and pre-organization. It was the best spirit builder of the year for students and staff. There is a strong demand that it be run a third year.

Ideas for Booths

1. Shooting Gallery - plastic guns shoot rubber tipped darts; try to knock three ping pong balls off pop bottles
2. Fish Pond - (homemade); prize given every time
3. Clown Darts - (homemade); painted clown on bulletin board containing 10 stars, hit the star and win
4. Balloon Darts - break three balloons to win
5. Softball Throw - set up three baskets angled away from the wall, must rebound off wall into the basket
6. Cookie Monster Toss - Cookie Monster with open mouth, throw frisbee cookie in his mouth
7. Charlie's Hat Trick - skeleton sitting in a chair, throw a hat (various types) on his head to win
8. Pick a Cup - ten paper cups with numbers inside, mix the cups and pick one, pick a prize from correspondingly numbered bag (no prize if pick number five)
9. Dime Toss - arrange dishes, cups, glasses on a table; keep the dish if dime lands in it
10. Ring Toss - toss the rubber ring over a can of pop and get the pop
11. SuperPerfection Booth - put the puzzle together before the time runs out and win a prize
12. Football Through the Tire - throw a football through a hanging tire
13. Bingo - any row wins
14. Tic Tac Toe - toss the bean bags to form three in a row
15. Penny Toss - two games in one: toss pennies onto board and payoff is equal to what penny lands on (up to 25¢); toss pennies into water tub, if it lands in a glass payoff is 10¢
16. Starship - make your own paper airplane, place name and homeform on it and fly it into a box; all planes are placed in a draw for a cassette tape
17. Find the Ace - Dealer has five cards in front of him, he mixes cards and player chooses one. If player finds an ace (2 of 5 cards are aces) he wins a cream pie to throw at his choice of "volunteers" (3 teachers, 1 student) who are seated in chairs about 3 metres from thrower.
18. Hat Trick - clown (no head) painted on board and well varnished. Teacher wears top hat and stands behind board. Player must knock off hat 3 times to win. Use wet sponges and underhand throws only.
19. Whopper Win - large cardboard with hamburger, fries and coke painted on it. Throw darts at coupons (donated by Burger King) and get what you hit.
20. Weight Guesser - within 5 pounds either way or player wins
21. Fortune Teller - visitors get a free draw ticket
22. Beat the Pros
 - a) soccer - teacher in goal
 - b) hockey - teacher in goal
 - c) table tennis - one game to 11 points
 - d) one-on-one basketball - choose teacher by throwing darts at a board, can also offer 2 on 2
23. Candy Apples and Popcorn - make minimum of 100 apples (sold out in 10 minutes) and 50 bags of popcorn
24. Photo Booth - painted cartoon figures (1920 bathing beauties, Mickey and Minnie Mouse, gorilla etc.)

25. Caricatures - Art Dept. supplied student artists
26. Hole in One - blanket with 5 holes in it; use 9 iron or 7 iron to hit ball in a hole and win a donut
27. Carnival Shoppe - sell school items, used books, odds and ends
28. Auction Block - items donated by various merchants and school clubs
29. Ice Cream Shoppe - various types of ice cream bars sold by students dressed as clowns
30. Side Show - Bearded Lady, Strong Man, Midget, Marvo the Magician, Siamese Twins and an Announcer; Theatre Arts teacher helped, 2 showings were offered
31. Rosie O'Grady's GoodTime Emporium-dinner music playing, teacher "chefs" sold pizza (delivered), pogo dogs (Woolco), Coke, donuts
32. Home form Jello Race - one team of six per homeform was allowed to enter. Start by kneeling at table with hands behind their backs, and on "Go", the first person eats all of the jello and whipped cream on his plate, followed by the second person, third etc. Team stands up when all six are finished.
33. Dunking Machine - unable to get one, but a definite crowd pleaser.
34. Turtle Race - circle on floor with eight turtles in the centre. Bet on turtle to reach the outside of the circle first.

There are many, many other fundraising activities that meet the objectives of building morale and school spirit and high staff/student involvement. Perhaps it is time that we all take a look at our fundraising projects and try to use them to sell our programs as well as to sell "a ticket". Let's put the "fun" back into fundraising.

by Joyce Hopkins

OTHER FUNDRAISING IDEAS



- prom • noon hour sock hops • banquets
- barbecues • coat check at dances • car wash
- car rallies • school plays/musical
- talent night • movie night • bingo night
- casino night • air band concert • tuck shop
- school item sales - t-shirts, buttons etc.
- art sale • community help day
- king and queen for a day • bake sale
- used book sale - students'/library books
- clean up/garbage day • carnation or rose day
- slave day • pizza day • candy grams
- photo contest • ice cream or jello eating contest
- pancake breakfast • pumpkin carving contest
- bubble blowing contest • turkey dinner
- grad breakfast • teacher breakfast • tutoring
- popcorn sales • citrus fruit sales
- chocolate bar campaign • coupon books
- pop and chip sales at dances
- school newspaper • computer dating
- paid announcements (birthdays)
- paper, bottle or aluminum can drive
- donations - eg. penny jars
- jelly bean or candy heart guess
- kidnap the principal • pictures with Santa

from: The "Totally Awesome" Ideas Book
compiled by Joyce Hopkins

HOW TO RUSTLE UP SOME STUFF!

Wouldn't you love to give away nice or unique prizes to your Intramural or Special Events participants? Wouldn't you like some items to assist you in the running of your program so as to bring down costs or give it that little bit extra? Wouldn't you like to give the students who run your program a gift or reward?

The answer is YES, but the problem is obviously money or lack of it. Now you could do fundraising, which I am personally not very fond of, or you could approach

companies and stores for donations or contributions of their products.

Now I know it sounds easier said than done, but if done properly and enthusiastically you would be amazed at what you can obtain.

**So how do you rustle up some stuff?
Well here is how I do it:**



1. Prepare a letter on a school letterhead stating your activity and how you think a particular business or store's product would be of some sort of assistance to our program or special event.
2. Ask your students where they work or where their parents work and see if they could be able to get some kind of item or product donated.
3. Never turn anything down no matter how silly you think it is because you can probably use it, if you put your mind to it.
4. Tell them you will advertise their assistance and product before and during the event.
5. I have found that most companies, after their initial assistance or contribution, will usually give more the next time as long as you do the following.
 - i) Send a letter of thanks as soon as possible following the event stating what a success it was with their assistance.
 - ii) If available, send a gift of a school hat or shirt or pin to express gratitude.
 - iii) **DO NOT** ask them for a favour or donation again for a month or so, because if you make too many requests you could dry up the well.
 - iv) If you don't thank them don't expect anything in the future.
 - v) If you get press coverage of any type, mention the generosity of the various companies.

On the whole, most companies will help out if you ask them properly. With a little imagination, you would be surprised at what you can obtain!

by Gord Plumridge



INTRAMURAL RECREATION AWARDS BANQUET

The Intramural banquet is usually a large undertaking that can easily cause a case of the jitters or even a mild state of nervous collapse. This is true whether you are organizing for the first time or as a seasoned veteran.

There are three basic phases to the organization of an Awards Banquet: pre-banquet, the banquet itself and post-banquet. The procedures used are based on Memorial University's banquet and, although it may be somewhat different from your own, the principles are the same.

Pre-Banquet (Early)

Give yourself at least four to six weeks to get ready. the following is a checklist of items to consider:

1. Set a Date - Keep in mind that if the date of the banquet is too close to the start of exams, the turnout may be small.
2. Number Attending - You must decide early on an approximate number that will attend. This will help in preparing a budget, booking facilities, arranging a caterer and ordering invitations.
3. Facility Booking - Book as early as possible as many groups are looking for facilities at this time. Also, you need to verify the location so that the invitations can be printed.
4. P.A. System - Most facilities will provide a P.A. system, verify this at the time of booking.
5. Book the Caterer - Supply the caterer with approximate numbers, discuss seating arrangements and bar details, if you intend to have one. Potluck dinners will enable you to skip this step, but be sure to discuss table arrangements with the facility operator.
6. Photographer - Be sure she/he can provide the pictures you want at a price you can afford.
7. Music - Book the D.J. or band as early as possible and get a firm commitment on price, or better yet, get a signed contract.
8. Guest Speaker - If you can afford it, try to acquire a recognized authority in the intramural/recreation field. If funding is not available, invite the Director of the Faculty of Physical Education, your local Recreation Director or some other well known member of your community.
9. Invitations - The format and the size of the invitation is up to you but you must include the following: the name of your group; the date, time and place; the name of your guest speaker; type of meal (buffet, luncheon, dinner etc.); your name and telephone number for R.S.V.P. and/or a self-addressed envelope for a written response.
10. Guest List - Your guest list should probably include, but is not limited to, the following: Director of your school, Dean of Student Affairs, University President, Chancellor, President of the Students' Union and executive, local recreation people, convenors, officials, intramural participants, award winners, and others who may have had involvement with you in the running of your program (media, yearbook, promotions, etc.). Keep your budget in mind.
11. Program Format - A program adds to the quality of your banquet and is a great memento. It should include your crest and motto on the cover as well as the date, time and place. The program should outline the meal, list of award winners and the final standings of teams.
12. Budget - A preliminary budget is helpful as you know how much you can spend and if you have extra monies after the necessary expenditures have been allocated, you can spend it on something that will give your banquet that extra touch. Remember, that as expenses are confirmed, your budget will have to be revised as needed to keep your spending on track.
13. Trophies and Certificates - Gather up the trophies, dust them off and send them to the engraver. Have certificates printed up early so that mistakes and/or omissions can be attended to.
14. Publicity - Send out advance publicity notices, with a picture of your guest speaker if possible, to your school paper, community paper and local radio and television stations to promote your banquet and sell tickets to interested parties if you are indeed selling tickets.

Pre-Banquet (Late)

The following should be dealt with at least a week or two before your banquet.

1. Confirm Numbers - Your guest list and/or tickets sold should now be definite. Verify numbers with the facility operator and caterer.
2. Confirm Other Essentials - For example, bar requirements, music, photographer, P.A. system, programs, trophies and certificates, your guest speaker and your guest list.
3. Gift for Guest Speaker - A plaque or gift that suits the character of the speaker is your best bet.
4. Flowers - Floral arrangements are usually used as table centre pieces. Make arrangements with your local florist.
5. Publicity - A second publicity notice will renew interest in your event and should help to sell further tickets. Send an updated version of your original release.

Banquet Day (Early)

You should visit the facility site three to four hours before the starting time to make a final check on the following.

1. Check with facility operator on seating arrangements, lighting, P.A. system.
2. Check with caterer regarding set-up, floral arrangements, meal requirements.
3. Set up the trophy display and lay out certificates.
4. Ensure that each seat has a program.

Banquet Day (Late)

It is imperative that you as host be the first to arrive to make a final check and to welcome guests. By this late period, you have done all that is humanly possible to ensure a successful meal. The final thing you should have done is to bring the speaker's gift. Remember, you have done a commendable job of organizing, now all you have to do is relax, follow your program format, have an enjoyable meal, and dance all night.

Post-Banquet

There are a few details to take care of before your job is officially over.

1. Pay the bills.
2. Send thank-you cards to all those people who helped to make your banquet a success, especially the guest speaker.
3. Write up a short report with recommendations for next year's banquet.
4. Send out a news release with pictures to the local media. You did a lot of work, be proud of it.

I hope that this checklist will be of some benefit to you when organizing your own banquet. Happy Banqueting.

by Leon A. Mills



THE 22ND ANNUAL PROVINCIAL INTRAMURAL CONFERENCE

Speakers to Date

Elementary

- Dave Carmichael - Sportability
- Pat Doyle - Intramurals in the Junior School: A Smorgasborg of Activities
- Brent McFarlane - Slide Show Entertainment: Fitness for All Sports
- Bob Shiell - Elementary S.L.D.P.
- David Lee - Video Club Presentation

Post Secondary

- Connie Ryan - Motivating Staff and Faculty to Get Involved With Your Program
- Laurie Graham - Going from Better to Better as a Campus Recreation Administrator

General

- Bill Oliver - Tossology (Juggling)
- Aniko Varpalotai - School Sports for Girls: Entertainment and Education
- Ron Fearon - Recreation Software for Everyone's Intramural Program
- Michelle Harkness - "Intramural Think Tank"

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