

Raffles

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Raffles let you randomly draw a winner from checked-in attendees at any event. They're a simple way to run giveaways, door prizes, or icebreakers, and they encourage more members to check in since only checked-in attendees are eligible.

How to run a raffle

1. Open the event and go to the check-in / attendance screen
2. Ensure at least one attendee has checked in
3. Select the "Raffle" button (dice icon) below the attendance summary
4. Select "Draw winner" to start the raffle
5. Heylo spins through checked-in names and reveals a winner
6. Select "Draw again" to pick another winner, or "Done" to close

Who is eligible

- Attendees who have checked in to the event
- Hosts are automatically excluded
- Previous winners are excluded from subsequent draws in the same session

Limitations

- Raffles are only available from the event check-in / attendance screen
 - Raffle results are not saved or recorded, if you need to track winners, note them separately
 - Guests (attendees without a Heylo account) are not included in the raffle pool
 - Closing and reopening the raffle overlay resets the session, all attendees become eligible again
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