



2018 Annual Bowl-4-Abilities
March 24, 2018, 1:00 - 4:00 pm
Cort-Lanes - 928 State Route 13 - Cortland, NY 13045

Bowler Instructions and Tips

- Anyone may participate as a Bowler – on your own or as a team!
- To sign up, Bowlers must submit a Bowler Registration Form and pick up a Bowler Packet with Sponsor Tracking Sheet and Money Collection Envelope.
- Each Bowler (individual or team) must solicit donations to benefit ATI programs!
- Donations should be collected at the time you secure a sponsor. Be certain to write down the sponsor's name and contact information. If the sponsor does not wish to provide this information, simply write "Anonymous" in the place of the contact information.
- Donations may be turned in at any time by dropping them off at Access to Independence. You may also bring your donations to Bowl-4-Abilities. Suggested collection of \$50 per Bowler.
- If you need more space to track your sponsors, use the back of the sponsor sheet or use additional pages.
- Checks should be made out to **Access to Independence**.
- Bowlers that **successfully raise funds** are welcome to bowl two games at no cost. Shoes are also provided at no cost. Food and drinks will be provided to all participants at no cost.
- If you have any questions, please contact Access to Independence at 753-7363 or stop by our office at 26 North Main Street, Cortland.

Tips for Fund Raisers!

1. Ask your family, friends or neighbors to sponsor you.
2. Prepare a short pitch to tell potential sponsors what your raising money for, for example:
"Hi, I am raising money for Access to Independence. They offer needed advocacy and resources for people with disabilities, their caregivers and families, and our entire community!"
3. Smile and speak clearly and loudly.
4. Be courteous and respectful.
5. Safety first: If you go door-to-door, do it when there is daylight. Children should be accompanied by an adult. Never enter a stranger's house!
6. Carry information about Access to Independence. Let sponsors know how to contact us!