



2012 Bee & Bubbly Bash Gala Celebration

Friday, May 18, 6:00 – 10:00pm
The Katzen Arts Center at American University
4400 Massachusetts Avenue, NW, Washington, DC 20016

Sponsor Benefits

lux·u·ri·ance (n)

- a. Characterized by rich or profuse growth
- b. Producing or yielding in abundance

lux·u·ri·ance (1927 winning word)* **PRESENTING SPONSOR - \$25,000+**

10 complimentary tickets

**Spelling Bee competing team of three members

Presenting Sponsor logo placement on Academy of Hope's website with link to company's website

Most prominent listing & logo placement on all event materials & communications

Full-color electronic ad with 10-second screen time during looping presentation

1 Full-color page in Gala Program

e·lu·cu·brate (tr.v)

- To produce (a written work) by working long and diligently

e·lu·cu·brate (1980 winning word) - \$10,000 - \$24,999

10 complimentary tickets

**Spelling Bee competing team of three members

Premier Sponsor listing & logo placement on Academy of Hope's website with link to company's website

Prominent listing & logo placement on all event materials & communications

Full-color electronic ad with 10-second screen time during looping presentation

1 Full b/w page in Gala Program

sma·rag·dine (adj)

- a. Of or relating to emeralds
- b. Having the color of emeralds

sma·rag·dine (1961 winning word) - \$5,000 - \$9,999

8 complimentary tickets

**Spelling Bee competing team of three members

Major listing & logo placement on Academy of Hope's website with link to company's website

Major listing and logo placement on all event materials & communications

Full-color electronic ad with 5-second screen time during looping presentation

1/2 b/w page in Gala Program

au·toch·tho·nous (adj)

- Originating where found; indigenous

au·toch·tho·nous (2004 winning word) - \$2,500 - \$4,999

4 complimentary tickets

**Spelling Bee competing team of three members

Listing & logo placement on Academy of Hope's website with link to company's website

Listing & logo placement on all event print materials & communications

Logo inclusion in looping presentation

1/4 b/w page in Gala Program

e·squa·mu·lose (adj)

- Not squamulose (furnished or covered with tiny scales)

e·squa·mu·lose (1962 winning word) - \$1,000 - \$2,499

2 complimentary tickets

Sponsor recognition on all event print materials & communications

1/8 Page b/w Logo placement in Gala Program

eu·dae·mon·ic (adj)

- producing happiness and well-being

eu·dae·mon·ic (1960 winning word) - \$500 - \$999

1 complimentary ticket

Sponsor recognition on all event print materials & communications

Please note: Gala tickets are valued at \$150 each. **For inclusion on gala print materials, your response must be received no later than April 6, 2012.** The amount of the sponsorship minus the value of goods and services delivered (\$75 per ticket) is the tax-deductible portion of your sponsorship. All proceeds to benefit Academy of Hope's educational services.

*National Spelling Bee winning words

**Number of teams is limited due to space constraints. Reserve early to ensure your team's participation.

2012 Bee & Bubbly Bash

Friday, May 18, 6:00 – 10:00pm

The Katzen Arts Center at American University, Washington, DC



Sponsorship Response Form

Donor or Company Name to be listed in Gala materials

Mailing Address

City

State

Zip Code

Contact Name

Phone

Email

Yes, I would like to be a Sponsor of Academy of Hope's 2012 Bee & Bubbly Bash at this level:

- lux·u·ri·ance** - \$25,000+
- e·lu·cu·brate** - \$10,000-\$24,999
- sma·rag·dine** - \$5,000-\$9,999
- au·toch·tho·nous** - \$2,500-\$4,999
- e·squa·mu·lose** - \$1,000-\$2,499
- eu·dae·mon·ic** - \$500-\$999

- I would like to purchase ___ additional individual tickets @ \$150 each or Early Bird (by May 4th) @ \$125.
Total: \$_____
- I am not able to sponsor but would like to contribute to Academy of Hope's 2012 Bee & Bubbly Bash in the amount of \$_____

Payment Method

- Check enclosed, made payable to Academy of Hope

Credit Card: Visa MasterCard American Express Discover

Name on Card _____

Credit Card # _____

Exp. Date ___/___

Security Code _____ (the last 3 or 4-digit number found on the back of your card)

Signature _____

I pledge to support Academy of Hope's 2012 Bee & Bubbly Bash in the amount of \$_____ and would like to fulfill the pledge as follows:

- In multiple payments:
 - 2 monthly payments of \$_____, to be paid in full by 5/18/12
 - 4 monthly payments of \$_____, to be paid in full by 5/18/12
 - Other: _____ monthly payments of \$_____, to be paid in full by 5/18/12
- In one payment at a later date (no later than 5/18/12) ___/___ (mm/dd)

Signature _____

THANK YOU FOR YOUR SUPPORT!

For further details, please contact Krystal Ramseur at (202) 269-6623 ext. 123 or beeandbubbly@aohdc.org.

To learn more about our programs and services, please visit us online at www.aohdc.org.

*All proceeds benefit the Academy of Hope, a 501 (c) (3) nonprofit organization. The price of each individual ticket minus \$75 for goods and services delivered directly supports programs and services and is tax-deductible.

Academy of Hope 2012 Bee & Bubbly Bash

Friday, May 18th, 6:00 – 10:00pm
The Katzen Arts Center at American University, Washington, DC

Spelling Bee Competing Team Response Form (eligible for sponsorships \$2,500+)

We would like to enter a 3-member team:

Name of Team: _____

Individual Team members' names: _____

Lifelines: You will be sent a variety of “lifelines” for purchase after you submit this sponsorship form for the 2012 Bee & Bubbly Bash. These lifelines are fully tax-deductible.





2012 Bee and Bubbly Bash

Spelling Bee Rules

- 1) The Spelling Bee will last for a period of one hour, with two 30 minute rounds. Teams will earn points for each word they spell correctly and will have points deducted from their total score for each word spelled incorrectly. A buzzer system will be used to determine which team gets to spell the word, so in addition to knowing how to spell a word, teams must be quick! The team with the largest number of points at the end of the hour will be declared the Spelling Champion for that year.
- 2) In the first 30-minute round, words will be worth 2 points. In the second and final round words will be worth 5 points. Words in the second round will be more challenging. If the first round ends while a word is being read or spelled, the second round will begin when the next word is read.
- 3) Teams must “buzz-in” to spell a word. The pronouncer will say the word, read the definition, use the word in a sentence, and then repeat the word. At any point *after the word is read for the first time*, teams may buzz in to attempt to spell the word. Once a team rings its buzzer, the pronouncer will cease using it in a sentence and repeating the word.
- 4) The first team to buzz-in will have the opportunity to spell the word. The designated speller must begin spelling within 15 seconds and finish within 40 seconds. If a team fails to spell the word within 40 seconds, they will have the designated point value of the word subtracted from their total score. If a team spells the word correctly, they will have the designated point value of the word added to their total score. The timekeeper will announce when 15 seconds have passed and when 5 seconds remain.
- 5) Team members can use scratch paper and help one another. However, the scratch paper must be turned over before spelling. If, after a 15 second collaboration, the team does not know how to spell the word, they may announce that they are going to use one of their “lifelines.” (except for the Automatic Buzz, which must be used prior to the reading of a word)
 - a) **Automatic Buzz** (\$50): A team purchasing this lifeline will automatically receive a word to spell, without buzzing in. The team must notify the pronouncer between buzz-ins, prior the next word being read, that it wishes to use the lifeline. The pronouncer will then read a word solely for that team. If the word is spelled correctly the team receives the point value of the word plus an additional 2 points, if it is spelled incorrectly the team will lose the point value of the word.
 - b) **Co-opt a Team** (\$150): A team purchasing this lifeline may select another team to spell the word with them. The selected team will have 40 seconds to confer with the purchasing team. If the word is spelled incorrectly, **both teams lose points** and the word is out of play. If the word is spelled correctly, the co-opted team receives the same number of points as the team using the lifeline.
 - c) **Doorprize Giveaway** (\$200): A team purchasing this lifeline may request that a member of the audience be selected to win a doorprize via a drawing of raffle tickets. In addition, the team using this lifeline will be able to “give away” the word to another team of their choosing without losing points for their own team.
 - d) **Bribe the Judges** (\$250): A team purchasing this lifeline will present the lifeline card to the judges who will eliminate the word from the competition.

- e) **Sweeten the Pot** (\$500): By purchasing this lifeline prior to the Bee, a team will automatically start the competition with 5 free points. A team purchasing this lifeline can “sweeten their pot” and increase their chances for winning.
- 6) Having started to spell a word, the designated speller may stop and start over. However, he/she must retrace the spelling from the beginning, and there can be no change in the sequence of letters from the first spelling. If the letters or their sequence are changed in the respelling, the word is considered misspelled and the team will lose the point value of the word.
- 7) Upon misspelling a word, a team will have the point value of that word subtracted from their score. Other teams are then able to buzz in to attempt to spell the word. This will continue until the word is spelled correctly or until no team chooses to buzz in to attempt spelling the word. Once either of these happens the word is removed from competition.
- 8) At the end of one hour, the time keeper will announce the end of the bee and the three teams with the most points will be declared champion, runner up and second runner up.
- 9) In the event of a tie, the teams that are tied will be given a word to spell. The first team to buzz in will have the opportunity to spell the word. If the word is spelled correctly, that team will receive the points and be declared the winner. If the word is spelled incorrectly, the opposing team will have the opportunity to spell the word correctly for the points and the win. If neither team spells the word correctly, a new word will be given, and so on until one of the teams correctly spells a word and wins the game.
- 10) A word will not be considered misspelled for failing to note if it is capitalized.
- 11) Any protests must be referred to the judges before the pronouncer announces the next word.
- 12) The judges’ decisions are final.

And remember—if all else fails, all of your hard work will **support a great cause!**