# TEN WAYS TO MAXIMISE YOUR FUNDRAISING

#### PICTURE PERFECT

Dress your page! Include a photo of yourself (wearing a Tearfund T-shirt if you have one), and another showing the people/cause you're raising money for.

#### **TEAM TALK** More people means more support, and (hopefully) more fun! Consider recruiting a few other people to join you in your chosen challenge. There really is strength in numbers.

# **BULLSEYE**

Set an ambitious target to give yourself something to aim for. Relate your goal to what you're doing, eg '£480 Yasmin every day for a year!'



#### THE PERSONAL TOUCH

Why have you set yourself this challenge? How do you feel about it? Make your page as personal as you can. It's important that your sponsors know that their support will make a real difference to people around the world, and that you won't reach your target without their help.

#### WHY TEARFUND?

Why have you chosen to fundraise for this particular cause? Talk about your motivation. We've put some words together to help you get started.

## **GET CONNECTED**

If your church/workplace/

#### **TAKE STOCK**

Work on your JustGiving page over time. What else can you add to it to motivate people to sponsor you? Make it fun, eg 'If I raise an extra £150 by next weekend, I'll dye my beard green!'

### **IT'S GOOD TO TALK**

Keep your page up-to-date with how you're progressing what you're struggling with/ enjoying, what's keeping you motivated and so on. Don't forget to say 'thanks for the encouragement' to your sponsors!

Thank You

#### SHARING IS CARING

Share a link to your page whenever you can. One way is to thank people for their donations is via social media, including a link, eg 'Thank you, Mike, for sponsoring me at justgiving.org/xxx to help children survive and flourish.'

# **CELEBRATE**

Even after the event, continue to say thank you and celebrate your sponsors and what you've achieved together for a little while longer. Tell people it's not too late to support you often people just need a friendly reminder!



