



## Autism Society of Minnesota

# 2010 Steps of Hope Volunteer Form

Looking for way to help? Volunteer at the Steps of Hope walk! Volunteers are an important part of the walk, ensuring that everything runs smoothly. Your energy will make a difference!

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

DAYTIME PHONE: \_\_\_\_\_ E-MAIL: \_\_\_\_\_

We have a variety of volunteer opportunities at Steps of Hope. Check your preferred interests, and we'll put you to work. Follow the signs to the volunteer room on the upper level of the mall for instructions and a treat before the walk.

\_\_\_\_\_ **Set up:** Help set-up tables and chairs, organize t-shirts and whatever else we need to get ready for the walk. Set up takes place on Saturday, February 27<sup>th</sup>, the night before the walk, after the mall closes.

\_\_\_\_\_ **Registration:** Process registration paperwork, collect donations and answer questions. Registration opens by 8:30 and will continue until all walkers have been registered, generally ending as the walk begins.

\_\_\_\_\_ **People movers:** Help manage traffic near the registration area. Guide walkers away from registration and on to center court.

\_\_\_\_\_ **T-shirts:** Pass out t-shirts to each registered walker.

\_\_\_\_\_ **Snacks/drinks:** Monitor the snack table and replenish supplies as needed.

\_\_\_\_\_ **Volunteer room:** Monitor the volunteer room during the walk, including helping vendors and volunteers as needed.

\_\_\_\_\_ **Clean up:** Help us pack up and clean up after the walk.

\_\_\_\_\_ **Coat Check:** Hanging coats for walkers before and after the walk.

\_\_\_\_\_ **Wherever I'm needed most:** You will be assigned wherever you are needed most!

**Please return this form by February 15th to:**

**Autism Society of Minnesota, 2380 Wycliff Street, Suite 102, St. Paul, MN 55114  
PHONE (651) 647-1083, extension 23, FAX (651) 642-1230**

**We will contact volunteers by email shortly before the walk to provide details.**