

Lake Texoma Association Annual Bash for Ca\$h Fundraiser
Thursday, June 15th at 6:30 pm



You are invited to join us at this year's spectacular Casino Night!

We're returning to the outstanding **Tanglewood Hotel and Conference Center** & we're looking forward to a fun night of playing with our 'funny money,' socializing, dancing and enjoying delicious hors d'oeuvres and complimentary beer and wine at our casino themed evening.

All funds generated from this fun and exciting event will be used in our efforts toward preserving and protecting Lake Texoma and promoting the Texoma region... which benefits all of us who live and work here.

Tickets & Sponsorship Opportunities

\$5,000 Royal Flush

(10 tickets, \$250 funny money each, food, open bar,
2 rooms at Tanglewood, full page ad in program)

\$5,000 x _____ = _____

\$2,500 Straight Flush

(10 tickets, \$250 funny money each, food, beer & wine,
1 room at Tanglewood, 1/2 page ad in program)

\$2,500 x _____ = _____

\$ 750 Full House

(8 tickets, \$250 funny money each, food, beer & wine,
1/4 page ad in program)

\$ 750 x _____ = _____

\$ 75 Individual Tickets

(1 ticket, \$250 funny money, food, beer & wine)

\$ 75 x _____ = _____

TOTAL \$ _____

Company Name _____ Your Name _____

Names of attendees _____

Address _____ City _____ ST _____ Zip _____

Email address _____ Phone _____

Amount paid \$ _____ Check # _____ Date _____

All participants will receive \$250 for game play, enjoy delicious hot and cold hors d'oeuvres, beer & wine, DJ, dancing & playing with funny money! Guests will have the opportunity to bid on fantastic silent and live auction packages and use their funny money winnings to bid for prizes. All sponsors will be recognized on our scrolling screen throughout the event.

Please mail this form & your check to: Lake Texoma Association, PO Box 610, Kingston, OK 73439. Please keep a copy for your records. If you require an invoice, we will email one marked paid to you upon receipt of your check. Thank you for your support of the LTA!