





2. Encourage your members. Publicize the needs list (see enclosed sheet) in your church and encourage them to collect. Share your church's plan for participating. Note: Due to licensure regulations, we cannot use outdated food. Check expiration dates and buy food that has the longest shelf life.

- 3. Find out where to deliver your collection. A pick up point is designated for your area. Contact your association office to find out where to take your church's collection. Pick-up points will appear in the April edition of Baptist Children's Homes' Charity & Children newspaper and on the Food Roundup website. BCH drivers will pick up collections from the pick up points beginning on May 3, 2021. You will need to find out the last day your collection point will accept food deliveries prior to the May 3rd start date.
- 4. Who do you know that can help? You may have a connection with a distributor who would be willing to donate items from the needs list. If so, please reach out to them or send their contact information to Alan Williams at 336-474-1277 or awilliams@bchfamily.org
- **5. Rally your volunteers.** Recruit missions, youth and other volunteer groups to help at pick up points to box and load items onto delivery vehicles. Call the contact person for details. A list will be in the April edition of BCH's **Charity & Children** newspaper.
- **6. BOX IT UD.** Sort and place the food/supplies in sturdy boxes for loading and transport.
- 7. Trucks & drivers needed. We are in need of large trucks to help with pick up. If you know someone who has access to a truck that could help with pick up and/or delivery, contact Alan Williams at 1.800.476.3669, ext. 1277 or awilliams@bchfamily.org







Share the video. The one-minute Food Roundup video is perfect for helping spread the word about Baptist Children's Homes' annual food drive and how your efforts make a difference in children's lives. Watch it at vimeo.com/bchfamily/fr20 and share it with churches, in e-newsletters and on social medial.















