

Reminders for raffle sellers...

- Expect sales to continue for about 2 hours. The more rounds sold, the more funds your organization makes.
- Bring other members, friends and relatives to help boost sales.
- Have 3-4 volunteers available so they can rotate out and take a break.
- Must be over 18 to sell, buy or play, although you could have someone under 18 tag along with you, but also be aware and watch for parents allowing the children to buy.
- After meat rounds are done, “cash rounds” may be sold. Cash rounds are \$2 tickets and increase funds back to your organization.
- A round cannot be sold until the previous round is complete, i.e., the winner has turned in the winning stub to the raffle manager, so please wait for the manager to tell you they are ready.
- Cash is never left unattended. Do not simply place it on the table/counter, instead hand it to the session manager.
- Sellers cannot buy...
 - (Silly but) State law specifically reads: They [volunteers] may play only if they are not involved with the conduct of these games at the premises where they work. This restriction is in effect until two weeks after the employee or volunteer is no longer involved in the conduct of pull-tabs, tipboards, or paddlewheels at that premises.