

Become an Online Fundraiser



Create your own personal fundraising page!

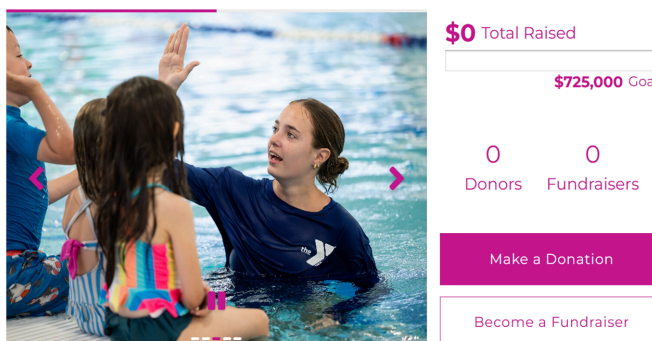
Step 1: Join a Team

1. Scan the QR Code or Click the [LINK](#) to get started!
Scroll down to your branch and click the JOIN button.




Step 2: Become a fundraiser

1. Click the "Become a Fundraiser" button



2. Fill in your information and submit

3. Click "Personalize my Page"



First Name

First Name

Last Name

Last Name

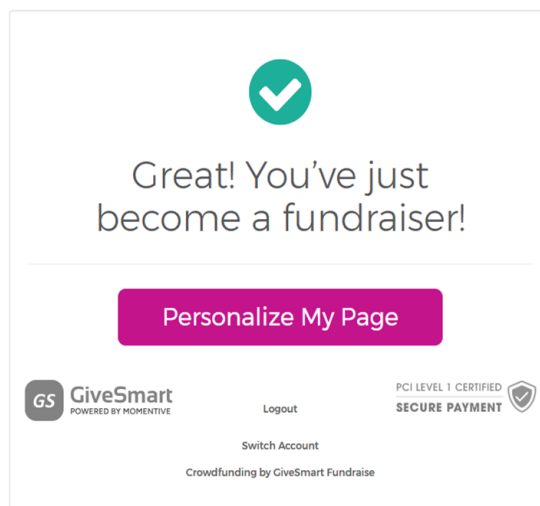
Mobile Number

Mobile xxx-xxx-xxxx

Email *

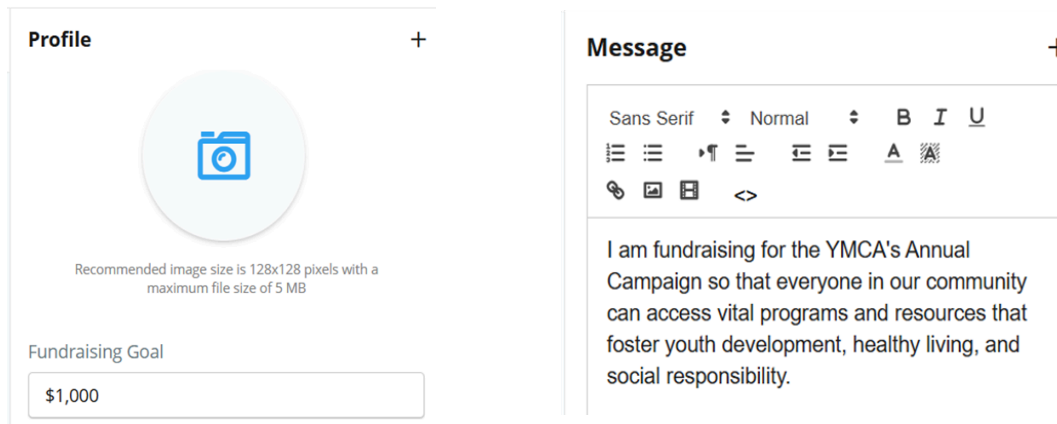
name@example.com

Become a Fundraiser



Step 3: Personalize your Page

1. Upload a picture of yourself
2. Set your personal fundraising goal
3. Personalize your message
4. Click "Save" to go to your page



The screenshot displays two side-by-side panels for personalizing a fundraising page. The left panel, titled "Profile", features a large circular placeholder for a profile picture with a camera icon in the center. Below the placeholder, text specifies: "Recommended image size is 128x128 pixels with a maximum file size of 5 MB". At the bottom of the panel, there is a "Fundraising Goal" section with a text input field containing "\$1,000". The right panel, titled "Message", contains a rich text editor. The toolbar at the top includes options for font style (Sans Serif), font weight (Normal), bold (B), italic (I), underline (U), bulleted list, numbered list, indent, outdent, link, unlink, image, video, and code. The message body contains the text: "I am fundraising for the YMCA's Annual Campaign so that everyone in our community can access vital programs and resources that foster youth development, healthy living, and social responsibility."

Step 4: Share your page

1. Share your page with your network by clicking on the Facebook, Twitter or Email icons to automatically create a message with a link to your fundraiser page



Step 5: Revise your page

1. Save the confirmation email for the link to edit or update your page
2. It also includes your personal URL, social share buttons, and keyword and shortcode for sharing