



Ontario 5 Pin Bowlers' Association

O5PBA FUNDRAISING MANUAL

2005 – 2006 EDITION

**(PLEASE BE AWARE THAT SOME ASPECTS
OF THESE FUNDRAISERS MAY REQUIRE
LICENSING)**

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INTRODUCTION

This manual has been created to assist all our Local Zone and Decentralized Associations in their fundraising efforts.

Fundraising is vital to the success of the Ontario 5 Pin Bowlers' Association and its affiliated Associations and Leagues.

The O5PBA offers the following major fundraisers: Strike-it-Big Lottery, Booster Club, Kids-Help-Phone Bowl and O5PBA/Royal Bank VISA.

In April 2002 the local associations were asked to forward their successful fundraising ideas to the fundraising Committee. They have been placed in this manual to help all zone and D.C. association achieve success fundraising activities for a prosperous future.

This manual will offer ways to assist you in delivering not only the O5PBA fundraisers but also efforts that have been tried by other zones or decentralized associations

As this is not a one-year thing, please feel free to submit fundraising ideas to the O5PBA Office in the years to come. These will help future Provincial Fundraising Chairs in the updating of this manual.

So, to all of you who did submit to this Fundraising Manual, thank you, just in case we did forget.

O5PBA FUNDRAISING COMMITTEE

STRIKE-IT-BIG LOTTERY

Order forms for Strike-it-Big tickets can be found in the Secretary's Handbook. Tickets ordered by League Secretaries will be shipped directly to them by the Provincial Office, with notification of all such shipments sent to the appropriate Zone or Decentralized Association's Lottery Chair. All League sales will be credited to the Local Association.

League Secretaries receiving shipment of tickets from the Provincial Office will be instructed to return their \$10.00 per book and ticket stubs directly back to the office. This takes the responsibility of collecting stubs and money off the Local Associations for books they did not issue.

Please remember that any sold or unsold books returned after the draw date must be paid for in full at \$10.00 per book, before the League's or Association's account can be finalized. So remember, be very cooperative in closing all of your accounts before their respective due dates.

We recommend that all proceeds over \$10.00 per book in the Lottery program stay with the leagues involved, unless there is an agreement between Local Associations and Leagues for books distributed by the Local Associations to the Leagues. These commissions may be used for a number of other areas in bowling (i.e. membership, tournament entry, travel, and banquets). Those Lottery proceeds invested back into O5PBA programs are a direct benefit to all levels of the Association (e.g. league, local, provincial, and national).

Local Associations have the same rules as do Leagues when it comes to returning of books and or money. If the League or Local Associations pre-pay by October 31st of the current bowling season, they are eligible to receive "bonus books" which are free to your local association with all profits remaining within your association. **Bonus books are based on 10% of your pre-payment and must be ordered prior to the October 31st deadline. By participating in the Bonus Book Program you may no longer return any unsold books for refund.** Bonus book order forms are located at the back of your Secretary's Handbook.

All Strike-it-Big Lottery books contain tickets to be sold at \$2.00 each or three (3) for \$5.00 with a total of 12 tickets in a book. After returning the cost of \$10.00 per book your League or Association makes a profit on remaining tickets in the book.

LOCAL ASSOCIATION BOOSTER CLUB

The Booster Club concept was invented by the Windsor 5 Pin Bowlers' Association, and following its initial success in the Zone, the Provincial Board of Directors introduced it provincially in 1981-82.

During the early part of the season Local Zones or Decentralized Associations may sell Booster Tickets for weekly cash draws and a yearend bowl off for a chance to go to the Provincial tournament. At the Provincial Championships first place will win a trip for two.

Your Local Association will have to fill out an order form to get Booster Club Tickets sent to them. This form is usually in the back of the Convention book. The form should be filled out at convention so that the Booster Kit will be back to you before the season starts with your draw dates and amounts on the tickets.

By selling out a 100 Kit, a local Association can raise a net profit of \$1,575.00, enough to help offset expenses for the Local Association.

Below is a summary of Booster Club Kits that are offered with their price listed beside them.

\$40 Booster Ticket	\$30 Booster Ticket	\$20 Booster Ticket
100 Kit.....\$ 525.00	75 Kit.....\$ 300.00	200 Kit.....\$ 525.00
150 Kit.....\$ 900.00		300 Kit.....\$ 900.00
200 Kit.....\$1275.00		400 Kit.....\$1275.00
300 Kit.....\$1981.25		
400 Kit.....\$2637.50		

The O5PBA will provide those associations who sell the above kits, which are bolded, rebates if they do not completely sell-out. All other kits must be paid in full.

The Booster Club Draws are usually made starting in Nov. – Dec. and run for either 10 (Ten) Weekly Draws or 20 (Twenty) Weekly Draws for cash.

Booster Finances:

100 Kit (\$40.00 tickets)

or

200 Kit (\$20.00 tickets)

Income: \$4,000
Prizes: \$1,900
O5PBA: \$525
Commission: \$190
Local Assoc: \$1,385

150 Kit (\$40.00 tickets)

or

300 Kit (\$20.00 tickets)

Income: \$3,600
Prizes: \$2,350
O5PBA: \$900
Commission: \$235
Local Assoc: \$2,515

200 Kit (\$40.00 tickets)

or

400 Kit (\$20.00 tickets)

Income: \$8,000
Prizes: \$2,900
O5PBA: \$1,275
Commission: \$290
Local Assoc: \$3,535

250 Kit (\$40.00 tickets)

or

500 Kit (\$20.00 tickets)

Income: \$10,000
Prizes: \$3,400
O5PBA: \$1,650
Commission: \$340
Local Assoc: \$4,610

Suggestions:

- a. Have a representative sell tickets in each league.
- b. Set-up payment plans so purchasers can pay for ticket over several weeks.
- c. Have early bird draws for cash. Only those that have fully paid tickets are eligible.
- d. If a seller sells 20 tickets, they must pay for only 19.
- e. Give kickback to **YBC** for each ticket sold in the bowling centre.

KIDS-HELP-PHONE (KHP)

Concept:

Partnered with Kids-Help-Phone (KHP), Local Associations raise money for themselves and the charity. Funds are generally raised through bowl-a-thons or collection boxes. But you as a Local Association may raise the KHP money any legal way you like.

Besides its financial benefits, KHP events educate people about the charity, the Association, and 5 pin bowling in general. It can also generate publicity for the sport. Local businesses may become involved as participants and/or donors.

Finances:

Kids-Help-Phone	50 %
Canadian 5PBA	10 %
Ontario 5PBA	25 %
Local Assoc.	15 %

A separate manual, developed to maximize your KHP fundraising, will be available from the O5PBA office. Please call 416-426-7167 to obtain a copy.

KIDS-HELP-PHONE FUNDRAISER

SURVIVOR AVONDALE

Game based on 12 Teams.

OUTWIT OUTLAST OUTPLAY (Can we think of something different?)

Each team is viewed as one person and casts only one vote at each Tribal Council.

7 Elimination Rounds

1st Team eliminated turns on another team and eliminates them.

2nd Team eliminated turns on another team and eliminates them.

3rd Team eliminated turns on another team and eliminates them.

The next 4 teams eliminated will be on an individual team basis.

First half of game consists of eliminating 6 teams.

Last half of game consists of 1 team at a time being eliminated

First immunity challenge held at 8:40pm. (2 teams eliminated) 12 - 10

Second immunity challenge held at 9:20pm. (2 teams eliminated) 10 - 8

Third immunity challenge held at 10:00pm (2 teams eliminated) 8 - 6

Fourth immunity challenge held at 10:40pm (1 team eliminated) 6 - 5

Fifth immunity challenge held at 11:20pm (1 team eliminated) 5 - 4

Sixth immunity challenge held at 12:00am (1 team eliminated) 4 - 3

Seventh immunity challenge held at 12:40am (1team eliminated) 3 - 2

Voting to decide a Sole Survivor at 1:00am (1 team winner) 2

Winner of Survivor Avondale declared at 1:30am.

Game Over.

Each player will receive a prize. Winning team receives a prize.

Total of 65 prizes we must get.

We can change the prize structure. We can try to get as many prizes as possible and work from there.

You can only win once unless you are a member of the winning team.

Would like to keep the mail idea. Deliver a clue to each team regarding the upcoming challenge about 5 – 10 minutes before it begins.
Would like to identify each team with a colour band. Can we do this?
Banners for KHP and Survivor Avondale.
Torches for decoration – more decoration ideas
Need help deciding on ways to give out prizes throughout the evening to make sure everyone gets something. Can people come up with suggestions?
Will Kids Help Phone donate anything?
Immunity Challenges – Survivor Avondale

CHALLENGE #1 – BOWLING PUZZLE

What's Needed: A picture of a bowling pin turned into a puzzle with 5 pieces
Each piece is numbered from 1 – 5.

Object of the challenge: Each member of the team must get a strike. When they get a strike, they will receive their piece to the puzzle. The first team to have all their pieces and solve the puzzle wins immunity.

CHALLENGE #2 – HIDDEN SCORE

What's Needed: A score from 0 – 200 and a frame choice

Object: The team closest to the score in that frame wins immunity.

CHALLENGE #3 – 5 PIN PUNCH

What's Needed: Nothing

Object: The team that punches a head pin first wins immunity.

CHALLENGE #4 – SEER AND SEEKER

What's Needed: 6 Blindfolds

Object: The team with the most pins down in 3 or less balls wins immunity.
Each team chooses 3 seekers and 1 seer. The first seeker will approach the start line and then be blindfolded. He/She will be given a ball and the seer will direct them to the line so they can try to get as many pins down in their turn. The second and third seeker will do the same thing if necessary. The seer is the only one able

to speak to the seeker. There is no physical contact allowed between the seer and the seekers.

CHALLENGE #5 – HUNT AVONDALE

What's Needed: 5 different items x 5
Lists with each item and a pencil

Object: The team to collect all the items on the list and cross the finish line first wins immunity. Each team is given a list of five items that are scattered throughout the alley. They find each item before finishing the game.

CHALLENGE #6 – WIN LOSE OR GONE

What's Needed: Nothing

Object: To get the highest score and win immunity.
Each remaining team must choose another team who has already been eliminated to represent them in this challenge. The team that is chosen has to bowl one frame. The highest score bowled will win immunity for the corresponding team. Choose wisely.

NOTE** 1st, 2nd and 3rd choice will be determined by the accumulation of votes for each team. The team with the least amount of accumulated votes will choose first etc. In the event that none of the teams have had any previous votes, we will decide by choosing a number between 1 and 10.

CHALLENGE #7 – ESCARGOT? YOU WISH!

What's Needed: A jar of real worms
30 candy worms

Object: To eat ten worms faster than the other 2 teams and win immunity.
Choose one person from your team. Make sure they have the strongest stomach. The person who eats 10 worms the fastest (one at a time) wins immunity for their team and a spot in the finals.

NOTE** Not real worms, just candy.

Every team will cast a vote to choose the Ultimate Survivor. In the Event of a tie, the last three teams eliminated only, will vote again to determine who wins.

What's Needed:

Item	Completed	Needed
Ballots for every elimination including voting for the final Survivor		
Pin Puzzle x 12		
Blindfolds x 6		
Coloured arm bands 12 different colours x 5		
30 Candy Worms		
Challenge "Hunt Avondale" items 5 different items x 5 List 5 Pencils		
Decorations		
<input type="checkbox"/> Torch light x 1		
<input type="checkbox"/> Candles		
<input type="checkbox"/> Banner		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

Note: A sample of an announcement can be found at Appendix 7. There is also an audio file that has the Survivor music which can be downloaded from the O5PBA website at www.o5pba.ca.

Now that you have read through the O5PBA programs here are a few ideas for opportunities to raise money from some Local Associations that been submitted in previous years. These can be divided into two categories.

1. Bowling events, such as tournaments.
2. Non- Bowling events, such as raffles.

BOWLING EVENT FUNDRAISERS

A. BOWLING HORSE RACES

Concept: Spectators wager on the outcome of bowling games.

Details: Forms Required

- a. Betting slips
- b. Check sheets (see attached sample) - APPENDIX 1
- c. Race entry boards (see attached sample) - APPENDIX 2
- d. Entrance tickets

Races may be set-up with 6,8,10, or 12 bowlers in a race. Each bowler bowls a complete game and the scores are used to determine Win, Place and Show finishes (1st, 2nd, & 3rd). Races should be set up in average category or use a handicap system.

Entrance charges to the event should cover the cost the lane rental and any other fees.

Wagering:

- a. Win, Place and Show bets are a minimum of \$2.00 each bet and only in multiples of \$2.00.
- b. Quinella bets are \$2.00 for two horses or \$5.00 for three horses.
- c. Betting slips should be colour coded for each race.
- d. Each bet must be recorded on the check sheet in order to figure payoffs.

It is very important that this be done accurately to ensure all winners are recorded as the payout for unrecorded tickets comes from the Association's profit.

Payoffs: (Minimum payoff is always \$2.00)

- a. Wins: Total \$ bet less 20% (association portion) divided by # of bets = payoff. Example \$40 total win pool less 20% (\$8.00) = \$32.00 payout.
Four winning tickets - \$32.00 divided by 4 = \$8.00 each.
- b. Place : Total \$ bet less 20% (association portion) = payout pool. Pool is divided in half and then each half is divided by number of winning tickets. Example \$40.00 total place pool less 20% (\$8.00) = \$32.00 pool divided in two = \$16.00
1st place winner 2 tickets = \$16.00 divided by two = \$8.00 payoff.
2nd place winner 3 tickets = \$16.00 divided by three = \$5.00 payoff.
- c. Show : Total 4 bet less 20% = payoff pool . Pool is divided in three and each third is divided by number of winning tickets. Example \$40.00 total pool less 20% (\$8.00) = \$32.00
1st place winner 2 tickets = \$10.00 divided by two = \$5.00 payoff.
2nd place winner 1 ticket = \$10.00 payoff.
3rd place winner 5 tickets = \$10.00 divided by five = \$2.00 payoff.
- d. Quinella : Total wager less 20% divided by number of tickets = payoff. Example \$100.00 wagered less 20% = \$80.00
3 winning tickets - \$80.00 divide by three = \$26.00 payoff.

Note: Any time there are no winning tickets for any of the bet pools, the money is carried over to that pool in the next race and added to that wagering pool before 20% is taken out. Any time the pool does not divide evenly by number of winners, the odd dollars go to the Association.

B. Cheaters "450"

Entry fee of \$1.00 for a chance to bowl "450" over three games.

Bowler marks a strike in the frame they got a strike, and underneath they mark in what game they got the strike. In the tenth frame the Association may decide if 3 strikes are required in one game or a combination of the three games.

Half money raised goes to the winner, the other to the Association.

A rule must be in place for the last week of bowling. I.e. If nobody has a "450", will the money be distributed or carried over to the next year. Our advice is to disperse the funds and start each year new, as you may not have the same bowlers each year. You may want to save all the bowlers who were close to a "450" and pay out according to this.

"Cheaters 450" can also be run as a league fundraiser.

To make it competitive for everyone, bowlers can be put into average groups (e.g. bowlers under 180 pay \$1.00, but get three weeks to get a "450" game).

A sample of the Cheaters "450" sheet is attached at APPENDIX 3.

C. SCOTCH DOUBLES

An excellent social type of tournament. A man and woman are partnered together by a draw.

The man and woman bowl alternate frames for the entire tournament (3, 4, or 5 games). Also may use alternate balls. Tournament organizers pick who starts each game.

Cash or merchandise prizes can be awarded at a dinner/dance.

D. STRIKE-13 TOURNEY

Entry fee: \$30.00

Prize Fund: \$15.00

Lineage: \$10.00

Fundraiser: \$5.00

Prize Payout Based on 30 Entries

1st - \$150.00

2nd - \$100.00

3 rd	-	\$ 60.00
4 th	-	\$ 50.00
5 th	-	\$ 40.00
6 th	-	\$ 30.00

RULES

1. All bowlers will bowl a minimum of three games.
2. Every bowler has three lives. Must lose three times to be eliminated.
3. After the first game, the bottom half of the bowlers will lose one life.
4. The remaining games will be match play. In the second game the high score from the first game will bowl the second highest, third highest vs. fourth, and so on. The loser of each match loses one life.
5. In the third game, the high score from the second game will bowl the second high score, third vs. fourth and so on.
6. If there are an odd number of bowlers, the three lowest bowl against each other, with the lowest two scores losing a life.
7. Bowlers drop out when they lose their third life. Continue tournament until one bowler is remaining.
8. Tournament is a No-Tap format which means any four pins down on your first ball is considered a strike.
9. Once per game bowler will be allowed a Mulligan. For a Loonie a bowler will be able to buy back a bad ball. For example, if a bowler is on two strikes and punches a head pin, they may pay a Loonie and re-throw the ball.
10. All Mulligan money will go to the Fundraiser Pot.

NON-BOWLING FUNDRAISERS

The following fundraisers are non-bowling events that can be used as fundraisers.

A. ENTERTAINMENT BOOK

This is a book offering discounts at a variety of businesses including restaurants, theme parks, tourist spots, sporting events, and entertainment.

Several books are made, each targeting a geographical area.

Associations earn profit from each book sold depending on which book is being sold in your area. There are no up-front fees for the Association.

For more information, call 1-800-374-4464.

B. DONATION CARDS

The participant scratches a square. The amount they scratch is their donation to the Association. In return they are entered in a draw for merchandise prizes, and as well receive coupons for discounts at fast food outlets.

For more information call the O5PBA office at 416-426-7167.

C. HOCKEY POOLS

Each ticket contains five random times from 00:00 to 19:59 for a total of 240 tickets at \$1.00 each.

Tickets are sold weekly and winners declared weekly based on game televised Saturday night on CBC. Early game Approximately 30 weeks total.

Free tickets given if participant draws 00:00 to 00:04.

Payouts are as follows:

1. \$20.00 if time matches first goal of game.
2. \$35.00 if time matches last goal of game.
3. \$5.00 for matching any other goal.

Approximate profit is \$1,200.00

D. RAFFLE DRAWS

Various types of raffles can be conducted throughout the year with prizes being donated or purchased.

Theme draws can be held such as Valentines, Easter, and Christmas raffles.

And yes, the good old 50/50 or cash prize draw (break down 50% to more than one draw) at league, house, regional or zone events.

Profits will vary from these raffles.

E. BACKWARDS BONANZA BINGO

Win 50% of total prize pool

TICKET PRICE- \$0.50 cents each or 12/\$5.00

1. Backward Bonanza Bingo cards are sold during the event (season). A sample of the poster with rules is attached at APPENDIX 4 and APPENDIX 5.
2. The bingo caller "precalled" 65 numbers in a supervised draw.
3. The 10 uncalled numbers will be posted during sales of cards. A sample is enclosed at APPENDIX 6.
4. Any card that has a "blackout" in the 65 "precalled" numbers will be eligible for the grand prize at the end of the event.
5. Any card that has any of the 10 uncalled numbers is not eligible for the grand prize.
6. All players with eligible cards will be asked to come at a certain day and time when the 65 "precalled numbers will be drawn one-at-a-time.
7. When one of the called numbers appears on your "blackout" card it becomes no good.
8. When you have no valid "blackout" cards left you are out.
9. The last person left in with a valid "black" out card will win the grand prize of 50% of the prize pool in cash.
10. In the event of a tie or ties for the last spot, additional numbers will be drawn to break the tie. ***THERE WILL ONLY BE ONE WINNER!***

FOR INFORMATION AND TICKETS, PLEASE CALL THE O5PBA OFFICE AT (416) 426-7167, FAX (416) 426-7364 OR E-MAIL alhong@o5pba.ca.

F. 5 PIN BINGO

5 Pin Bingo is based on the “Super 7” Weekly Draw Numbers.

Cost: \$3.00 per set of seven numbers based on \$2.00 per set pay back to winner and \$1.00 per set pay to fundraising.

Rules

- a. Each game runs until one set of numbers is completed.
- b. All players must pay for this bingo game by Thursday of the week game is to begin.
- c. Anyone can be on the bingo card as many times as they want to pay for.
- d. You can start a new game every week and do not have to wait until one game is over to start another. You can run as many as your association can handle to build up your association funds.

A sample of the sheet to be used for this is attached as Appendix 8.

G. CANDLE SALES

One case of candles a D.C. Association sold the large candles at \$15.00 and had a 42.9% profit on each candle sold. They also chose to sell two (2) smaller candles at \$11.00 and made 41.6% profit, subject to packaging and shipping.

Contact Person:

The contact person for all association will be:

Jill Atkin
Comet Biomagnetics Distribution
for **OUR OWN CANDLE COMPANY**
22 George Street North
Cambridge, Ontario
N1S 2M8

Telephone: (519) 620-3620
Fax: (519) 620-3622
Toll Free Fax: 1-800-308-6233
E-Mail: mail@combiomag.com

Note: Each Zone and D.C. Association would have to discuss with Jill Atkin the issue of shipping/pick-up which would affect the net profits generated.

H. PARLOR GAMES

TYPE OF GAME	RULES	EQUIPMENT NEEDED
<i>3 Points Basketball Free Throw Contest</i>	5 free throws each 3 Pts from perimeter 2 Pts from foul line	Basketball Net(s) Balls Floor Tape
<i>Indoor Bowling</i>	3 frames 75 + Pts = 15 pts. 50-75 Pts = 10 pts. 25-50 Pts = 5 pts.	Bowling Pins Bowling Balls Floor Tape
<i>Chipping</i>	3 chips for men 4 chips for ladies 10 pts per basket	Net & Carpet Practice Balls Left & Right Wedge Floor Tape
<i>Bean Bag Toss</i>	3 tosses each head pin pail = 5 pts. 3 pin pail = 3 pts. Corner pin = 2 pts.	Pails Bean Bags Playing Board Floor Tape
<i>Putting</i>	3 balls each middle hole = 5 pts. inside hole = 3 pts. Outside hole = 2 pts.	Board Putters Floor Tape
<i>Dart Poker</i>	2 chances/5 darts ea. Royal flush = 25 pts. Straight = 20 pts. Flush = 15 pts. Full house = 10 pts. 3 of a kind = 5 pts. Pair = 2 pts.	Cards Darts (5 – 10) Back Board Stapler
<i>Ring Toss</i>	4 rings each head pin = 5 pts. 3-pin = 3 pts. Corner pins = 2 pts.	Peg Board Pin Band Pegs

I. SEVEN (7) EVENT ROOM SET-UP

LOCATION:

Left Side of Room:

- a. Registration
- b. Dart Poker
- c. Basketball
- d. Ring Toss
- e. Chipping

Right Side of Room:

- a. Bowling
- b. Bean Bag Toss
- c. Putting
- d. Finish Line

(At Finish Line: Players total score – high score wins prize)

TRIPOD(S) AT 7 EVENT STATIONS, WITH RULES, AND AT FINISH LINE DIVIDERS BETWEEN PLAY STATIONS (ORANGE PYLONS)

EVENT AREAS:

1) REGISTRATION – 2 PERSONS

- a) CASH BOX - \$ 3.00 TO PLAY
- b) PLAYER MASTER SHEET (APPENDIX 3) TO HANDED TO EACH STATION TO RECORD SCORING [PENS]

2) EVENT #1- 2 PERSONS

- a) DART BOARD WITH CARDS STAPLED TO IT, DARTS
- b) EACH PLAYER GETS 5 DARTS 2 CHANCES RECORD SCORE EACH CHANCE ON INDIVIDUAL SHEETS
- c) PLAYER TO RETAIN INDIVIDUAL SHEET UNTIL ALL EVENTS COMPLETED

3) EVENT # 2 – 2 PERSONS

- a) BASKETBAL NET & BALLS (LITTLE INDOOR NET &BALLS)

- b) EACH PLAYER GETS 5 THROWS RECORD SCORE ON INDIVIDUAL SHEETS
- c) PASS SHEET BACK TO PLAYER

4) EVENT # 3 – 2 PERSONS

- a) PEG BOARD, PEGS, BOWLING BANDS
- b) EACH PLAYER GETS 4 RINGS RECORD SCORE ON INDIVIDUAL SHEETS
- c) PASS SHEET BACK TO PLAYER

5) EVENT # 4 – 2 PERSONS

- a) CHIPPING NET, PRACTICE BALLS , WEDGES
- b) EACH PLAYER 3 CHIPS (men) / 4 CHIPS (ladies) RECORD SCORES ON INDIVIDUAL SHEETS
- c) PASS SHEET BACK TO PLAYER

6) EVENT # 5 – 2 PERSONS

- a) BOWLING SET 5 PINS, 2 BALLS
- b) EACH PLAYER GETS 3 FRAMES RECORD SCORE ON INDIVIDUAL SHEETS
- c) PASS SHEET BACK TO PLAYER

7) EVENT # 6 – 2 PERSONS

- a) BEAN BAGS, PAILS PLAYING BOARD
- b) EACH PLAYER GETS 3 TOSSES RECORD SCORE ON INDIVIDUAL SHEETS
- c) PASS SHEET BACK TO PLAYER

8) EVENT # 7 – 2 PERSONS

- a) BOARD, PUTTERS, GOLF BALLS
- b) EACH PLAYER GETS 3 BALLS RECORD SCORE ON INDIVIDUAL SHEETS
- c) PASS SHEET BACK TO PLAYER

9) FINISH LINE – 1 PERSON

- a) TRIPOD WITH FINAL SCORE OF EACH PLAYER
FOR ALL TO SEE

A sample of the event scoresheet is attached as APPENDIX 7.

10) PRIZE PRESENTATION TO OVERALL WINNER

(In the event of a tie – broken at “ BOWLING “ event station)

11) BONUS GAME – BUY A CARD – 1 PERSON

- b) \$2.00/ CARD MARK BACK OF CARDS UNTIL ALL SOLD
c) DRAW 1 CARD OF 54 SOLD
d) IF TIME PLAY OVER AGAIN WITH DIFFERENT DECK

MAKE A TIME LIMIT FOR THE EVENT AND PLAYERS CAN PLAY AS
OFTEN AS THEY LIKE

HAVE FUN!

J. PRIZE BOARD

The prize board consists of 40-50 prizes (a sample is attached). The prize board itself is set up like a patchwork quilt with the prizes written/named on each square. Each prize is designated a ticket number. Once you have drawn the tickets and put them in sequence on the prizes for easy finding. The prizes themselves are set out on a prize table. The participants then match their ticket(s) they have just purchased to the number on the prize board. Matches are then presented and the prize given out. The tickets themselves (approximately 4000 for anticipated attendance at a social event of 75-100) are put in a container and sold at 3 for \$2.00. When purchasing the tickets for the draw, it is important to, if possible, have the same colour but a different sequence of numbers. The key requirement is the donation of prizes – obviously the Zone or D.C. operating this would have to put up the \$100.00 cash. Success is assured when one to three significant prizes are on the prize board (e.g. \$100.00 cash, golf bag, etc.).

Tools and Equipment Needed:

- a. List of Prizes and Actual Prizes (40-50) – donated is best.
- b. Roll of Tickets – 4 Rolls of 1000 per Roll – different numbers/same colour.
- c. Prize Board.
- d. Paper – 8-1/2 x 11 – cut into six squares.
- e. Cash Box and Float.
- f. Ticket Box Holder – the Nevada ticket boxes are best because they are clear and everyone can see the tickets.
- g. Reliable, trustworthy persons – probably 3-4 to work the event. One on ticket sales, one at the prize board, one to two giving out the prizes.

POSSIBLE FUNDRAISER FOR ZONE OPEN BOWLERS

A. SUPER BOWL POOL

1. PRINT 900 TICKETS SUPER BOWL 00:00-14:59.
2. SELL \$2.00 EACH OR 3 TICKETS FOR \$5.00.
3. MARK SOME TICKETS AS FREE 14:50-14:59 FIRST 10 SECONDS OF GAME.
4. PAY OUT \$300.00 LAST TD, \$200.00 FIRST TD, and \$20.00 ALL OTHER TD'S, \$10.00 FOR EACH FG.
5. USE TIME FROM LOCAL PAPER OR WEBSITE nfl.com.
6. BUDGET PRINTING, ENVELOPS, PRIZES, ESTIMATED PROFIT \$600.00-\$700.00.
7. BASED ON 870 TICKETS AT 3 FOR \$5.EQUALS \$1450 MINUS COST.
8. CALCULATE PROFIT TO SELLERS AT ABOUT \$0.60 PER TICKET.
9. THIS CREDIT WOULD GO TO THE SELLER FOR NEXT YEARS OPEN FEE.
10. If 60 TICKETS SOLD \$35.00 REDUCTION FOR NEXT YEAR.
11. IF ANY BOWLER DOES NOT ENTER THE NEXT YEAR IN YOUR ZONE ROLL-OFF THEY LOSE REDUCTION.

POSSIBLE FUNDRAISER FOR ZONE

A. GREY CUP POOL

1. PRINT 900 TICKETS GREY CUP 00:01-15:00.
2. SELL \$2.00 EACH OR 3 TICKETS FOR \$5.00.
3. MARK 00:01-00:10 AS FREE.
4. PAYOUT \$300.00 LAST TD, \$200.00 FIRST TD, \$20.00 ALL OTHER TD'S \$10.00 FOR EACH FG.USE TIME IN LOCAL PAPER OR WEBSITE cfl.ca.
5. BUDGET PRINTING, ENVELOPS, PRIZES.
6. ESTIMATED PROFIT \$600.00-\$700.00.
7. BASED ON 870 TICKETS AT 3 FOR \$5 EQUALS \$1450.00 MINUS COST.