

BOB EDWARDS SCHOOL COUNCIL PRESENTS...

CASINO

2024!

OCTOBER 1 & 2, 2024

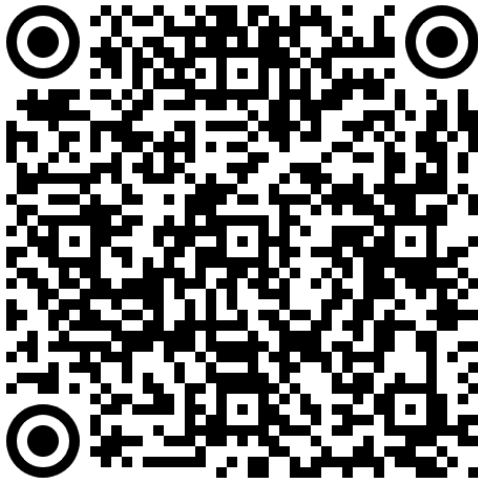
AT PURE CASINO

1420 MERIDIAN ROAD NE

SIGN UP LINK:

[HTTPS://TINYURL.COM/YWD2MX7A](https://tinyurl.com/YWD2MX7A)

OR SCAN THE QR CODE:



CASINO 2024

Calling parents, siblings, grandparents, aunts, uncles, and anyone 18 or older to help. Bob Edwards School Casino 2024 event is scheduled to run on Tuesday, October 1, and Wednesday, October 2, at Pure Casino. We need approximately 40 volunteers to make this event a success and to continue to have them in the future. It is one shift on one day to help create a better environment for your child to learn and grow. Casino funds are used to enhance the school environment in areas such as literacy, physical education, field trips, career, and technology foundations (CTF) equipment, and so much more. Without casino funds, improvement and updates are limited. Casino funds raise a large sum that is not replaceable with other fundraisers. Please fill in the form below and return it with your child to the school by September 24, 2024, or sign up directly through the QR code on the reverse of this page.

Thank you in advance for your support!

Here are some important details that you need to know as a volunteer in the casino:

- An experienced registered casino advisor will provide training, support, and assistance in both the cash cage and the count room.
- The Casino Games Manager and the trained professional staff will help the volunteers as they carry out their various duties.
- Anyone 18 years of age or older may volunteer.
- Upon arrival at the casino you will be greeted, signed in, and shown what to do.
- Volunteering at the casino is safe, easy, and fun.
- You will get time for breaks and a meal (one free meal is provided) and snacks are provided (you are not allowed to bring your own food).

Shifts are 11 am-7:15 pm or 7 pm-3:45 am or 11 pm-3:45 am.

Volunteer Name: _____

Contact phone number & email:

Date(s) Available (circle all that apply):

October 1

October 2

Both