



# free play



## **FUNDRAISING & SPIRIT NIGHTS**

Raising \$ for your school, sports organization, or similar? Why not have some fun too?

### **Option 1**

- Reach out to schedule a fundraising/spirit night with us. Members of your organization/supporters attend your scheduled event, paying our regular admission price of \$11.99 plus tax (make sure they let staff know they are there for your event!). Afterwards we tally your attendance total and remit \$3 per attendee to the organization.

### **Option 2**

- Reach out to schedule a fundraising/spirit night with us. Once confirmed, add the event to your school marquee (if applicable), post about the event on your social media pages (post text will be provided), and send an email to your email list about the event.
- Members of your organization/supporters attend your scheduled event, paying our regular admission price of \$11.99 plus tax (make sure they let staff know they are there for your event!). Afterwards we tally your attendance total and remit \$5 per attendee to your organization.
- Our community liaison will run a special tournament or event for your group (teachers vs. students, coaches vs. players, whatever shapes up to be the most fun).
- We will give complimentary admission for organization staff attending to engage with attendees (ex: teachers and school staff for school or PTA events). Specifics to be discussed in scheduling.
- If you reach 100 paid attendees, your organization will earn an additional \$100 and a set of prize-packs (these can be used as prizes for your tournament or distributed as your organization sees fit).

### **SCHEDULING:**

Fundraising/Spirit Nights are only available on non-holiday/non-early-open Mondays-Thursdays. They are not available in December or during summer hours. Availability is limited, so please inquire early. To inquire/schedule, email [jessica@freeplayinc.com](mailto:jessica@freeplayinc.com).

Tip: once your date & time is confirmed, publicize early with regular reminders to maximize attendance.