



# Drawing Dynamo

The Drawing Dynamo is responsible for bringing an item to raffle off. The proceeds from the raffle help the club pay for the venue and other important items.

## Intro Script

*“My name is \_\_\_\_\_ and I am tonight’s Drawing Dynamo. Proceeds from the raffle help pay for this venue and other important club items. Tonight’s raffle item is \_\_\_\_\_. Tickets are \$1 for one ticket or \$5 for six tickets. Come find me at the break to buy your tickets.. You can pay in cash or to the Venmo (Venmo can be found on a sticker on the piggy.)”*

## Before the Meeting

- Find or buy a raffle item (or items). Past items have often totaled approximately \$20 in value.

## Role Supplies

- Raffle item

## During the Meeting

- Present your raffle item. Let people know it is \$1 for one ticket or \$6 for five tickets.
- Collect money and hand out tickets at the break.
- Give the money you collected to the Treasurer. If he/she isn’t at the meeting, give it to the Presiding Officer.

## Tips

- Popular raffle items are wine and gift certificates, but you are welcome to bring whatever you think the club would like.
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