

RMHA Awards Banquet Basket Benefit



Dear RMHA Committee Chairs and RMHA Clubs:

Once again we are planning an activity that will add excitement to the RMHA Banquet and Awards Ceremony which will be held on February 8, 2020 at 6:00 p.m. at Boone Tavern in Berea, KY.

Everybody, or so it seems, loves a good auction! It adds excitement and expectation for participants whether they are the prize winner or not. We are looking to mix it up at the banquet again with our Basket Benefit Auction.



Here's how it works. We are asking our committee chairs and Clubs to spear-head this effort but anyone is welcome to contribute a basket or box. It is quite simple. Just contact your committee members (via email, phone, private message etc.) and ask them to donate an item for the RMHA Basket Benefit. Items can be donated from folks with whom they do business, they may be created, or purchased. If distance and shipping are a concern, gift cards work beautifully as do services such as lessons or training. You or your committee members can decide on a theme. If you, as chair, will get a volunteer to gather the items and place them in a basket (or box), we'll be ready for the auction! Your committee or club can also decide if you could use a little extra funds for 2020 or you may choose to donate any funds you raise to and RMHA program expenses. The proceeds can go to your very own committee Club, or RMHA program you choose! Oh, one other thing - it is most helpful if a list of items is provided on the front of the basket (or box) so bidders will know what is included. Finally, bring or send your basket to the banquet.

Suggested Themes

Movie Night
Horse Care
Let's Eat Out
Game Day
Chocolate
Spirits
Breyer Horses
Spring is in the Air
On the Trail
Horse Show Ready
Horse Show Ready
Emergency Horse Care
Young at Heart
Young at Heart
Toyas Hospitality

We hope to have some beautiful baskets for the auction. I'm sure there will be many surprises! Spread the word.

Thanks for your support! Hope to see you at the banquet!



