



NEW TO STEPPIN' UP OR NEED A REFRESHER?



EVENT DETAILS



- Saturday, May 2, at Claremont Middle School
- **Sign in** begins at 8:30, **Rally** at 9:45, **Walk & Fun Run** begin at 10:00



INCLUSIVE!

- There is a modified 1-mile route down Pleasant St. and back for those with children or mobility challenges or who would just prefer a shorter route.
- We welcome folks to come cheer on others—they don't have to walk any of the route.

FAMILY & DOG FRIENDLY

- Strollers/wagons and wheelchairs are welcome. Please note that the streets are not closed for this event and sidewalk conditions can vary.
- Leashed and crowd-friendly dogs are welcome. Please be sure to clean up after your pet.

REGISTRATION & FUNDRAISING DETAILS

- Register online and save time in lines on event day; however, ALL participants are asked to SIGN IN –this gives us an accurate headcount and it's where you will get your participant bib/number.
- Use your fundraising page to share your fundraising efforts with family and friends near and far and watch your donations roll in! See link below!

LEARN WHY THIS EVENT IS SO IMPORTANT TO OUR COMMUNITY



A survivor will speak at the rally—reminding us all of the life-changing work of The Center for Safer Communities, and why we need to gather together to ensure services continue!



BE PART OF THE STEPPIN' UP VIBE!



Raffles, music, kids' activities, food –it's a festive environment!



PRO TIPS FROM PAST PARTICIPANTS

- **Save time in lines on event day!** Turn in any donations that were not raised online on Friday 5/1. Stay tuned for locations and hours.
- It gets crowded to find people. Choose a **meeting place** to gather with teammates and get your team photo.
- Out of town or not able to walk that day? **Step up anywhere, anytime--you don't have to be there event day!** There will be a prize for the person who "steps up" the furthest from Claremont!

GO HERE FOR ALL THE DETAILS AND TO SIGN UP!

<https://secure.qgiv.com/event/steppinuptoendviolence2026/>

FOR
MORE INFO
603-
543-0155