Single Stand-Alone Event Checklist



CHECK-IN/BACK ROOM		
	Arrive at scheduled Target store between 11 A.M. and 4 P.M.	
	Check in at Guest Services	
	Log in, clock in, and check in on the AMP Mobile App	
	When clocking in, turn on your location services in the AMP Mobile App.	
	This is mandatory!	
	Sign into the Vendor Logbook	
	Review the event project manual to confirm product and DPCI	
	Let the Food & Beverage Leader (FBL) know you are there to execute your	
	event	
	Confirm the best Wet Sampling location with the FBL	
	Ask permission to enter the backroom to obtain product to merchandise	
	the D2D Cart	
	backroom (remember to ALWAYS pull product from the backroom before	
	pulling from the sales floor, and NEVER use a Target shopping cart to	



FLOOR SET UP - (ESTIMATED TIME: 15 MIN.)

- ☐ If needed, build the display cart in the back of the store (or where the FBL prefers you build the cart)
- ☐ Set up the cart in the designated location
 - Flip the "Property of Product Connections" storage sign, and ensure that the backer, stickers, QR Code, and price sign are set correctly
 - Add branded side of cart signs (if applicable)
- Merchandise Sampling Cart

transport product)

- Merchandise product on the top and bottom shelves of the cart (refer to the project manual to identify the amount of product you should use for each category)
- Confirm the item price by locating the item on the sales floor shelf, and slide the price sign into the holder on the D2D Cart (work with a Target partner to print your price sign)
- ☐ Scan the QR code with your device camera to ensure the video shown matches the product displayed on your cart
- ☐ Review your event manual to prep/review product talking points and study the demo script
- ☐ Report in AMP Mobile, then check out/clock out of the app (if you are executing a Wet Sampling Event immediately after setup, DO NOT clock out/check out)



Stand-Alone Event Checklist (Cont.)



SAMPLING EVENT CHECKLIST (3 HOURS)

- Review the project manual for images and details of how your cart should be set up
- ☐ Chill product (white & rosé wines, all seltzers and beers) while you are setting up your event
 - If you can't chill product in the backroom fridge, purchase ice using your Comdata card and use your ice bucket to chill product
- ☐ Ensure WE I.D. sign and souffle cups are on your cart
 - Note: Clean/sanitize the top of the cart before your demo using cleaning wipes and paper towels. If you run out of cleaning supplies, use your Comdata card to purchase private-label supplies at the store
- ☐ Always wear gloves when handling sampling cups and wine pour spouts
 - Be mindful of changing gloves throughout the event
- ☐ Store your Wet Sampling Kit in the back of your D2D cart after all kit items and product have been placed
- ☐ Set souffle cups in 10-count "cup towers" to help count how many samples are given during your event
- ☐ Place the trash can with a liner next to your cart
- Merchandise shelves with enough product to create a visually appealing display
 - The goal is to encourage guests to take bottles from your display for purchase
- ☐ Use the following minimums and maximums when merchandising your cart:
 - Beer, Liquor, & Seltzer
 - Minimum: 5Maximum: 24
 - Wine

Minimum: 10Maximum: 24







Product Connections Confidential and Proprietory

Single Stand-Alone Event Checklist (Cont.)



SA	Call your scheduler before setting up with a backup item. This is mandatory and could result in you being removed from the schedule if you don't comply Count the number of samples given out during your event and report it in your Project Always check IDs to verify guests' age and never serve underaged guests After you have verified the guests' ID, pour only one 1 oz. sample per guest Only pour samples as guests approach your cart – do not pour in advance Make sure guests sample the product next to your cart and dispose of the cups at your sampling station
TE	ARDOWN – (ESTIMATED TIME: 15 MIN.) Grab a Target cart and remove all product from the D2D cart (do not use a Target shopping cart) Restock the product on the sales floor shelves before returning the product to the back room Return the empty D2D cart to the designated sampling area in the back room Report in AMP Mobile, check out/clock out of the app, and sign out of the Vendor Logbook (only clock out if this is your last visit of the day)

QUICK REMINDERS

Connect to Target Wi-Fi as soon as you enter the store
After every project, complete the Project in the AMP Mobile app before leaving each store
Check out after each store visit (only clock out if it is your last visit of the day)
Reach out to your scheduler with any concerns or questions
Call your scheduler before leaving the store if you encounter: Insufficient inventory/can't
set up with feature item store refusal damaged display or upable to locate display