



Fall Conference Reception and Carnival 4:00 to 6:30 pm, November 16, 2017 Earle Brown Heritage Center - Carriage Hall A

Carnival Outline

- The intent of the carnival is to provide a fun on-site event for Thursday night that allows our sponsors to have extended interaction with members. The carnival will also raise money for [Success Beyond the Classroom](#).
- Donations can be made at the APWA MN booth. All donors will be eligible for a door prize drawing at 6:15 pm. Donors will receive a bingo card that can be used to play a "minute to win it" type carnival game at a vendor/sponsor booth in the Carriage Hall A. Completed bingo cards can be entered for a door prize drawing. All proceeds will go to Success Beyond the Classroom.
- A bingo card is suggested, in the spirit of both charitable giving in the holiday season and in support of all our vendors, to play a vendor/sponsor game. Participants will receive one vendor/sponsor logo stamp on their card for playing or two stamps for successfully completing the game. Cards with logo stamps completing bingo in various patterns (4 corners, blackout etc.) can be entered for a door prize drawing to be held at the conclusion of the event. **It is suggested that participants limit themselves to playing an individual game one time, encouraging circulation to multiple booths to complete cards for door prize entry. Each participating vendor must have a company logo stamp to mark cards.**
- All prizes will be purchased by APWA before the event. Sponsors/vendors will **NOT** be providing prizes for their game.

Carnival Game Instructions

- Interested Vendors/Sponsors need to prepare a "Minute to Win It" game for the carnival.
- Team games (for 3-4 people) are encouraged.
- Games ideas can be found by doing an internet search of "Minute to Win It Games." Several sites include:
 - <http://stumingames.com/2013/03/in-case-youve-missed-our-top-20-countdown-this-month-here-are-minute-to-win-it-games-11-20-stumin/>
 - <http://www.churchleaders.com/youth/free-resources-youth-leaders/145309-free-game-resource-minute-to-win-it.html>
- Choose a safe game: human pyramids, back-flips, ninja moves are discouraged,
- Please determine how all members of the team, which will vary from 3 to 4 people, will participate in the game. **Booths are 8x8** so plan accordingly. Your game should allow for one group to play at a time.
- Games should not last longer than 5 minutes. Games can run from 4:00 to 6:15 pm.
- Each group should submit the premise of your game and the name of your game to the membership committee attn. Mark Kasma (Markka@bolton-menk.com) for review and approval.

