



**Law Enforcement Challenge  
"Guacamole Bowl"**  
Benefiting SPORTS for Exceptional Athletes  
**Reservation and Payment Information**



**Sponsors**

I/we would like to participate as a "Guacamole Bowl" Sponsor!

Sponsor Name \_\_\_\_\_ Phone \_\_\_\_\_

Contact Name \_\_\_\_\_ Title \_\_\_\_\_ Email \_\_\_\_\_

Address \_\_\_\_\_ City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

\$ 5,000 – Championship Round Sponsor

\$ 250 – Program Sponsor

\$ 2,500 – Gold Medal Sponsor

\$ 100 – Blue Ribbon Sponsor

\$ 1,000 – Silver Medal Sponsor

\$ 50 – Entertainment Sponsor

\$ 500 – Bronze Medal Sponsor

(See Sponsorship Opportunities/Benefits page for list of benefits)

Enclosed is our donation of \$ \_\_\_\_\_. Make check payable to: S4EA.

Type of Payment:  Check  Visa  MasterCard  American Express  Discover

Card Number: \_\_\_\_\_ Expiration Date: \_\_\_\_\_ CVV: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Billing Address (if different than above) \_\_\_\_\_

SPORTS for Exceptional Athletes is a non-profit 501(c)(3) organization (IRS #20-8886536).

Contributions are tax-deductible to the full extent of the law.

Please contact Clara Downes at 858-565-7432 or via email at [clara@s4ea.org](mailto:clara@s4ea.org) with any questions, or you may mail your form directly to:  
SPORTS for Exceptional Athletes  
8380 Vickers St #E  
San Diego, CA 92111

- Sponsorships received prior to January 3 will be acknowledged in event brochure and event flyer
- Sponsorships received prior to January 9 will be listed in the S4EA Newsletter sent to 2,000+ supporters
- Sponsorships received prior to January 15 will be listed on gold/silver/bronze medal
- Sponsorships received prior to January 30 will be acknowledged in event program to 1,000+ members
- Sponsorships received prior to February 3 will be acknowledged in signage at the event
- All sponsorships will be acknowledged on our website at [www.s4ea.org/quacamole-bowl](http://www.s4ea.org/quacamole-bowl)
- Camera ready artwork is needed by deadline listed above