

DAILY PRIZE INSTRUCTIONS



STEP 1 COLLECT COUPONS

- ➔ Place Coupon Box in a central location **OR**
- ➔ Visit classrooms daily to collect entries

STEP 2 AWARD DAILY PRIZES

- ➔ Check the coupon box daily
- ➔ Hand out collectibles based on the [Prize Guide](#)
 - 📋 Use the *Daily Prize Tracker* in the sponsor portal
 - ⚡ Mark off prizes as they are awarded
- ➔ Draw 1 coupon daily to award a *Snack Pack Racer* (up to 10 winners)

STEP 3 RACE DAY FINALE

- ➔ Schedule a school-wide event
- ➔ Bring all *Snack Pack Racer* winners together
- ➔ Follow instructions on reverse side to set up the race track and Snack Pack Racers
- ➔ First Racer to knock over the Flag **WINS!**
- 🏆 Winning class earns a *school-provided* party/prize

WHAT'S INCLUDED



Snack Pack Collectibles



Snack Pack Racers



Daily Coupon Box



Daily Prize Tracking Chart



PRIZE GUIDE

3 Items Sold	1 Collectible
8 Items Sold	1 Collectible
13 Items Sold	1 Collectible
18 Items Sold	1 Collectible
23 Items Sold	1 Collectible
★28 Items Sold	2 Collectibles
33 Items Sold	1 Collectible
38 Items Sold	1 Collectible
43 Items Sold	1 Collectible

BOOST PARTICIPATION

- 📢 Announce coupon drawing winners daily
- 📋 Keep tracking chart updated and visible
- 📢 Promote often!





RACE DAY GUIDE

SMALL SNACKS! BIG CHAOS!

OBJECTIVE

Be the first racer to
KNOCK OVER THE FLAG!

*That's it! That's the goal!
Everything else is unpredictable.*



WHAT YOU NEED

- ➔ 10 Snack Pack Racers (Included)
- ➔ 1 Flag (Included)
- ➔ 10 Participants
- ➔ Open Floor Space

SETUP

- 1 Place the flag in the center of your race area.
- 2 Arrange all racers in a circle around the flag, facing inward
- 3 Each participant selects a racer. (No trades once chaos begins!)



START YOUR RACER

- 1 Find the zipper on the back
- 2 Install 3 AAA batteries in each racer
- 3 Flip the switch to ON
- 4 Set the racer on the floor
- 5 Press the button on top of the left foot
- 6 Step back and watch them go!



LET THE RACE BEGIN

- ➔ Racers will wobble, spin, fall, and talk!
- ➔ Hands off once activated!
- ➔ No coaching or steering allowed.



WINNER!

First racer to knock over the flag
WINS THE RACE!



PLAY AGAIN!

Try mixing it up:



Move the Flag



Change Starting Spot



Add Obstacles



Team Races



Last Racer Standing

IMPORTANT NOTES

- ➔ Falling over = normal behavior
- ➔ Not going where you want = also normal
- ➔ These racers have zero respect for strategy!



😄 IF PEOPLE ARE LAUGHING, YOU'RE DOING IT RIGHT! 😄