

Fund Raising with KIT

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Introduction

Most of KIT's games conform to **Skill With Prizes** regulations. It is therefore possible to charge a fee to play the games and give prizes.

KIT, used correctly, has the potential to increase intake and cover its own rental cost. This manual will give you ideas on how to use KIT to its full potential within the school environment, keeping the children, teachers, and parents, all happy.

KIT: Working with Children

Depending on what environment KIT will be used, determines its fees and prize capabilities. Prizes would reflect the fees, enabling prizes in the form of:

- House points
- Certificates
- Book certificates

Fees would be relatively small, in the region of 20p/50p or whatever the school deems acceptable.

The system could be used at times which teachers find it difficult to contain the children such as dinner times (especially when it is raining), and also fun days (last day of term).

School discos need no longer include the cost of a DJ, as KIT has a **Jukebox** system which makes it possible to select a particular genre of music, and select play listings for several hours music. It also allows you to play requested songs so it would be possible to have a charge 20p - 50p a request.

KIT: Working with Parents

The potential for major profit will come in at Fund raising events; Family nights, Seasonal Fayres, Open Evenings and other events where the parents are involved.

Prizes would reflect the fee's, enabling good prizes in the form of:

- Shopping vouchers
- Sponsored Prizes e.g. signed footballs

Karaoke

Karaoke evenings are popular events, usually held in pubs, clubs and bars but could quite easily be used in schools, whether during school time or by having a Karaoke night.

Suggestions

Karaoke evenings themselves pull in the crowds but in order to make a little more money out of its participants why not try the following:

Example 1 - Karaoke Dinnertime - to be played in school time by children.

In an hour, it would be possible to have about 15 children participate in a karaoke event.

All pay 50p to enter.

£7.50 goes into the till.

Winners are awarded house points

Example 2 - Karaoke Night - to be played at special events by parents.

In an evening it is possible to have about 25/30 people participate in a karaoke event.

All pay £2 to enter.

£25/£30 goes directly into the till.

£25/£30 is allocated to the winner.

Or

Select a prize, which roughly totals £25/£30

Advantages of this would be you are not giving them £25/£30, but you are giving what they think would be worth £25/£30

A definite profit of £25/£30 is made, not counting the money saved on the prize.

Football5ers

Football5ers allows up to 10 players to compete in a 5-a-side football game.

Team captains can choose their own team name, shirt colour and positions. Match playing time can be varied and team member names are displayed during the game. Tournaments, leagues or individual matches can be easily organised, guaranteeing great entertainment for all players and spectators alike.

Playing Suggestions

Example 1 - Single game - to be played in school time by children.

2 teams enter (5 players per team).
Each team pays £2.50 to enter (50p per person).
£5 goes into the till.
Winners are awarded house points.

Example 2 - Football Tournament - to be played at special events by parents.

16 teams enter (5 players per team).
Each team pays £10 to enter (£2 per person).
£85 goes into the till.
£75 of prize vouchers are given out:
 Winner: £50 prize vouchers (£10 to each team player)
 Runners Up: £25 worth of prize voucher (£5 to each team player)

Example 3 - Football Theme Night - to be played at special events by parents.

Have a football theme night, consisting of a football5ers tournament and a Football quiz.

8 teams enter football tournament (5 players per team).
Each team pays £10 to enter (£2 per person).

8 teams enter football quiz (5 players per team)
Each team pays £10 to enter (£2 per person).

£80 from both games, goes into the till.
£80 is allocated to prizes.
Prizes could be purchased relating to local football club.
£40 of prizes to each set of winners in the form of football scarves, hats, signed footballs calendars etc.)

Or

To decide an overall winning team, the two sets of winners could compete for a jackpot.

Kwizzes

Your school could host a quiz night consisting of the following quizzes.

PUB QUIZ - 10 players/teams compete to answer a variety of questions.

Playing Suggestion:

10 teams enter (5 players per team).

Each team pays £10 to enter (£2 per person).

£50 goes into the till.

£50 is allocated as prize vouchers:

Winner: £25 prize vouchers

£25 into the jackpot fund

Jackpot mounts until won by the quiz winner.

OUTCAST - Vote to get rid of the worst player, or maybe the one you see as the biggest threat. Goodbye!!!

Playing Suggestion:

10 players enter

Each player pays £2 to enter.

£10 goes into the till.

£10 is allocated as prize vouchers:

Winner: £7.50 prize vouchers

£2.50 into the jackpot fund

Jackpot mounts until won by the quiz winner.

3 STRIKES - 10 players battle it out to be the last remaining contestant.

Playing Suggestion:

10 players enter

Each player pays £2 to enter.

£10 goes into the till.

£10 is allocated as prize vouchers:

Winner: £7.50 prize vouchers

£2.50 into the jackpot fund

Jackpot mounts until won by the quiz winner.

TEAMBUILDER - A team game - nominated players answer their chosen speciality.

Playing Suggestion:

10 teams enter (5 players per team).

Each team pays £10 to enter (£2 per person).

£50 goes into the till.

£50 is allocated as prize vouchers:

Winner: £25 prize vouchers.

£25 into the jackpot fund.

Jackpot mounts until won by the quiz winner.

Hi-Lo Cards

Another great game to be played at a school event, involving contestants and audience alike.

Classic card game where you try to guess if the following card to be uncovered is higher or lower. This game allows up to 10 players to compete against each other to win a pre-determined prize.

Playing Suggestions

Example 1 - Hi-Lo Cards Knockout - to be played at special events by parents.

This version of Hi-Lo cards allows up to 10 people to compete against each other at the same time.

Raffle tickets could be sold for 50p/£1 each
10 people are drawn to compete in the first round
The winner goes into the final.

After 10 rounds there will be 10 finalists to take part in the final.

50 people buy a raffle ticket.
£25/£50 (half) is put into the till.
£25/£50 is allocated as prize vouchers.

The winner then has a chance to answer a question of their category choice, to win the £25/£50 voucher.

Major profit to be made, with the sale of more raffle tickets.

Donkey Dash

This game allows up to 10 players to compete against each other to win a pre-determined prize. When the starting pistol starts the race, collect the points indicated on the carrot using your power button. The more points you collect, the faster you go.

Playing Suggestions

Example 1 - Individual race - to be played in school time by the children

10 players enter each race

Each person pays 20p to enter

£2 goes into the till.

Winners are awarded house points

As races are relatively quick, it would be possible to get in multiple races, allowing for more profit.

Example 2 - Individual race - to be played at special events by parents.

10 players enter each race

Each person pays £2 to enter

£10 goes into the till.

£10 is allocated to prize vouchers:

Winner 1st: £5.00

Runner-up 2nd: £3.00

Runner-up 3rd: £2.00

As races are relatively quick, it would be possible to get in multiple races, allowing for more profit and to give participants a chance to raise their prize winnings.

Example 3 - Tournament - to be played at special events by parents.

10 players enter each race

Each person pays £2 to enter

Tournament consists of 5 rounds.

2 players from each round go through to a final

£50 goes into the till.

£50 is allocated to prize vouchers

Winner 1st: £25

Runner-up 2nd: £15

Runner-up 3rd: £10

Camel Racer

This game allows up to 10 players to compete against each other to win a pre-determined prize.

When the starting pistol starts the race, as words move up through the white line, press the colour that the word spells, not what colour it actually is. The more you get correct, the faster your camel goes.

Playing Suggestions

Example 1: Individual race - to be played in school time by the children

10 players enter each race

Each person pays 20p to enter

£2 goes into the till.

Winners are awarded house points

As races are relatively quick, it would be possible to get in multiple races, allowing for more profit.

Example 2: Individual race - to be played at special events by parents

10 players enter.

Each person pays £2 to enter.

£10 goes into the till.

£10 is allocated to prize vouchers

Winner 1st: £12.50 voucher

Runner-up 2nd: £5.00 voucher

Runner-up 3rd: £2.50 voucher

As races are relatively quick, it would be possible to get in multiple races, allowing for more profit and to give participants a chance to raise their prize winnings.

Tug Of Waaaagh

Two teams of up to five players grab points from a moving target which enables their team to pull the other towards the edge of a cliff face. Combined team score determines how well a team performs compared to the other. Individual scores determine how likely a player is to be eliminated from the game by hungry predators.

Playing Suggestions

Example 1 - Individual game - to be played in school time by children.

2 teams enter (5 players per team).
Each team pays £2.50 to enter (50p per person).
£5 goes into the till.
Winners are awarded house points.

Example 2: Team Game - to be played at special events by parents.

2 team enter (5 players a team).
Each person pays £2 to enter.
£10 goes into the till.
£10 is allocated to prizes vouchers
Winners: £10 voucher

Example 3: Individual Game - to be played at special events by parents.

10 players enter.
Each person pays £1 to enter.
£5 goes into the till.
£5 is allocated to prizes vouchers
Winner: £5 voucher

As games are relatively quick, it would be possible to get in multiple games, allowing for more profit and to give participants chance to raise their prize winnings. Don't forget that individual games for ten players can take £5 per game when charging £1 per person/game.

Medieval Mayhem

Up to ten players control an animated dragon. The aim of the game is to bump into your opponents' dragons. Whoever is higher on the screen at the time of the collision knocks the other out of the sky. Players have limited amounts of fiery breath with which to scorch and slow down rivals.

A great game for the kids resembling home computer games as well as being an audience pleaser.

Playing Suggestions

Example 1: Medieval knockout - to be played in school time by the children.

10 players enter.
Each player pays 50p to enter.
£5 goes into the till.
A certificate is given to the winner

Example 2: Medieval knockout - to be played at special events by parents.

10 players enter.
Each player pays £2 to enter.
£10 goes into the till.
£10 is allocate to prize vouchers
Winner: £10 voucher

This game is also relatively quick compared to most of the other games and so with there being only a small profit margin per game, there is the opportunity to get in as many games as possible.

Fill The Blanks

Up to ten players compete to answer a question in the fastest time. The fastest player selects letters to try and fill the blanks.

Playing Suggestions

Example 1 - to be played at special events by parents

10 players enter.

Each person pays £2 to enter.

£10 goes into the till.

£10 is allocated to prize vouchers

Winner: £10 voucher

This game is also relatively quick compared to most of the other games and so with there being only a small profit margin per game, there is the opportunity to get in as many games in as possible.

Bingo

This game played the original way is for entertainment only and is compere driven. However the game can be used in different ways:

Playing Suggestions

Example 1 - Sit down game - to be played at special events by parents.

Each player pays £1 to enter and receives a Bingo numbers sheet.

50 people play

£25 goes into till.

Everybody participating is asked to stand up. KIT randomly selects a number. If a number from your sheet is selected, you sit down and are out of the game. The last remaining standing person is the winner.

£25 is allocated to prize vouchers

Winner: £25 prize voucher