

# Hack for RVA — Campaign Roadmap

March 27-29, 2026

Science Museum of Virginia

1	Launch & Open Registration	80 days out	WHAT HAPPENS	ANNOUNCE (JAN 10)
Jan 6-12			<ul style="list-style-type: none"><li>→ First pitch at RVA JS Meetup (Jan 6)</li><li>→ Campus blitz at VCU + UVA (Jan 10)</li><li>→ City Council public comment (Jan 12)</li><li>→ Foundation partners locked (AI Ready RVA, CoStar, Science Museum)</li><li>→ Registration system goes live</li></ul>	<ul style="list-style-type: none"><li>► "Hack for RVA is official"</li><li>► "Registration is open"</li><li>► Founding partner logos</li></ul>
2	Activate Community + Lock Core Team	73 days out	WHAT HAPPENS	ANNOUNCE (JAN 17)
Jan 13-19			<ul style="list-style-type: none"><li>→ Beers &amp; Bugs sticky note session — problem extraction (Jan 13)</li><li>→ RVA Tech C-Suite pitch to Nick Serfass (Jan 15)</li><li>→ RVA Code &amp; Coffee — recruit squad leaders (Jan 17)</li><li>→ Core team finalized (7 leads confirmed)</li></ul>	<ul style="list-style-type: none"><li>► Core team spotlight</li><li>► Individual LinkedIn posts from each leader</li><li>► Email drip #1 to signups</li></ul>
3	Build the Network: Pillars + Academia + Leadership	59 days out	WHAT HAPPENS	ANNOUNCE (JAN 30-31)
Jan 20-31			<ul style="list-style-type: none"><li>→ 21 pillar stakeholders confirmed (3 per track)</li><li>→ 27 leadership sub-roles staffed</li><li>⚠️ K-12 bus requests submitted (Jan 30 — HARD)</li><li>→ VCU + UR partnerships confirmed</li><li>→ Challenge brief drafting in parallel</li></ul>	<ul style="list-style-type: none"><li>► Academia partners announcement</li><li>► "7 Pillars. 21 Leaders."</li><li>► Leadership crew introduction</li></ul>
4	Complete the Ecosystem: Challenges + Satellites + Prize Pool	41 days out	WHAT HAPPENS	ANNOUNCE (FEB 7 + FEB 14)
Feb 3-14			<ul style="list-style-type: none"><li>→ RVA JS return visit — momentum update (Feb 3)</li><li>→ CyberVA recruitment — security pros (Feb 12)</li><li>→ 7 challenge briefs finalized + published</li><li>→ 15+ satellite locations locked</li><li>→ \$17K prize pool secured</li><li>→ 150+ volunteers recruited</li></ul>	<ul style="list-style-type: none"><li>► "Hack anywhere" — 15 venues</li><li>► Challenge reveal + data packages</li><li>► "\$17,000 in prizes"</li><li>► Volunteer appreciation post</li></ul>
5	Platforms Ready + Media Push	18 days out	WHAT HAPPENS	ANNOUNCE (FEB 21 + MAR 7)
Feb 17-Mar 9			<ul style="list-style-type: none"><li>→ Devpost + Discord + GitHub configured (Feb 21)</li><li>⚠️ Insurance bound \$1M/\$2M (Mar 1 — HARD)</li><li>→ Op-ed publishes in RTD/Richmond Mag (Mar 7-14)</li><li>→ City Council return visit (Mar 9)</li><li>→ Volunteer training sessions</li></ul>	<ul style="list-style-type: none"><li>► "Platforms ready" + registration push</li><li>► Op-ed shared across channels</li><li>► Press outreach (local TV, RVA Mag)</li></ul>
	Final Push → Event	17 → 0 days	WHAT HAPPENS	ANNOUNCE
Mar 10-29			<ul style="list-style-type: none"><li>⚠️ Permission slips collected (Mar 15 — HARD)</li><li>→ Post-spring break campus blitz (Mar 16)</li><li>→ Museum District Town Hall (Mar 20)</li><li>⚠️ Background checks complete (Mar 20 — HARD)</li><li>→ Mar 27: Kickoff @ Science Museum</li><li>→ Mar 28: Hacking @ 15+ locations</li><li>→ Mar 29: Finals &amp; Awards</li></ul>	<ul style="list-style-type: none"><li>► "1 week until Hack for RVA" (Mar 20)</li><li>► Daily countdown posts</li><li>► Live event coverage</li><li>► Winner announcements (Mar 29)</li></ul>

## TARGET METRICS

**300+** PARTICIPANTS    **30+** TEAMS    **\$17K** PRIZES    **150+** VOLUNTEERS    **15+** VENUES

Core Team: Ford Prior (Chief Hacker) • Crystal Harvey (Ops Director) • Michael Kolbe (City Liaison) • Sinclair Jenkins (Marketing) • Heather Lyne (Entrepreneurship) • Will Melton (Sponsorships)

## HARD DEADLINES

**Jan 10** — Registration live  
**Feb 11** — VCU minors registration  
**Mar 1** — Insurance bound  
**Mar 20** — Background checks

**Jan 30** — K-12 bus requests  
**Feb 14** — Prize pool secured  
**Mar 15** — Permission slips  
**Mar 25** — Registration closes