

Published September 25th, 2013

City Hosts Blood Drive in Burton Valley

By Cathy Tyson



City Manager Steve Falk Photo Cathy Tyson

Phase one of Lafayette's recent blood drive proved a success, with a second date scheduled for later this week. "The vampires have landed," joked Dana Anderson, city administrative assistant, about the event that he volunteered to help organize. On Sept. 10 the tricked out, hard to miss bloodmobile was parked in front of the city offices and humming with activity as staff collected donations from a substantial number of city workers and others. The bus will be back, this time at the Lafayette Community Center, 500 St. Mary's Road, on Friday, Sept. 27 from noon to 5 p.m.

The Red Cross got the ball rolling with the City Blood Challenge - a contest open to cities in Contra Costa County. "We like competition," noted Anderson, who explained that one donation can save up to three lives. No word at this time which the winning municipality will be, but perhaps the tasty treats provided by Susie Cakes will provide a sugary edge for Lafayette.

While he's usually busy giving time and energy at the office, city manager Steven Falk donated the gift of life along with administrative services director Tracy Robinson who commented, with a needle inserted in her arm, that it doesn't hurt.

There's a constant need for blood, supplies are always tight, and once these donations make it through the lab process they'll be used in the next couple of days, according to one of the phlebotomists on staff.

Donors are encouraged to volunteer at the upcoming event, drop-ins are welcome, but appointments are also available - just go to the Red Cross website at www.redcrossblood.org

and in the sponsor code section, type Lafayette; the site also details eligibility requirements. It's simple, safe and the bloodmobile makes it easy. Have questions? Call 1 (800) Red Cross or 1 (800) 733-2767 for answers.

Reach the reporter at: cathy@lamorindaweekly.com[back](#)

Copyright © Lamorinda Weekly, Moraga CA