



# KIWANIS CLUB OF GULF SHORES SPORTING CLAY SHOOT

SEPT. 28, 2018 • 8:00 AM • BUSHY CREEK CLAYS

## SPONSORSHIP MARKETING OPPORTUNITIES

LEVEL	AMOUNT	DETAILS	SELECTION
TITLE SPONSOR	\$2000	4 SHOOTER FEES WAIVED, COMPANY NAME ON BANNER AT VENUE ENTRANCE, SCORECARDS AND SHOOTING STATION	
LUNCH SPONSOR	\$1250	4 SHOOTER FEES WAIVED, COMPANY NAME ON BANNER AS "LUNCH PROVIDED BY" AND COMPANY LOGO ON SCORECARD	
PLATINUM SPONSOR	\$800	4 SHOOTER FEES WAIVED, COMPANY NAME ON BANNER AT VENUE ENTRANCE AND SCORECARDS	
GOLD SPONSOR UNLIMITED AVAILABLE	\$500	2 SHOOTER FEES WAIVED, COMPANY NAME ON SCORECARDS AND EVENT BANNER	
BREAKFAST SPONSOR	\$425	COMPANY NAME ON "BREAKFAST PROVIDED BY" BANNER	
ON-COURSE BEVERAGE STATION SPONSOR	\$300	COMPANY NAME ON "BEVERAGE STATION PROVIDED BY" BANNER(S)	
SHOOTING STATION SPONSOR	\$125	COMPANY NAME ON SHOOTING STATION	

COMPANY: \_\_\_\_\_ PHONE: \_\_\_\_\_ EMAIL: \_\_\_\_\_  
 ADDRESS: \_\_\_\_\_ CITY, STATE + ZIP: \_\_\_\_\_

## SHOOTER REGISTRATION

**TWO SHOOTING CLASSES** (SELECT ONE) \_\_\_\_\_ EXPERIENCED \_\_\_\_\_ HUNTER / NOVICE

YOUR NAME: \_\_\_\_\_ PHONE: \_\_\_\_\_ EMAIL: \_\_\_\_\_  
 ADDRESS: \_\_\_\_\_ CITY, STATE + ZIP: \_\_\_\_\_

SELECTIONS	QTY	COST	TOTAL	TEAM MEMBERS
SPONSORSHIP LEVEL			=	1
SHOOTER FEE	X	\$125	=	2
5-STAND + 4 MULLIGANS	X	\$10	=	3
GOLF CART RENTAL	X	\$20	=	4
RAFFLE TICKET	X	\$20	=	
<b>TOTAL AMOUNT DUE:</b>				ALL MEMBERS MUST BRING THEIR OWN SHOTGUN + SHELLS; EYE + EAR PROTECTION IS REQUIRED!

**PAYMENT TYPE** (SELECT ONE)

\_\_\_\_\_ CHECK - MAKE PAYABLE TO KIWANIS CLUB OF GULF SHORES  
 \_\_\_\_\_ CREDIT CARD - COMPLETE THIS SECTION: CARD NUMBER \_\_\_\_\_ EXP \_\_\_\_\_  
 NAME ON CARD \_\_\_\_\_ SIGNATURE \_\_\_\_\_

RETURN THIS FORM WITH PAYMENT FOR NON-REFUNDABLE ENTRY FEE(S) BY  
 SEPT. 15, AND MAKE CHECKS PAYABLE TO:  
 KIWANIS CLUB OF GULF SHORES, PO BOX 2601, GULF SHORES, AL 36547

I AGREE TO PARTICIPATE IN THE KIWANIS CLUB OF GULF SHORES SPORTING  
 CLAY SHOOT UNDER THE TERMS AND CONDITIONS OUTLINED HEREIN:  
 SIGNATURE: \_\_\_\_\_