



HELPING YOUNG PROFESSIONALS ENGAGE

VOLUNTEER APPLICATION

Volunteers make up the committees which help to guide the Chamber's HYPE program. Anyone interested in participating as a volunteer must fill out this application. Applicants must be the employee of a current Chamber member organization. Strong leadership and team-building skills are needed, but no prior experience of any type is required.

Completed applications, along with a current resume, should be submitted to the Corey Humphrey, Program Manager with the Greater Richmond Chamber. The Chamber and HYPE Committee will review. Completion of application does not guarantee acceptance.

Your Name:		Title:		
Your Company Name:		Chamber Member ?		
		YES	NO	DON'T KNOW
Email Address:		Phone:		
How long have you been employed with your organization?				
Company Street Address:				
City:		State:	Zip:	
Company Website:		Preferred Company Contact:		
Your Volunteer Preference(s): <i>(choose from) Steering Committee, Sub-Committees: Programming- Social, Programming- Leadership Development, Community Outreach, Marketing & PR or Other (something not listed here).</i>				

On additional sheets, please provide answers to the following:

- 1 • Previous HYPE events attended
- 2 • Other extracurricular activities (please note past or present)
- 3 • Why would you like to volunteer with HYPE and what do you hope to gain from the experience?
- 4 • With what issue or issues facing the Richmond Metro Area are you most interested in making a difference?

The role of HYPE Volunteer requires a time commitment which includes attendance and participation at monthly meetings, monthly events, and tasks as assigned by the Committee or Sub-Committee Chair. At least a one year commitment of service is expected.

I am able to commit to the time outlined above. _____
(your signature and date)

Referred by _____ Manager *(not required)* _____

If you would like more information, please contact Corey Humphrey @ 783-9304. THANK YOU FOR YOUR INTEREST IN HYPE!

www.HYPERICHMOND.COM

