LAKE OF THE WOODS - FAMILY OF RESORTS



Dear Fundraising Organization,

We are honored to be among the many businesses that have been offered the opportunity to support your very worthwhile charitable organization. Because of the number of requests, we have set up guidelines. Thank you for taking the time to review and follow them.

Donation requests will be reviewed the 15th of every month. During that time, each request will be acted upon and a donation sent out to those organizations whose requests are honored. We treat each request in the same manner according to the following guidelines.

We do not make any monetary donations, and are limited to a budgeted amount set aside for specific events and fundraisers. These donations will be given in the form of restaurant or accommodation gift certificates. We ask that requests be typed on your company or organization's letterhead, addressed to "The Lake of the Woods - Family of Resorts Donation Committee" and sent via mail only. Requests by fax, email, social media message or phone will not be considered.

Please review the following guidelines to determine if your organization qualifies:

- Donations for religious organizations, corporate fundraisers, corporate incentive programs, corporate
 events, sports teams or school related clubs are typically not granted. Organizations located in the
 Lake of the Woods area will be given top priority.
- All requests must be made in writing, no phone calls, please.
- Only one donation request per year, per organization will be accepted.
- Application materials will not be returned.

Please mail all requests to: Sportsman's Lodge The Lake of the Woods - Family of Resorts Donation Committee 3244 Bur Oak Rd NW Baudette, MN 56623

Please inform us of any public exposure donors are to receive such as program listings, banners, newspaper articles, etc.

We appreciate your willingness to follow these guidelines.

Sincerely,

The Lake of the Woods - Family of Resorts Donation Committee

Border View Lodge I Sportsman's Lodge