

5. How much money would you like to earn?

4. How much time are you willing to invest?

3. Have you ever done anything like this before?

2. What work experiences have you had? Other interests/groups/organizations?

1. Tell me about your family/how would they feel if you got involved in TW?

(if you didn't get the Yes - ask) Do I have your permission to give you a call in a couple of days and follow up on any questions you might have?

On a scale of 1-10 share with me your level of interest in what we have to offer?

Why do you think Tupperware would be the perfect fit for you?

Which interests you most **Hosting for Free Gifts** or **Joining for Extra Money?**
(talk to Every Single Person at Every Single Party about Extra Special Plan)

E.S.P.

Average party attendance 6 x 8 parties = **48 people**

\$1,120 PROFIT for 1 Month

8—10 hours a week = 30-40 hours a month
\$320 Personal Sales Volume Bonus
\$800 Personal Profit
8 parties x \$400 party average = **\$3200**
Hold 2 parties a week = **8 parties**

GIVE QUICK FACTS HERE (match the need) & THEN CONTINUE

AMAZING TUPPERWARE QUICK FACTS!

(just give the basics! Relate the benefits to the needs)

How much Money can I make?

25—35%

How much Time does it take?

You choose

How much does it cost to get started?

Choice of \$59.99 or \$99.99

What kind of support can I expect?

Team meeting, conf call, rallies, tip sheet, customer care, website, email

THE AMAZING TUPPERWARE OPPORTUNITY!

Recruit Interview!

Build Rapport-*trust/respect/integrity/service/authenticity*

6 Steps to Recruiting!

1. Build Rapport (pay sincere compliment/warm greeting)
2. Ask & LISTEN (talk 10% listen 90%)
3. Speak to the right Why (what do THEY want)
4. Make a connection (tear down wall of resistance)
5. Extend the Invitation (Close)
6. FOLLOW UP! It's not pushy, it's professional!

Take notes right on this packet as you are talking with the prospective so that you can refer to them in the future when you follow up.

Name_____

Address_____

Phone_____ cell_____

e-mail_____