

Progress Report

Date: 11/01/18

Project Name: Cornhole for Carilion

Reporting Period: Progress Report 2

Work completed this reporting period:

- Marketing campaign strategy planned and launched
- Prize Support contacted and secured \$140
- Date, Time, Location for tournament fundraiser finalized
- Cornhole boards secured for the event
- Website launched and updated
- Set up payment receiving methods
- Researched and determined optimal cornhole rules for the tournament
- Beginning development of event to put on at the hospital post fundraiser

Work to complete next reporting period:

- Continue to ramp up marketing and get teams signed up for the tournament
- Create tournament bracket
- Have a successful fundraiser tournament where we raise \$300+
- Recruit helpers and execute an event at the Children's hospital
- Meet with the kids and Erin to present the money and spread a little joy

What's going well and why:

- Team meetings
 - Team meetings have been going extremely well because we have set a weekly time and location to meet at. Having a set location has given us a solid date in which we need our personal deliverables done by as well as a weekly time to talk about our project.
- Restaurant sponsorship
 - We were able to connect with a few different restaurants that once we communicated the needs of the children's hospital and our heart for helping them, generously gave to make our event successful.

What's not going well and why:

- Recruiting teams
 - We haven't quite gotten the word out to enough of the right people in order to see the turnout we are hoping for yet.
- Keeping on pace with original estimated schedule
 - We haven't always been holding ourselves accountable to the timetable and goals we set out at the start of the semester

Suggestions/Issues:

- Potential issues include
 - Weather
 - Participation
 - Competitiveness

Project changes:

- Things to accommodate potential issues
 - Contingency plan for poor weather
 - Word of mouth recruiting
 - Rules researched and clearly defined for our tournament