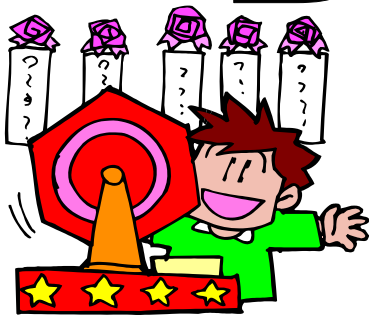


# FAMILY FUN FAIR



## Volunteer Information Booklet



## Arrival & General Rules

- Arrive to the PCH no later than 3:30pm, and pick up your Volunteer Bag in the Gymnasium.
- In your bag you will find a Fun Fair T-shirt, Name Tag, and Scrip Tickets. Please put t-shirt and name tag on right away!
- Know How to Play Your Game and the Rules of Your Game
- Be Honest and Fair to Players
- Be on time for your Volunteer Shift
- If You Give Extra /Take Prize Tickets or Scrip Tickets to a Friend or For Yourself, You win the following prize.  
An immediate call home to your parents to come pick you up.

Have Fun , Be Honest and Ask for Help if You Need It.

We Are Here for You!!!

Jim, Coach, Anthony, Frank, Tommy, and all the After school Staff



# ROAD RALLY

- PICK LANE NUMBER AND A VEHICLE
- PLAYERS ROLL DICE IN ORDER OF LANES. LANE 1 ROLLS FIRST, LANE 2 ROLLS SECOND ETC.
- MOVE CAR ONE SPOT WHEN YOUR LANE # IS ROLLED ON DICE.

EXAMPLE: FRANK, COACH, JIM AND ANTHONY ARE PLAYING.

FRANK– LANE 1 *ROLLS FIRST*  
COACH – LANE 2 *ROLLS SECOND*  
JIM– LANE 3 *ROLLS THIRD*  
ANTHONY – LANE 4 *ROLLS FOURTH*

FRANK ROLLS THE DICE.

A “3” IS ROLLED, LANE 3 MOVES ONE SPOT

COACH ROLLS THE DICE.

A “2” IS ROLLED, LANE 2 MOVES ONE SPOT

JIM ROLLS THE DICE.

A “3” IS ROLLED AGAIN, LANE 3 MOVES ONE MORE SPOT

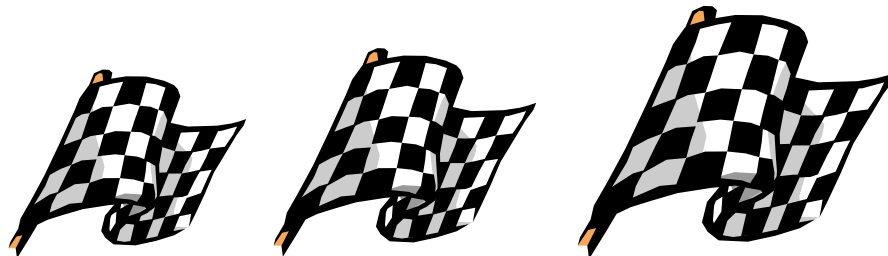
WINNER GETS PRIZE TICKETS = TO # OF PLAYERS

2 PLAYERS.....2 TICKETS MINIMUM OF 2 PLAYERS

3 PLAYERS.....3 TICKETS

4 PLAYERS.....4 TICKETS

5 PLAYERS ... 5 TICKETS



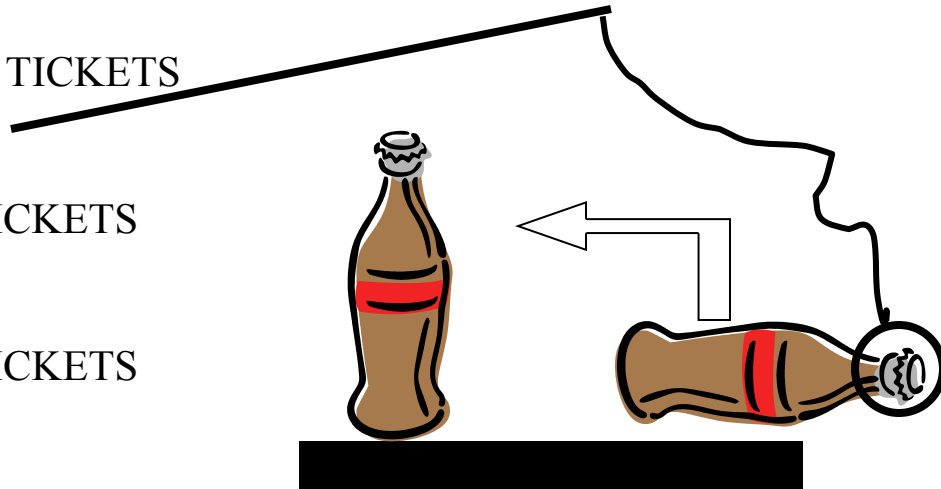
## STAND THE BOTTLE

EACH PLAYER WILL GET 3 TRIES TO HOOK THE NECK OF THE SODA BOTTLE and “STAND THE BOTTLE”

1st Try  
10 PRIZE TICKETS

2nd Try  
5 PRIZE TICKETS

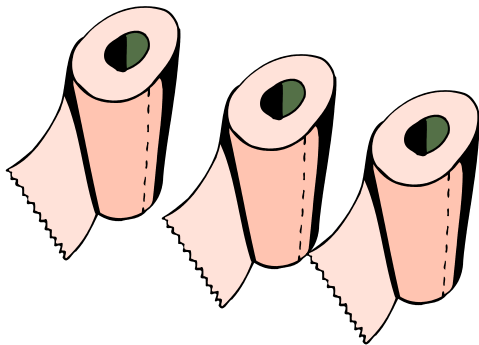
3rd Try  
3 PRIZE TICKETS



## ROYAL FLUSH

SINK A ROLL OF TOILET PAPER IN THE TOILET AND WIN

1 ROLL IN WINS 1 PRIZE TICKET  
2 ROLLS IN WINS 2 PRIZE TICKETS  
3 ROLLS IN WINS 5 PRIZE TICKETS



## HERE'S YOUR NEWSPAPER

2 TOSSES  
TOSS NEWSPAPER ONTO STEP AND WIN PRIZE TICKETS

TOP STEP = 5 TICKET  
BOTTOM STEP = 3 TICKETS

IF PLAYER TOSSES PAPER #1 AND LANDS ON STEP ....  
PLAYER HAS OPTION TO TOSS PAPER # 2



IF PAPER # 2 IS TOSSED...  
AND KNOCKS PAPER # 1 OFF STEPS  
NO TICKETS ARE GIVEN TO PLAYER



IF PAPER # 2 IS TOSSED...  
AND LANDS ON STEPS WITHOUT  
KNOCKING OFF PAPER # 1  
PLAYER RECEIVES BOTH STEP TICKET TOTALS

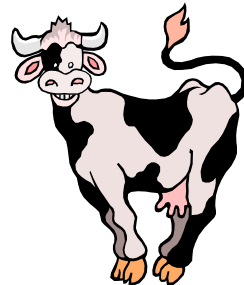
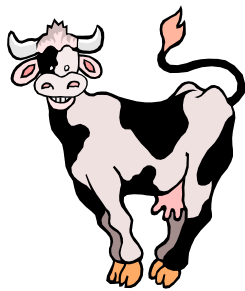


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## DAIRY DROP

PLAYER GETS 2 THROWS TO COMPLETELY KNOCK OFF  
MILK BOTTLES OFF PLATFORM.

WINNER = 5 TICKETS



## PENNY TOSS

- 10 PENNIES FOR EACH PLAYER
- THROW PENNIES ON TO THE BOARD
- PENNY MUST BE COMPLETELY IN THE CIRCLE

NO GOOD



GOOD WINNER = 5 TICKETS



## WILD DICE

ROLL FIVE DICE

3 OF A KIND WINS 3 TICKETS

4 OF A KIND WINS 5 TICKETS

5 OF A KIND WINS 10 TICKETS



# PLINKO

EACH PLAYER GETS TWO DISKS TO DROP DOWN THE PLINKO BOARD.

THE DISK LANDS IN A POCKET AT THE BOTTOM OF THE PLINKO BOARD.

PLAYER WINS THE AMOUNT OF TICKETS LISTED ON THE FRONT OF THE POCKET

## Wiffle-Ball Drop

Each Player will have to toss 3 Wiffle-Balls onto the Wiffle Board. If the wiffle ball falls on the following colors; Red, Orange, and Yellow, prize tickets will be handed out accordingly...

**Red = 8 Tickets**

**Orange = 5 Tickets**

**Yellow = 3 Tickets**

**Green = No Tickets for you**

