

2018-2019 Room Parent Volunteer Form

The countdown is on to the new school year. We're excited to begin planning an exciting 2018-2019 school year for our students.

The many activities and events at St. John Paul II School are possible because of the continuous support of our Room Parents. Leading by example in volunteer recruitment for fundraising events, and organizing classroom activities throughout the year keeps our school community strong and growing!

Volunteer to be a Room Parent! Being a Room Parent is a great opportunity to meet fellow St. John Paul II School families and share in your child's school experience. Room Parents cultivate volunteerism among fellow class parents to help our school events be successful. We are asking for two Room Parents per class to volunteer for the year.

What Room Parents are responsible for?

- Promptly following safety procedures for fingerprinting and attending a Virtus session. Virtus teaches the proper protocols, procedures and methods for preventing and responding to risk. This is a diocesan requirement for becoming a Room Parent.
- Volunteering for (3) Bingo nights as a Floor Person. At the cornerstone of our school's mission is service. Room Parents inspire other parents to volunteer for this major fundraiser, Room Parents lead by example.
- Volunteering for (1) carnival night. Again, leading by example is the most effective way to inspire others to serve. Room Parents will also recruit volunteers to fully staff carnival games and stations.
- Ensuring every parent is continually invited to participate in classroom activities. We are an inclusive culture. Room Parents communicate events and school information with all classroom parents via email or text at least once every month. To ensure every parent is included, Room Parents are critical in gathering contact information from parents, and inspiring them to be part of our activities.
- Working with teachers to plan classroom celebrations. Room Parents assist by planning celebrations, asking for parent volunteers for activities as needed, and participating in classroom events such as Junior Achievement and field trips.

If you can fulfill all above obligations, please return the information below to the school office or email to pta@jp2rs.org by 8/24. For your convenience, a Bingo volunteer form is included in this email also.

| Thank you! | |
|------------|---------------------|
| Name: | Email: |
| Phone: | Child's name/grade: |

BINGO Sign-Up Form

Every SJPII family is expected to volunteer for (3) BINGO nights per year. BINGO significantly generates revenue for our school, keeping tuition costs down for families. You may volunteer online at www.SignUpGenius.com. Email simonechristine.cs@gmail.com to access the website. Thank you!

| Oldest/Only Child's Name: | Grade: | |
|---|-------------------------------------|--|
| Your Name: | E-Mail: | |
| Phone 1: | Phone 2: | |
| Date Preference (please check one): ☐ Wednesday Evening ☐ Friday Evening | | |
| Job Preference (please check one): | | |
| ■Pull Tabs/Daub Tabs 6:00–7:30 pm (approx. •Sell \$1 tickets to players •Count money and complete paperwork □Caller 7:00–9:45 pm (approx.) | •6:30–7:30 pm - Sell BINGO cards to | |

List Dates of Availability through June

(The Bingo year begins in July and ends in June.)

All scheduling requests will be based on a "first come, first served" basis. Every effort will be made to accommodate special circumstances and requests.

Any relative or friend, 18 years of age or older, may volunteer.
NO ONE under the age of 18 is allowed in the Bingo Hall at any time!

Set up/close down Bingo machine

Training and instructions provided

•Call Pull Tab and Bingo game numbers

time!

❖It is your responsibility to ensure your position is filled when you are scheduled. If you are unable to make your scheduled date(s), and you cannot find a replacement, please TEXT (609) 332-1335 and/or send an e-mail Bingo@jp2rs.org. You will be asked to reschedule any dates you miss.



call back winning numbers,

collect/throw out used BINGO cards