

Youth sports take the whole community to make it happen. Spring Oaks Football League is raising funds for this year's fall season for both football and cheerleading. We appreciate your support, and thank you for helping our kids enjoy the sport they love. Your support will be used to help us with stadium rentals, practice uniforms, equipment, trophies, concessions, and our end of the year banquet. We wanted to get the community involved so we turned our fundraiser into a guessing game.

\$10 a ticket to get your 4 guesses - fill out one copy of this form for each ticket purchased and give back to the player filled out with your guesses. Go for more cash by doubling your donation to get into the Bonus \$500 guess. Closest to the answer without going over wins! 160 players in the league.

We will announce the winners on Facebook Live as we find the answers.

Total Tickets Sold______ PomPom Strings_____

EXTRA \$10 BONUS GUESS: Bruiser 100 Time

- 1. \$1,000 in pre paid Visa credit cards!!!!! guess the total weight of all 160 players in the league
- 2. \$500 in pre paid Visa guess the total number of strings on our 50 pom poms
- 3. \$100 gift card to Community Fieldhouse guess the total tickets sold in this fundraiser by all players
- 4. \$100 gift card to Community Fieldhouse guess the total of the jersey numbers among all players
 - BONUS \$500 in pre paid Visa Only if you give an extra \$10 will you get a bonus guess on our mascot Bruiser's 100 yard dash time to the 100th decimal place!

Please follow our Spring Oaks Football League Facebook page to watch the drawing. Winners will be contacted by email and phone to deliver their prizes. Checks can be made out to Spring Oaks Football League.

If you'd like to be one of our larger sponsors, please visit our website at www.springoaksfootball.com and navigate to the sponsors tab.

Name: _______ Donation value: \$______

Phone: _______ Street Address: _______

Email: ______

Fundraising Player Name: _______

Guesses: Total Weight ______ Total Jersey #_______