





#FreezinForAReason



M STEP 1: REGISTER

This **April** you can choose your challenge:

- Get creative with how you will be accepting the 'Virtual Freezin' challenge you choose the date
- Join us in-person on April 25th to 'Plunge in the Park'

Everyone must register on-line to participate at <u>www.peiletr.com/polar-plunge</u>

Follow the easy steps to customize your personal and/or team page



STEP 2: FUNDRAISE

Once you sign up you will receive an email from Canada Helps with the subject "Your Fundraiser is Live! Here's How to Get Started"

 Click the 'View my page' and follow the simple steps to let your family, friends, and co-workers know why your are raising money in support of Special Olympics PEI and encourage them to donate to your page!



STEP 3: FREEZE YOUR WAY

Virtual Plungers - can choose any date(s) during the month of April to accept the challenge - check out our website and social for some ideas.

- Don't forget your camera/phone submit your photos and /or videos for chances to win some great prizes -
- tag @PEILETR on Facebook and @LETRPEI on twitter/instagram
- post on our facebook event page for others to enjoy
- Challenge someone else to join your team or take the plunge

'Plunge in the Park' participants

If you registered to plunge in-person on Sunday, April 25th at Dalvay Beach in the PEI National Park - you will receive an reminder email the week of April 19th with all your day plunge details and Covid-19 protocols



STEP4:

STEP4: SAY THANKS

Reach out to your supporters through your page to thank them for **helping you to enrich the life of an SOPEI athlete**. With their support and your fundraising efforts, we thank you for ensuring that programs & services will remain for the more than 600 Special Olympians across PEI.

SAFETY FIRST

Safety is an essential part of our plunge

- Follow all CPHO guidelines for social distancing
- Never plunge alone
- Ensure it is a safe place to plunge
- Be sure you have a towel/blanket and dry clothes nearby

PEILETR.COM/POLAR-PLUNGE