

*Making a "Killing" with Fundraising AX*

*Tennessee Delta Chapter Carson-*

*Newman University*

***Jail-a-thon:***

- ❖ Students press humorous charges against each other
- ❖ Alpha Chi "bailiffs" come arrest the target and take them to jail in the activity center
- ❖ They could pay a fine to get out of jail by matching the donation of the original student placing the charges
- ❖ Two problems though:
  - Everyone hated it
  - Other groups had similar fundraisers

***Monkey-on-your-back:***

- ❖ Similar idea to Jail-a-thon: students make donation to have a stuffed monkey with Velcro arms attached to target
- ❖ Targets required to wear the monkey around campus until they raise matching donations
- ❖ Once they raise the funds, they can select a new-monkey recipient
- ❖ Two problems though:
  - Everyone hated it (again)
  - Monkeys mysteriously ended up in trash

***Photo-Fest:***

# FOTOFEST



**DRESS UP WITH  
YOUR FRIENDS  
AND HAVE YOUR  
PICTURE TAKEN!**

**CHOOSE FROM  
2 SETS OF  
COSTUMES  
AND PROPS!**



**NOVEMBER 3rd**  
**12:00-7:00**

**MAX 6 PEOPLE PER GROUP**   **MSAC**   **ONLY \$10 PER GROUP**

SPLIT THE COST BETWEEN FRIENDS

**PROCEEDS WILL GO TOWARDS ALPHA CHI SCHOLARSHIPS AND BOOKS FOR APPALACHIA**

### **Brainstorming Session: What does not work? Why?**

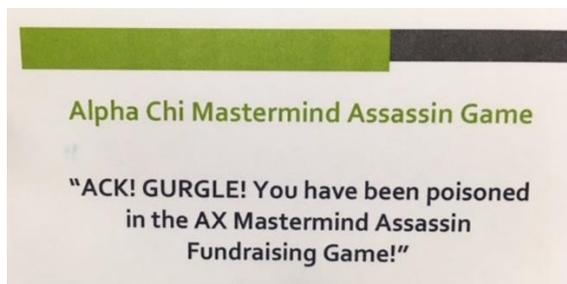
- ❖ Survey of students:
  - They didn't want objects, food, or knick-knacks
  - They wanted memorable experiences
  - They wanted something they could do with their friends
  - They wanted their "money's worth" in terms of time spent having fun.
  - Our answer to that?

### **The Mastermind Fundraiser:**

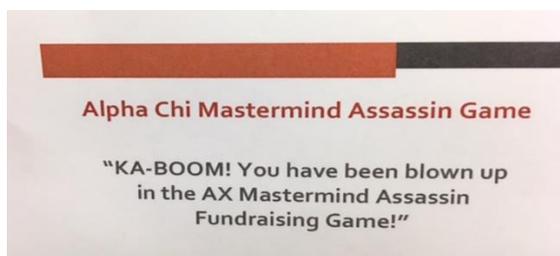
- ❖ We would give our students an on-going, challenging game
- ❖ They would get a chance to play spy
- ❖ They would get a chance to hunt (and be hunted by) their friends
- ❖ They would be "Mastermind Spies!"
- ❖ "An action-packed spy game of outsmarting other players."

### **What you will need:**

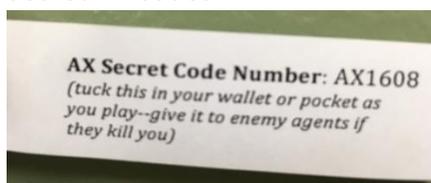
- ❖ Bulk ping pong balls
- ❖ Squirt guns
- ❖ Poison traps



- ❖ Clever bomb cards



- ❖ Secret AX codes

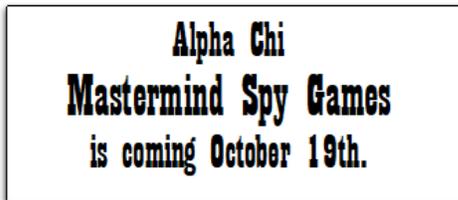


- ❖ You will take these items and put them in *Top Secret* spy packets for players

**Audience Demonstration:**

1. Sign up players
2. Record their secret code numbers and email info
3. Your AX officers email each player the names of two targets on campus to “assassinate”
4. The player chooses a means to dispatch victims and tracks them down or lays traps for them
5. Players who “die” give their assassins their secret code number. The assassins will email “Alpha Chi Intelligence” that number to confirm the kill
6. Then, you assign the player a new target
7. This continues until the last two players left must hunt each other. The last one standing wins

**Tips and Pitfalls - You must advertise widely:**



**As a spy, are you  
Fast enough?  
Smart enough?  
Watchful enough?**

- ✓ \$5.00 entry fee to play.
- ✓ Fund-raising event for AX Honor Society
- ✓ Compete against your friends!
- ✓ Pursue your targets!
- ✓ Watch out for ambushes and traps!
- ✓ Carry secret codes for Mastermind Central!
- ✓ Win prizes!

Sign up booth in Stokely Cafeteria over the noon hour on October 10-14th!

Contact [taanderson@cn.edu](mailto:taanderson@cn.edu), [lgennis@cn.edu](mailto:lgennis@cn.edu),  
or [sldoyle@cn.edu](mailto:sldoyle@cn.edu)  
for more information.



**More Tips and Pitfalls:**

- ❖ Talk with campus security and coordinate with them
- ❖ Never use any game props that could be mistaken for a real weapon
- ❖ Have students sign consent forms
- ❖ Rules should include “safe-zones” to avoid disrupting campus

**What fundraisers work well for your chapter?**

**Thank you!**