Reminders for raffle sellers…

- Expect sales to continue for about 2 hours. The more rounds that can be sold, the more funds your organization can make; up to $225 per week!
- Bring friends and relatives to help boost sales when needed.
- Having 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…
- The raffle manager may call a "$2 round" - if you are unsure what the round amount is, please ask.
- 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 booth/counter rather hand it to the booth attendant or assistant.
- Sellers cannot buy at that location…
    - (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, and paddlewheels at that premises.
    - **This includes playing paper tabs and etabs.**