



Canterbury Shaker Village 2021

Volunteer Application

Please indicate the hours you are available to volunteer. Some events are held in the evenings.

- Sunday _____
- Monday _____
- Tuesday _____
- Wednesday _____
- Thursday _____
- Friday _____
- Saturday _____

Please consider joining a committee. Check the types of volunteer work that most interest you (check one or more):

- Buildings & Grounds**
Consider this committee if you:
Want to help restore Village buildings.
Can help with gardening.
- Development Committee**
Consider this committee if you:
Enjoy selling a cause.
Can help develop contacts for fundraising.
Can help with grant writing.
- Marketing/PR Committee**
Consider this committee if you:
Have marketing expertise to share.
Have resources to share such as free printing, design services, etc.
Can help distribute materials in the community on a regular basis.
Can write a press release.
- Membership Committee**
Consider this committee if you:
Can plan membership events and strategies.
Are a good source for community contacts.
- General Help**
Maintenance of facilities.
Transportation.
Administrative tasks.

Volunteer Information

Name _____

Street address _____

City/ State/ Zip _____

Phone _____

Email _____

Are you a member of Canterbury Shaker Village? _____

How often would you like to volunteer: day/s per week day/s per month occasionally _____

Please elaborate here if you have a particular role in mind and/or describe any special skills that apply:

.....

REFERENCE | Please include a work or personal reference:

Name _____

Relationship _____

Phone _____

Email _____

It is best to contact this person by (circle one): Phone Email _____

EMERGENCY CONTACTS | Please list two contacts:

Name _____	Name _____
Relationship _____	Relationship _____
Home/work phone _____	Home/work phone _____
Mobile phone _____	Mobile phone _____

EMPLOYMENT | If you are currently employed, please complete the information below:

Employer _____

Title/job description _____

Address _____

Phone _____