

2022 Clay Shoot Sponsorship Menu
Gunsmoke Sporting Clays **June 3, 2022**

Presenting Sponsors (2): \$700 1 remaining

- 1 Representative present to register guests
- Your banner displayed during the shoot (you provide banner)
- 1 Image in Foundation Social Media Ad campaign
- Your own yard sign on the course during the shoot.
- Announce winners via video following the event
- Prominent Company logo on score sheets, newsletters, website, social media
- Opportunity to have one item in goody bag
- 1st right of acceptance for next year's event

Ammo Sponsors (4): \$500 3 remaining

- 1 Representative present to hand out ammo and bags
- Your banner on displayed during the shoot (you provide banner)
- 1 Image in Foundation Social Media Ad campaign
- Your own yard sign on the course during the shoot.
- Company logo on score sheets, newsletters, website, social media
- Opportunity to have one item in goody bag
- 1st right of acceptance for next year's event

Lunch Sponsor SOLD

- Meet all shooters during event.
- Company name announced during lunch.
- Company logo on score sheets, newsletters, website, social media
- Opportunity to have one item in goody bag

Prize Sponsors (2): \$375

- Announce winners via video following the event
- Company name announced during prize giveaways.
- Meet the shooters and help give away prizes.
- Company logo on score sheets, newsletters, website, social media
- Opportunity to have one item in goody bag

Safety Sponsors (2): \$275

- Your own yard sign on the course during the shoot.
- Logo on safety sheet.
- Company logo on score sheets, newsletters, website, social media
- Opportunity to have one item in goody bag

Station Sponsors (10): \$275 8 remaining

- Your own yard sign with logo on the course during the shoot
- Company logo on newsletters, website
- Company listed on score sheets
- Opportunity to have one item in goody bag

Clay Shoot Team of 4: \$400 early Bird (register and pay by May 9, 2021); \$450 per team (registration May 10-May 23, 2022); \$150 per individual