

Saturday, April 22 • 10:00 a.m. - 1:00 p.m.

Park Tavern: 3401 Louisiana Ave S., St. Louis Park, MN 55426

web.charityengine.net/BATsponsor23



The day is filled with bowling, pizza, great music, fun and lots of prizes!

# **Sponsor this event!**

Sponsoring the Reach for Resources Bowl-A-Thon is a wonderful way to gain exposure for your business and show your support for the community. The Bowl-A-Thon attracts over 100 bowlers and guests. Plus, it features games, food, and fabulous prizes...all of which provide more opportunities for you to advertise your business!

Contact Kate Bottiger at 952-200-5746 or kbottiger@reachforresources.org



### Head Pin Sponsor - \$2,000

Logo on welcome sign at event (logo size appropriate to sponsor level)
Recognition in the Summer Reach Reader & monthly Eblast (circulation of 8,500+ people)
Mention by announcers during event
Bowling and lunch for 4 guests

#### Strike Sponsor - \$1,000

Logo on welcome sign at event (logo size appropriate to sponsor level)
Mention by announcers during event
Recognition in the Summer Reach Reader & monthly Eblast (circulation of 8,500+ people)
Bowling and lunch for 2 guests

#### **Gold Pin Sponsor - \$500**

Logo on welcome sign at event (logo size appropriate to sponsor level)
Recognition in the Summer Reach Reader & monthly Eblast (circulation of 8,500+ people)
Logo on assigned bowling lane

#### Silver Pin Sponsor - \$250

Logo on welcome sign at event (logo size appropriate to sponsor level)
Recognition in the Summer Reach Reader & monthly Eblast (circulation of 8,500+ people)
Logo on lunch tables

### **Bronze Pin Sponsor - \$100**

Logo on the welcome sign at event (logo size appropriate to sponsor level)
Recognition in Summer Reach Reader & monthly Eblast (circulation of 8,500+ people)

## **Bowl-A-Thon Sponsorship Form**

Contact Name:	
Company Name:	☐ Head Pin Sponsor - \$2,000
	☐ Strike Sponsor - \$1,000
Address:	
City, State, Zip:	☐ Silver Pin Sponsor - \$250
	☐ Bronze Pin Sponsor - \$100
Phone:	☐ Other amount \$
Email:	