

MONTGOMERY BEAR BASEBALL

SPONSORSHIPS / DONATIONS

I'd like to support the Montgomery High School Baseball Program in the following ways (indicated by boxes checked):

1

BANNER SPONSORSHIP **PRICES VARY**

MAKE YOUR MARK BY ADVERTISING WITH A BANNER AT MONTGOMERY BEAR FIELD ALL SEASON LONG!

- GRAND SLAM (4' X 12' INDIVIDUAL BANNER) - \$2,000
- HOME RUN (4' X 6' INDIVIDUAL BANNER) - \$1,500
- TRIPLE (4' X 4' INDIVIDUAL BANNER) - \$1,000
- DOUBLE (2' X 2' INDIVIDUAL BANNER) - \$650
- SINGLE (YARD SIGN ALONG ENTRYWAY) - \$250

Please submit banner artwork/logos to Carrie Navarre-Myers by **FEBRUARY 1st - Carrie535eatt.net | (337) 802-7598*

2

GAME DAY SPONSOR **\$500**

SUPPORT THE BEARS BY BECOMING A TITLE SPONSOR AT A VARSITY HOME GAME!

- 4 GAME PASSES FOR YOUR SPONSOR DAY
- ANNOUNCEMENTS THROUGHOUT GAME
- RECOGNITION ON TWITTER
- THROW OUT THE FIRST PITCH

**Limited availability! Please contact Carrie Navarre-Myers to reserve your game. - Carrie535eatt.net | (337) 802-7598*

3

SCHEDULE SPONSOR **\$350**

ADD YOUR LOGO TO OUR PRINTED HOME SCHEDULE!

- POSTED THROUGHOUT TOWN
- SOCIAL MEDIA RECOGNITION

4

CASH DONATION

GIFT **ANY DOLLAR AMOUNT** TOWARD PROGRAM EXPENSES

- PLAYER MEALS
- FIELD MAINTENANCE
- EQUIPMENT
- BANNER PRINTING FEES
- UMPIRE FEES
- GIFT IN KIND

Please include description and value of item

Thank you for being a champion for student athletes!

Your contribution helps support infrastructure, facilities, and equipment needs for all levels of players. We appreciate your generosity!

Name or Business Name: _____ Phone number: _____

Address: _____ Zip Code: _____ Email Address: _____

Cash/Check \$ _____ Payable to Bear Baseball Diamond Club **OR** Credit Card (circle one): Visa Mastercard Amex

Card # _____ Expiration Date: _____ Security Code: _____

**Service charge will be added for credit card payments*



Contributions to the Bear Baseball Diamond Club are deductible by donors to the extent allowed by the law.
TAX ID# 92-2360601

www.mhsbearbaseball.com

@mhsbearbaseball   