

# Description of Volunteer Positions

## Concessions (Game Days):

1. Morning (7:30am-9:00am) assist with set-up (grill, coffee, Nesco's, etc ready.)
2. Core hours (9:00-3:00) prepare and sell food. One and a half hour rotations (see schedule.) Ask others for help if needed!
3. Last rotation (1:30-3:00) help clean up at closing (~3:00). Sweep bathroom & kitchen floors, wipe counters, cooking area clean, & empty bathroom garbage.

## Clocks and Chains (Game Days):

1. Morning (8:30am) set-up game marking equipment.
2. Core hours (9:00-3:00) assist with markers during games. (1 clock, 2 chains, 1 down marker, and 1 clip.)
3. Last rotation (1:30-3:00) help put equipment in shed (~3:00). Empty garbage cans on field and general litter pick up on field.

## Clothing Sales/Raffle (Game Days):

1. Morning (8:30am) set-up clothes (bring out from shed closet.)
2. Core hours (9:00-3:00) sell clothing and raffle items in concession gathering space. One and a half hour rotations (see schedule.)
3. Last rotation (1:30-3:00) help put clothes in shed closet and give money box to concession leader (~3:00).

## Field Maintenance (Thursday Nights Before Saturday's Games):

1. Mark and paint the Town Hall Field Thursday nights (~5:00 to ~7:00.)

## Equipment:

1. July: help log uniform distribution from 5:00pm to 7:00pm
2. November: (Date TBD) help log uniform return from 5:00 pm to 7:00pm

## Banquet (November):

1. Setup: (5:00-6:00) assist with setup of facility and food.
2. Serve food and pre-clean up: (6:00-8:00).
3. Clean up (8:00-9:00) assist until completed.

## Weigh In (August):

1. Assist with recording players measurements. Need to be RN or MD.

## Fundraiser Envelope Stuffing (August):

1. Assist with filling fundraiser envelopes in August.

## Parent Meeting Cook Out (August):

1. Assist with organizing, cooking food, serving food, and clean up.

**Note: Sign in each time you volunteer! This is crucial if you would like your five hours of volunteer time accounted for to receive your \$150 equipment fee back!**