

Trunk or Treat 2022

Volunteer Job Description: Trunk/Booth Volunteer

Responsibilities as a Trunk/Booth Volunteer:

Provide car or table for event spot Provide décor for event spot Provide activity and prizes (candy or alternatives) Confirm Trunk or booth activity with RMHOC Volunteer Manager by 8/20/22 Complete and turn in all volunteer forms and/or digital sign-ups Clean event spot and all décor before leaving the event

Event Date: Friday, October 28th

<u>Volunteer Shift</u>: Setup time starts at 2pm (you can arrive later if desired) Event time is from 5pm – 8pm **event ready* by 4:30pm *tear down begins at 8pm, NO overnight parking!

<u>Forms Required</u>: Volunteer Job Description *this form Volunteer Liability Form or digital sign up

<u>Event Location</u>: Orange Police Department (Employee Parking Lot) 1107 N. Batavia Street Orange, CA 92866

Important Details:

Vehicle and booth space is FREE. Event is Free to the public. No smoking or open flames allowed. No alcoholic beverages. Only Individually wrapped candy can be passed out. No homemade food items. All candy is subject to inspection for safety reasons. Trunks: Bring enough candy for 250 -300 children. All vehicles will provide their own volunteers. The individuals or groups will provide a child appropriate prizes and/or candy. There will be prizes for best trunks and/or booths.

COVID 19 protocols: All volunteers wear facemasks during the event. This is subject to change per CDC recommendations.

Purpose of the Event:

The Ronald McDonald House Orange County Trunk or Treat is a *Friendraiser* for families staying in the House and the surrounding Batavia Street neighbors. The families in the House have children that are away from their own home on Halloween. Trunk or treat is a way for families with critically ill children to get outside on Halloween and have some fun in a safe environment during this stressful time.

I have read and understand the tasks and responsibilities required of me outlined in this job description.

Signature ____