

\$20 BOSS GUIDELINES

\$20 Boss provides a unique opportunity for students to unleash their creativity. The business opportunities students can explore are endless! However, there are a few things students need to keep in mind.

HERE ARE SOME HELPFUL GUIDELINES FOR A COUPLE OF BUSINESS IDEAS

1. **Food and drink**

- a. Participants can buy and sell on branded foodstuffs (except those requiring refrigeration or other special storage arrangements) as long as the product has an ingredients list and a best before date that is more than three months from the date of sale by the participant.
- b. Manufacturers' multiple packets can be broken down as long as the wrapping on individual items is marked with best before dates and the manufacturer has not restricted the breaking down of a multiple pack product for resale (this is printed on the packaging).
- c. If participants are planning any catering activity the school will need to ensure that all relevant occupational health and safety legislation is complied with in the preparation, storage and selling of the food.

2. **Cosmetics and beauty products:**

- a. As with food, branded products can be resold as long as they are still in the manufacturer's packaging.
- b. If participants are planning anything that involves reconditioning or use of these products (e.g. making soap or face painting) the school will need to ensure that all relevant legislation is complied with in the preparation, storage and selling of the products.

3. **Car washing**

Care should be taken to make sure cars are not damaged during cleaning. For example, damage can be caused when a sponge is dropped on the floor, picking up grit, which then scratches the paint.

4. **Travel**

If the business idea involves travel in any form of transport, the school will need to ensure their insurance extends to this.

5. **Raffles**

Raffles are the only form of gambling activity allowed and this should only involve the selling of tickets exclusively within the school.

HERE ARE THE ACTIVITIES STUDENTS MUST NOT PARTICIPATE IN DURING THE CHALLENGE. TEACHERS MUST MONITOR STRICT COMPLIANCE:

6. **Selling alcohol or tobacco**

7. **Gambling** (except in-school raffles, which are permitted as outlined above)

8. **Fraudulent activities or misleading and deceptive conduct** (being dishonest)

9. **Illegal activities** (stealing, drugs, discriminating, unauthorised internet downloads including photos, videos, music, infringing copyright, invasion of privacy either online or in person, pornography, etc.)

10. **Using, selling or repairing mechanically propelled vehicles**

11. **Using or selling acids, gases, explosives, fireworks, chemicals or pharmaceutical products**

12. **Making, changing or selling products that need to be plugged into the mains electricity supply**

