

SYRIA SHRINERS

Pittsburgh, PA

FUNDRAISING ACTIVITY APPROVAL FORM

TO: Potentate, Syria Shriners Pittsburgh, PA

RE: Approval to Conduct a Syria Shrine Fundraiser

We respectfully request permission to hold the following fundraising activity:

Fraternal Purpose The statement of purpose and disclosure published on its solicitation material, tickets, programs and documents, including all electronically transmitted material, regarding the use of the proceeds shall read: Proceeds are for the benefit of (_____ Syria Shrine Caravan No. ___) or (Syria Shriners) or (_____ Syria Shrine Club) or activities. Payments are not deductible as charitable contributions.

Charitable Purpose The statement of purpose published on its solicitation material, tickets, programs and documents, including all electronically transmitted material, regarding the use of the proceeds shall read: Proceeds are for the benefit of Shriners Hospitals for Children.

Sponsor of the activity: _____
(Syria Shriners, Syria Shriners Unit, Club, Caravan, or Appendant Organization)

Type of activity: _____

Date(s) of activity: _____

Where held: _____

Requested by Group/Officer: _____

Mailing Address: _____

Phone: *(Business)* _____ *(Home)* _____

The completion of the above questions follows the Shriners International Fundraising Policy and Procedures as defined in the General Order No. 1 under the Fundraising Activities section. Do not use this form for third-party fundraising events benefiting Shriners Hospitals for Children. A separate letter must be submitted stating the event coordinator's name, mailing address and phone number.

***** Check List for Temple Use Only *****

Request Number _____ Request Received ___ / ___ / _____

_____/_____/_____
Approved by Committee Date Potentate's Approval Date

Financial results received ___ / ___ / _____ File closed ___ / ___ / _____

For a charitable fundraiser, assigned Charity Activity Event No. _____

Charitable net proceeds transmitted to Shriners International Headquarters ___ / ___ / _____