

Chuck-a-Puck Volunteer Instructions

1. About halfway through the 3rd period of the JV game get the pucks out of the storage room if they are not already out (Nick Powel or one of the Ice Forum rink attendants will have the key if you need it).
2. Organize the pucks on the table located in the lobby and begin selling during the 3rd period of the JV game. The table will already be set up by the rink attendants ready to go.
3. In the buckets you will find a sign, the signup sheets and money bag. The pucks sell for \$1 each. Have the person "PRINT" their name next to the puck number they selected. Keep all the money in bag and make sure if you walk away from the table you take the money bag with you.
4. When there is 2 to 3 minutes left of the 2nd period of the varsity game put the remaining puck (if there are any) in the bucket, get the sheets, the money and the buckets and go down to the penalty box next to the announcer.
5. After the 2nd period is completed and all the players and coaches are off the ice, give Dan Kirsch the sheets (he is the announcer), put an orange cone in the middle of the ice (the cones are either in one of penalty boxes or on the players bench). Dan will announce to the crowd when to throw the pucks.
6. After pucks are thrown, pick up the winning puck and let Dan know the number.
7. Pick up the pucks and put them in the buckets. It is OK to recruit help to pick up the pucks including some of the Mite players if they played between the 1st and 2nd period and are still there. Any youth player must have helmets on to go on the ice.
8. Buckets with pucks go back into the storage room. Don't forget to make sure you have the pucks you didn't sell and the sign.
9. Get the sheets back from Dan.
10. Give the winner half of the money collected.
11. Put the other ½ of the money and the sheets together. Please give the sheets and money to Sharon Puchalski, the Booster Club treasurer.

ENJOY