

COMMUNITY SCARE DAYS

Kickoff: Harvest-themed luncheon. Show the video, hear a speaker and get the campaign details. Give everyone a brochure and a pledge card (or have e-Pledge cards sent during your kickoff).

Trick or Treat Raffle: Name entered into a raffle for “fantastic prizes” to be won at the wrap-up party. One entry for making a pledge, one entry for pledging within 24 hours of receiving your pledge card, and one entry for increasing your pledge.

Scary Tales Trivia Game: Daily game. Questions and answers are related to community problems and solutions. Top scorers are entered into a drawing for a prize at the wrap-up party.

Prizes in the Pumpkin Patch: People buy a pumpkin (orange balloon) that holds a small token or large prize inside.

Make Beggars’ Night Givers’ Night: Collect food and donate it to a food bank; collect old, gently used costumes and donate them to an agency that works with children.

Trunk or Treat: Set up trunks with candy and treats. Visit a United Way Partner Agency or invite children from a United Way Partner Agency to come to your workplace and “Trick or Treat” from trunk to trunk instead of from house to house.

Costume Contest: Have employees dress up for work in costume. People spend \$1 to vote for their favorite. The winner is revealed and gets a special prize at the wrap-up party.

Wrap-up: Halloween Party. Serve treats and decorate with a Halloween theme. Reveal results of campaign. Reveal trivia answers and winners, award pumpkin patch prizes, award best costume and hand out raffle prizes.