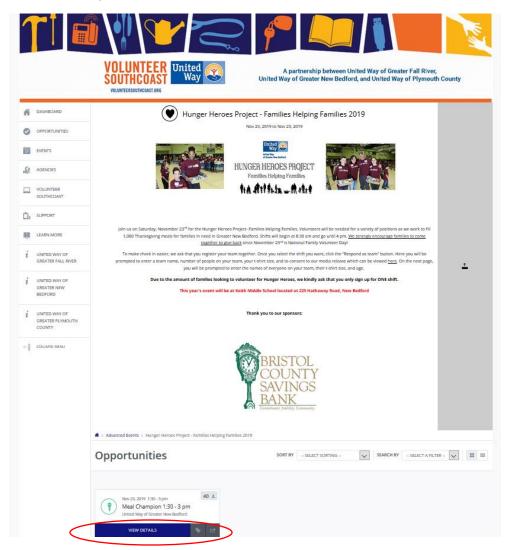
Tips for registering for Hunger Heroes

Prior to March 3rd

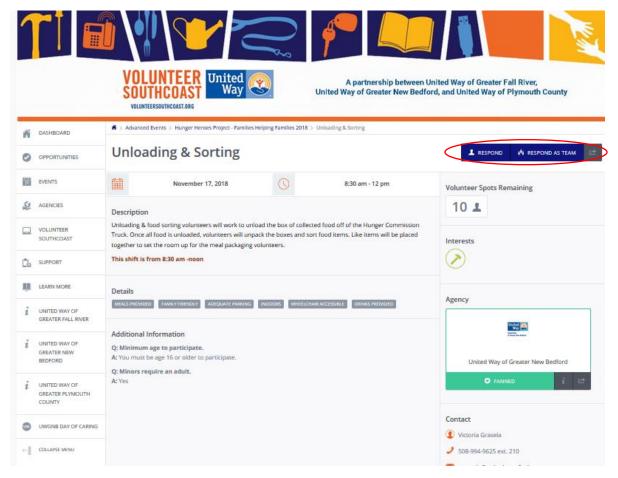
- 1. Pre-register for Volunteer SouthCoast. If you have registered in the past, double check that you remember your user name and password.
- 2. Make a list of every person on your team. You'll be asked for their name, age, and t-shirt size when you register them.

On March 3rd

1. Go to www.volunteersouthcoast.org/aem. You should see the page shown below. Here you'll see all the shifts available during Hunger Heroes that still have open spaces. To learn more about each activity, click the "View Details" button.



2. Once you decide on the shift you want to participate in, click "respond" if you are registering only yourself or "respond as a team" if you are registering multiple people.



3. If you responded as an individual, you will be asked to enter your t-shirt size, age, and if you consent to photos during the event. Once you fill this out click "Submit." You'll receive a confirmation email shortly.

If you responded as a team, you'll be asked to enter team details on the next page, including a team name and how many people are on your team. Please remember your team name, when you arrive at Hunger Heroes, your t-shirts and name tags will be under your team name. On this page, you will also be asked a few details about YOURSELF (ie. Age, t-shirt size, consent to photos during the event). You will be asked to enter all other team member information on the next page. Once the team is created, you will receive a confirmation email.

4. Once you hit submit and the next page appears, click on the pencil icon to edit your team member information. It is important that you fill out each person's name, age, t-shirt size, and consent for photos. Email addresses are not required on this page.

We kindly ask you only register for 1 shift and that only teams of family and friends register. If you have any questions or need help with registration, contact Victoria at 508-994-9625 ext. 210 or vgrasela@unitedwayofgnb.org.