



# Overport Primary School



We have booked in

## 2 MAJOR FUNDRAISING EVENTS

to help raise as much money as we can for our Twilight Community Fair.

The first **MAJOR** fundraising activity is **Gravity Zone** on **Thursday 17<sup>th</sup>, December 2015 5.00 – 6.00pm.**

The second **MAJOR** fundraising activity is a **Bunnings Sausage Sizzle** on **Sunday 21<sup>st</sup> February, 2016.**

### MAJOR FUNDRAISING ACTIVITY ONE – GRAVITY ZONE

We need a **minimum of 60 people** in order to go ahead with this event. It's on Thursday 17<sup>th</sup> December 2015 from 5.00pm to 6.00pm. The cost of this function is \$15 + \$2 for socks = \$17 in total. This package includes:-

- 1 hour Jump Session
- Anti-Slip Gravity Zone Socks (required for all jumpers)

**\$5.00 from every person who participates** will be donated back to Overport Primary School. The money that we raise will go towards our HUGE Fireworks Display at the end of the Fair. The more people who come to Gravity Zone, the more money we raise.

You can bring anyone and everyone – Family, Friends, Neighbours, and Sporting Friends. The more the merrier. All you have to do is pay your \$17 at the school office by **no later than Friday 11<sup>th</sup> December** to confirm numbers. (Family and friends who are also coming can call the office on 9783 8777 to pay for their spot via Credit Card. Just let the Office girls know when you pay it's for 'Gravity Zone Fundraising Event').

## **It's that simple!**

We have 570 Students at Overport Primary School. What a great way to celebrate the end of the year before School Break up one last time with your friends ☺ We hope to get lots of people to come to our **First Major Fundraiser** and help support our Twilight Community Fair, which in turn, helps support our children's School.

We will provide more information regarding our second Major Fundraising Activity in the New Year, but please keep Sunday 21<sup>st</sup> February, 2016 FREE in your diaries now.

**Warm Regards, Lyndal Luca – Special Events**