

BRANDING TIME / GENERAL CONTEST IDEAS

CHAPTER POKER

Each chapter member receives a promotional flyer in the mail with a playing card. Members earn more cards for their poker hand by attendance at meetings (1 card), bringing guests (1 card) and recruiting new members (2 cards). Best hands win prizes at the end of Branding Time.

100/200% DAY

Many chapters have held a 100% Day where plans are made to have 100% attendance at a chapter meeting. The idea of a 200% Day takes that one step further with the goal of 100% attendance of chapter members and each of them bringing a guest. It's a great way to kick off a membership campaign and boost excitement. The key is to plan early and promote it to your chapter members.

YARD PENALTY

Another fun idea is to put something in each of your members' yards that's a little less than desirable (some chapters have used outhouse signs, yard ornaments, etc.). The only way these can be removed from the members' yards is if they recruit a new member. Be sure to include the AMBUCS™ logo for visibility!

TEAM CONTESTS

Separating your chapter into teams is always a fun membership competition. The number of teams depends on your chapter size. But, assign team captains to motivate members. Teams will get points based on their attendance, participation and recruiting efforts. Try using a theme (theme ideas: football, NASCAR, current TV game or reality shows) to add some more fun. The team who scores the most points at the end of Branding Time wins a predetermined prize (such as a pizza party).

MEMBER GET-A-MEMBER

Reward members who sponsor new members during Branding Time by entering them into a drawing for a great prize(s). The concept is that every member gets a member! Ideas include a trip to the AMBUCS™ National Conference, gift certificates, vouchers for dues, etc. No matter what the prize is, just make sure that it is something that the members will find exciting and that will motivate them!

REACH FOR THE STARS

Hang up some envelopes on the wall where you meet (or create a prize board to take to the meetings). Put various amounts of cash in each of them (the amount can depend on what your budget allows).

Anyone who brings in a new member can “Reach for the Stars” choose one of the “stars” envelopes and cash in!

“MONKEY”

Sometimes negative reinforcement can motivate membership recruitment. Find a big stuffed animal like a monkey or something fun that will promote conversation. The member who doesn't bring a guest to the chapter meeting may be chosen to take the “monkey” back to their office and keep it there until the next chapter meeting.

AMBUCS™ ENCOMPASS THE AREA

The chapter is broken down into four teams- North, South, East and West. Teams earn 1 point for attending the meeting, 1 point for bringing a guest and 5 points for signing up a new member. The team with the most points at the end wins a predetermined prize.

AMBUCS™ FANTASY “FOOTBALL”

Appoint a commissioner (membership committee chairman or chapter president) and two or more team coaches (depending on your chapter size). Coaches will take turns drafting team players until every member in the chapter is on a team. Scoring and the number of players each week were modeled after fantasy football. Each coach starts 7 players each week (obviously putting regularly attending members in higher scoring positions.) Teams receive 6 points each if the quarterback and the running back are present at meetings, 4 points if the receivers and tight end are present and 3 points if the kicker is present. If one of the starters brings a guest, double points are scored for that position. If a reserve is present at a meeting, 2 points are scored or 4 points if they bring a guest. If the commission receives a signed membership application from one of the guests or a prior guest, 7 bonus points are received. Prizes are awarded to the highest scoring team and coach.

AMBUCS™ POKER

Chapter members earn playing cards throughout Branding Time: attend a meeting earn 1 card, bring a guest to a meeting and earn another card, sign up a new member during Branding Time and earn 3 more cards. The member who has the best Poker hand at the end of Branding Time will win a prize or cash! Big Hat Leadership Contest The chapter is broken down into several teams, which consist of one regularly attending Big Hatter, one regularly attending member and two seldom seen members. The Big Hatter is the team leader and is responsible for running the team and collects a \$10 per team member fee. The teams compete for prizes based on the final point standing of the teams. Teams collect 1 point per week for each team member at a chapter meeting, 5 points per week for any guest and 15 points for each paid new member application. Teams win “Am-Bucks” (credit to be spent at any AMBUCS™ member business.)

BUILD A RAMP

Separate the chapter into two teams. Points are awarded for attending or participating in various chapter functions, bringing guests and sponsoring new members. As points are accumulated, the team members earn pieces of a ramp. When all four pieces are received and the ramp is completed, the team wins. The winners are required to earn 700 points. The losing team prepares and serves dinner to the winning team.

DISTRICT "BAG-A-BUCK"

The entire district is broken down into two teams, the Riffle Team and the Bow Team. Teams are chosen at random and each team will have at least one member from every chapter in the district. Members earn points by bagging a "fawn" (or bringing a guest and earning 1 point), bagging a doe (or signing up a Friends member and receiving 3 points) or bagging a buck (signing up a new member and earning 5 points). Members of the winning team will be entered into a drawing for dinner or movie tickets. The one bagging the most points during the contest wins dinner and movie tickets!

JOKER POKER

This is a spin on AMBUCS™ Poker! Everyone at the meeting just before Branding Time receives one card. During October and November, anyone who brings in a guest earns another card and another if that guest joins the chapter. Anyone who does not bring a guest at each meeting has their names put into a hat. Three of those names are drawn and the membership committee puts a sign in their yard or at their workplace that says, "Ask me why I didn't bring a guest." They must keep that sign until the next chapter meeting. They may move the sign into another member's yard (who also did not bring a guest) for a \$5 fee to the membership committee (money is used for prizes.)

POT OF GOLD

Who will win the pot of gold for bringing in prospective members? \$5.00 is put in a "pot" each time a member brings in a prospective member to a meeting. Each time a member brings an attendee, his/her name is also added to the "pot." The money accumulates until Branding Time is complete. Then a name is drawn and the person wins the pot of gold.

REACH FOR THE STARS

At each meeting, decorated envelopes will hold prizes for each member that brings a guest. One of the envelopes will hold an extra special prize. At the last meeting day in November, an additional grand prize will be waiting for the member who has accumulated the most points through Branding Time. Points are awarded for the following: 2 points for wearing your membership pin to each meeting, 4

points for each guest you bring to a meeting and 5 points for each new member that you get to join the chapter.

SURVIVOR ISLAND

The chapter is divided into two teams (or more depending on your chapter size). During a chapter meeting, each team creates a “tribe” name and a tribe sign with their tribe’s motto. At each meeting an immunity challenge is held (games are played such as AMBUCS™ trivia, survivor word search, etc.) After each challenge, a tribal council was held and each team votes off one of their team members. That team member has to bring a guest to the next meeting to “get back on the island.” Tribes collect points based on the following: Bring a guest= 100 points, Sign a new member = 500 points, loose an immunity challenge= -50 points, sign or re-sign a Friends member= 250 points, pay current month dues= 10 points, call a missing member=5, plus points for participation in service projects and socials. At the end, the losing team provides dinner for the winning team.

U PICK IT

Members receive chances to win by bringing a guest to a meeting (earning 1 chance) and sponsoring a new member (5 chances). The winner receives a \$200 gift for a trip of their choice- a night’s stay and dinner- “U Pick” where. Maybe a golf weekend or maybe a bed and breakfast? U Pick It! Additional motivation: Each member becoming a Big Hatter during Branding Time receives a \$40 gift certificate.