

Golf Sponsor Tips

The **23**rd Annual **Mission to Haiti Canada Golf Classic** will be held on Saturday, **June 14**th, 2025 at 11:15 AM at the Burford Golf Links in Burford, Ontario Canada.

Our golf tournaments have proved to be a great success and therefore, we are looking for exciting results this year. To date, we have raised over \$300,000 from these tournaments and this money is all used directly in **Haiti**. Now, more than ever, **Haiti** needs our continued support in rebuilding this torn country.

Your first reaction to the enrollment price of \$200.00 per golfer might be that it is too high for your budget. What you need to remember is, your hard-earned money doesn't need to cover this whole cost.

First, you will be provided with a charitable tax receipt minus the cost of golf and the meal. Second, the majority of this money can be raised through sponsorship! For example, you could pay \$50.00 yourself and then contact 15 people and ask for \$10.00 per pledge! You could even find 20 sponsors at \$10.00 each to cover your whole entry fee! Last year, several golfers found that by wearing a company sponsor's shirt and hat for the day, they received the whole \$200.00 entry, and the sponsors receive a charitable tax receipt!

There are several ways to raise pledges so you can enjoy a day of fellowship and golf.

Below are some suggestions who you might ask for sponsorships. Remember to always have a pen and paper, or better yet, your pledge sheets, with you. Jot down names always and don't be afraid to ask for referrals!

Employer------Accountant------Co-Workers------Dentist------Banker------The "In-Laws" ------Friends------ Dry Cleaner------ Hair Stylist ------ Relatives------ Realtor------Lawyer-----Mechanic------Church Members------Baker.

For more information, pledge sheets or to become a corporate sponsor contact:

Glenn Reinders @ 416-896-6891 or <u>glennr@reinders.ca</u> Ed Hettinga @ 519-462-2198 or <u>hetdale@execulink.com</u>

For more information go to our web site www.mthcanada.org