

FUN LUNCH PROGRAM 2018/19

There have been some changes to the program this year so please read carefully! We will be taking orders and payment for Fun Lunch in three stages: Fall, Winter and Spring. There will be two fun lunches per month from October-December as a trial period, with the additional lunch having fewer options.

Online Registration and Ordering will begin **Monday September 10, 2018** and the **deadline for fall orders is Thursday September 20, 2018**. The first fun lunch will be September 28.

Payment may be made by cash, cheque or (NEW THIS YEAR!) credit card via PayPal.

- Cash/cheque: Please send in your remittance form with cash or cheque in an envelope marked "fun lunch payment". There will be collection envelopes outside each classroom. Cheques must be made out to LEPAC and include your child's name and division number.
- Credit card: These payments can be made at the time of ordering. An additional fee of 2.99% plus 30c per transaction will be applied to cover PayPal fees.

To order:

- You will first need to register or re-register, even if you had an account last year.
- Go to lochside.hotlunches.net. Click on "register" in the top right corner to sign up. Our school code is **LSHL**. Enter your name, email and phone number, then a user ID and password that you will use for access to the system.
- Once logged in, add your child(ren) by clicking on the "students" button. Once your child(ren) is in the system, you can place orders by selecting the "order" button below each child's name.

Divisions are as follows:

Div.	Teacher	Gr.	Div.	Teacher	Gr.	Div.	Teacher	Gr.
1	Seabrooke	4/5	8	Hillier	3	15	White/Miller	1
2	Simpson	4/5	9	Kovacs	3	16	Erickson/Lockhart	1
3	Norris	4/5	10	Kenny	2/3	17	Miller	K/1
4	O'Connor	4/5	11	Bell	2	18	McDonnell	K
5	Smith	4/5	12	Sihoe	2	19	Takhar	K
6	Moore/Howells	4/5	13	Whitehead	1/2	20	Niedjalski	K
7	Cavallin	3	14	Coutre	1			

If you have any questions or feedback, please contact us at lochsidefunlunch@gmail.com

Thank you!

Christy Hryhoruk & Kirsty Hooker