FIGHTING FOR THE CAUSE

How to build a successful campaign

By Rosalind Redfern Grover April 11, 2010 Midland Community Theatre's 2006 capital campaign to refurbish its plant, including putting on a new roof, replacing a lot of the HVAC system with more efficient equipment, putting in an elevator and adding a women's restroom.

 Midland Memorial Hospital's \$175 million capital campaign to build a new patient care tower, dividing the money between a \$115 million bond and a \$60 million private philanthropy campaign. • The First Principle in fund-raising is that it is personal.

It is subject to the Law of Diminishing Returns.

 Personal relationships are built up over a long period of time.

The 3 Rules of Fund-raising

Rule # 1: You spend money to make money.

The 3 Rules of Fund-raising

Rule # 1: You spend money to make money.

Rule #2: You make money by not spending any money.

The 3 Rules of Fund-raising

Rule # 1: You spend money to make money.

 Rule #2: You make money by not spending any money.

 Rule # 3: Never give anyone an excuse not to give you any money.

The 4 Steps in Fund-raising

Step # 1: Determine the amount of money to be raised.

Step #2: Determine how you are going to raise it.

Step # 3: Plan, plan, plan

Step # 4: Go fish!

The First Step

• The very first step: how much money do you need to raise?

Which is the engine and which is the caboose?

The Second Step

The second step: how are you going to raise it?

Direct solicitations

Indirect solicitations

The Third Step

• The third step: plan, plan, plan

Internal planning and external planning

Whack-a-mole

Control your story and stay on message

The Fourth Step

The fourth step: Go Fish!

Choose the right hook and the most attractive bait

Finding the Fish

The great fish tank

The Board's responsibility

The Development Director's responsibility

The Fish

Natural Constituencies

• The Big Fish

Other people's money

• The affluent

The Pyramid

The top of the pyramid

The bottom of the pyramid

Those in-between

Avoiding the trapezoid

• 1. Knowledge

• 1. Knowledge

• 2. Presentation

• 1. Knowledge

• 2. Presentation

• 3. KISS

• 1. Knowledge

• 2. Presentation

• 3. KISS

• 4. The Yardstick Phenomenon

• 1. Knowledge

• 2. Presentation

• 3. KISS

• 4. The Yardstick Phenomenon

• 5. The Lead Dog

• 1. Knowledge

• 2. Presentation

• 3. KISS

• 4. The Yardstick Phenomenon

• 5. The Lead Dog

• 6. The Elephant

The Envelope, Please

• Pile A: Personal mail

Pile B: Impersonal mail

Pile C: No personal note

 Pile D: Machine signed or signed by the Development Director

• Pile F: Mistake in the name

If you do not take the time to ask someone for money,

you should not be surprised if they do not take the time to give you any.