

EGA Boo Run 2010

Levels of Sponsorship



Trick-or-Treat Table Sponsors

Sponsor provides:

- Registration fee of \$25 (upon request, fee waived for non-profit groups)
- 4-6 foot table OR \$25 extra for us to provide one for you
- Candy or treats for trick-or-treat stand (250)
- Give-aways for runner's goodie bags (250)
- Holiday Decorations for the table
- 2-3 Volunteers to work at the table
- Sign for your table for publicity

Benefits:

- Sponsor's name on the back of the t-shirt and on promotional materials
- Positive exposure at community event
- Ability to hand out promotional material at trick-or-treat table and/or racer's bags.

Gold Sponsor (\$200*)

- Sponsor provides items listed under Trick-or-Treat sponsors
- Reservation fee and table fee included in \$200
- Sponsor logo on the back of the race shirt, race day program, website

Platinum Sponsor (\$500*)

- Gold plus we will provide everything for the trick-or-treat table (table, candy, volunteers, decorations)
- Sponsor provides a sign for your table recognizing your business.
- Logo on all promotional and registration material

Title Sponsor (\$2000*)

- Platinum plus prominent logo on t-shirt and all promotional materials, plus logo on trick-or-treat bag
- Logo on race day banners (plus you can bring your own banner for use)
- We provide sign for your trick-or-treat table

In-kind donations

While we will gratefully accept of goods or services, these in-kind donations may only be used to supplement the cost of your sponsor registration if the goods or services are deemed as *essential*. (Items EGA would have to provide if they were not donated)

Examples:

- Price break for printing, t-shirts, bags for trick-or-treaters, signs or publicity
- Donations of candy, sound system, prizes for games, first-aid stand, decorations, refreshments.

Donors:

- Cash donations under \$500
- In-kind donations of "non-essential" goods or services (i.e. door prizes)
- Donors will be noted on the race program and website.
- All donations are tax-deductible