

DESCRIPTION

Generous sponsors are an integral component to Canaan Baptist Music Academy's operation. Students benefit yearly from the low tuition the school is able to provide, thanks to generous donors. However, not all families are able to afford a full year of lessons and camps and rely on a newly-developed scholarship fund.

HOW TO SPONSOR?

There are five levels of sponsorship; however, sponsors are welcome to donate any amount to the fund. At any sponsorship level, a donor can choose a specific child or just give generally to the fund.

SPONSORSHIP LEVELS

General: Any amount is appreciated.

Bronze: \$200-\$500

Sponsors 1 child for 1 summer of lessons (individual and group)

Sponsor Benefit: Free CD

Silver: \$500-\$1,500

Sponsors 1 child for 1 summer and 1 school year of lessons (individual and group)

Sponsor Benefit: Preferred seating at music concerts.

Gold: \$1,500-\$3,000

Sponsors 1-2 children for 1 summer and 1 school year of lessons (individual and group)

Sponsor Benefits: Preferred seating at music concert. Advertisement in concert programs at any recital or concert throughout the year.

Platinum: \$3,000+

Sponsors 2 children for 1 summer and 1 school year of lessons (individual and group)

Sponsor Benefits: Preferred seating at music concerts. Advertisement in concert programs at any recital or concert throughout the year. Advertisement on the Music Academy webpage for 1 year.

SPONSORSHIP FORM

- ☐ Yes! I would like to become a donor for the CBMA.

Sponsor Information

Name: _____

Address: _____

Phone Number: _____

Email: _____

Student Sponsored

- ☐ I would like to sponsor a specific child(ren). _____
(list names)
- ☐ I would like to give to the fund and allow my gift to be given to any deserving student.

Donation Information

- ☐ I would like to give a one-time donation for the year 2021.
Donation Amount: \$ _____
- ☐ I would like to give a monthly donation of \$ _____ through December 2022.

Checks may be written to Canaan Baptist Church with Music Academy in the memo.

