



Scripps Ranch High School Football Booster Club

The SRHS Football Booster Club supports the high school football team annually. Maintaining and developing the football program costs over \$100,000 per year. San Diego Unified District funds are very limited and we rely on fundraising and your generous donations to support our football program.

WE NEED YOUR HELP! Please show your support by becoming a SRHS Football Booster Club Member!

Two Payments Option Available On All Membership Levels

The Merrigan Level - \$1,000

- (4) Season Passes to all home games on SRHS Falcon Lanyards
- (2) Tickets to End of Season Football Banquet
- (2) Falcon Logo Spirit Wear Hooded Sweatshirts
- (2) Falcon Logo Spirit Wear Tee Shirts
- Exclusive Invite for two to the Coach's Mixer

Corporate Membership Level - \$1,000

- (4) Season Passes to all home games on SRHS Falcon Lanyards
- Exclusive Invite for two to the Coach's Mixer
- Company Shout Out at JV and Variety Home Games
- Company Logo on Booster Club Website and End of Season Banquet Programs

The 600 Club - \$600

- (4) Season Passes to all home games on SRHS Falcon Lanyards
- (2) Tickets to End of Season Football Banquet
- (2) Falcon Logo Spirit Wear Tee Shirts

Platinum Level Booster - \$400

- (4) Season Passes to all home games on SRHS Falcon Lanyards
- (2) Falcon Logo Spirit Wear Tee Shirts

Gold Level Booster - \$200

- (2) Season Passes to all home games on SRHS Falcon Lanyards

Name

Address

Email Address/Phone Number

Payment Options:

Mail Payment & this completed form with check payable to SRHS Football Booster Club Membership @ Scripps Ranch High School, C/O - SRHS Football Booster Club, 10410 Falcon Way, San Diego, CA 92131

Email me this completed treasurer@srfootball.com and send payment with Zelle – Use zelle@srfootball.com for Zelle

Two Payments Option – Final Payment Due August 30, 2019

Participation in fundraisers is voluntary. For more information, contact Peter Killam at 858-586-7683 or treasurer@srfootball.com

THANK YOU FOR YOUR SUPPORT