



Cooperative Middle School PTO
501c3- Non-Profit Organization
100 Academic Way
Stratham, NH 03885

**2017 Sponsor Application
(to support our fundraiser)**

Contact Information

Company Organization: _____

Contact Person: _____

Address: _____

Phone: _____ E-mail: _____

Website: _____

Levels of Sponsorship

- \$50-\$100 Bench Warmer Sponsor:** As a friend of the Harlem Wizards and SAU 16 Superstars you will receive recognition within our paper program handed out the day of the event.
→ **Deadline is September 30, 2017**
- \$200- \$300 Trick Hoop Game Sponsor:** As a friend of the Harlem Wizards and SAU 16 Superstars you will receive:
 - Recognition within our paper program that is handed out the day of the event.
 - Recognition at the Master of Ceremonies during the game.
 - Recognition in all press releases sent to local print or radio media.
 - The opportunity to set up a table to advertise your product in the main foyer before the game and during half time.→ **Deadline September 30, 2017**
- \$500 Slam Dunk Game Sponsor**
 - Your business logo on the player's jersey.
 - Recognition within our paper program that is handed out the day of the event.
 - Recognition at the Master of Ceremonies during the game.
 - Recognition in all press releases sent to local print or radio media
 - The opportunity to set up a table to advertise your product in the main foyer before the game and during half time.→ **Deadline September 30, 2017**
- \$1000 All-Star Game Sponsor (Limited to 2 sponsors)**
 - Company logo printed on the back of tickets sold.
 - The opportunity to set up a table and hand out items with your logo on them to advertise your product in the main foyer before the game and during half time.
 - Recognition at the Master of Ceremonies during the game.
 - Recognition within our paper program that is handed out the day of the event.→ **Deadline June 30, 2017**

Please make all checks payable to the CMS PTO. For more information please contact Kim Houghtaling at 603-775-8792 or khoughtaling@sau16.org