Building Up Lives Foundation

Shop 4 a Cause Store (sign is not up/ opened last month)
 16420 Perris Blvd, unit M- Open Mon-Fri 11am-7pm
 Moreno Valley, Ca 92551

This is where our high end items go. We sell them at 50-90% off retail. Currently we are all volunteers. Our goal is to hire three managers to our three locations, funding from this store is going to make that happen (CAUSE).

DONATIONS can be dropped off here.. on hold for clothing.

2. Office:

23945 Sunnymead Blvd Moreno Valley, Ca 92557

Office with a conference room/kitchen, two restrooms that is used to help the community. Groups and nonprofits come together and are designing a newsletter for the community.

3. Grocery Giveaway:

23945 Sunnymead Blvd Moreno Valley, Ca 92557

Must text/call 951 284-8598 and wait for a call back Fri/Sat for a number to be added to the list to pick up. You pick your groceries, we do not pick and bag for you, that would be simpler for us but we want those in need to get the food they like. Sundays ONLY 1pm- until gone.

- Emergency Food Pantry Booth: 1 grocery bag free of food.
 Inside Our Place Restaurant-23935 Sunnymead, Moreno Valley, Ca 92557
 8am-2pm Mon-Sat is a FREE Food Booth for Emergency Needs
- Pay it Forward Program: the restaurant has a PAY IT FORWARD wall that people donate to help those in need that we are working with. 23935 Sunnymead, Moreno Valley, Ca 92557
- Mon-Fri Day Pick up: for essentials (free clothing), and \$1, \$2 Clothing on weekends for the Public 23185 Hemlock Suite A, MV, Ca 92557 (Time TBA in construction/not open).
- Mobile Shower Shuttle: awaiting Moreno Valley's Approval
- B. Adopt a Family for Christmas: Pick a family to give Christmas too. Online Facebook/Instagram will have a list of those in need. Christmas to 175 families in 2024
- 9. Dec 24th Santa goes out Christmas Eve to give to those in need.
- 10. To Donate: items can be dropped off at the Store. We need food items, toys, teenage gifts, gift cards, video games, jewelry, perfume, hygiene and store wants more tools.