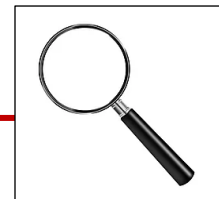


SUGGESTED UNIT INCENTIVES

Units typically have their own ideas about what to offer as an incentive, but below are some suggestions for ideas you may not have considered. If your unit uses Scout accounts, that would greatly impact your incentive considerations.

- If a Scout sells \$300, the unit will pay for _____.
- If a Scout sells \$500, the unit will pay for their yearly dues.
- If a Scout sells \$1,000, the unit will pay for a weekend adventure.
- If a Scout sells \$2,500, the unit will pay for camp.
- Consider a weekly prize for the week's highest seller. Maybe items like baked goods, coupon for free ice cream, \$10 gift card, admission for mini-golf or roller skating, etc.
- For every 5 containers sold, Scouts receive a raffle ticket to win items like tents, lanterns, sleeping bags, etc.
- Ice cream party / Pizza party / Snow cone party.
- Pie in the face of a den / patrol leader if you fill a sheet.
- Top den / patrol gets outing of choice.
- Weekly drawing for anyone over minimum sale \$.
- Weekly drawing for anyone reporting their sales weekly.
- Top patrol gets a weekend trip with the adults doing all the cooking.
- Leader dunking booth for the unit exceeding their goal.
- For each sale a Scout earns a Lego piece to build something during a meeting. Have a meeting night devoted to the Scouts building with their earned blocks.
- Movie night for top selling den / patrol.



Mystery Houses

Seek out homes in different neighborhoods – maybe teachers, bus drivers, charter organization members, etc. Ask them to purchase a \$10.00 gift card. When a Scout visits in uniform and politely asks them to support Scouting, the person of the mystery house gives the Scout the gift card.



Consider giving a clue to one of the mystery houses each week. Ask the mystery house owner to contact you when they have given their card. Keep track of your houses and let the Scouts know when all of the houses have been found.