

# PARSONSBURG VOLUNTEER FIRE COMPANY, INC.

P.O. Box 160, Parsonsburg, Maryland 21849

## Capital Campaign Pledge of Support

I / We support the Parsonsburg Volunteer Fire Company, Inc. and wish to invest in the future of our community. Accordingly, I / we are pledging to the Parsonsburg Volunteer Fire Company, Inc. Capital Campaign to assist in the building of the new PVFC fire house.

AMOUNT OF PLEDGE \$ \_\_\_\_\_

Pledges \$1,000 and over are eligible for an installment payment plan of up to 3 years.

### TERMS OF PAYMENT

\_\_\_\_\_ Pledge will be paid in full by \_\_\_\_\_ (Date)

\_\_\_\_\_ Pledge will be paid in installments over a three year period.

The first payment of \$ \_\_\_\_\_ will be paid on \_\_\_\_\_ (Date).

#### Installment Schedule

*Amount may differ each year*

1<sup>st</sup> Year \$ \_\_\_\_\_

2<sup>nd</sup> Year \$ \_\_\_\_\_

3<sup>rd</sup> Year \$ \_\_\_\_\_

#### Installment Cycle

\_\_\_\_\_ Semi-Annually (January & July)

\_\_\_\_\_ Annually (January)

\_\_\_\_\_ Alternate Payment Schedule: \_\_\_\_\_  
\_\_\_\_\_

### DONOR RECOGNITION

\_\_\_\_\_ I / We wish our gift to be acknowledged per the Fire Company's Donor Recognition Program.

\_\_\_\_\_ **Room Sponsorship** – Room Desired: \_\_\_\_\_

\_\_\_\_\_ **Wall of Honor Level** – Total Amount Pledged: \_\_\_\_\_

Pledges of \$1,000 and over are eligible for Wall of Honor Recognition whereby a granite tile will be prominently displayed with the donor's choice of wording at the new PVFC firehouse.

\_\_\_\_\_ Other: \_\_\_\_\_

You will be contacted regarding wording of recognition of any gift over \$1,000.

Name: \_\_\_\_\_

Address: \_\_\_\_\_  
\_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

\_\_\_\_\_ I / We wish our gift to remain anonymous

Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Fire Company Representative: \_\_\_\_\_

Date: \_\_\_\_\_

Contributions are tax deductible as provided by law. Checks should be made payable to:  
**Parsonsburg Volunteer Fire Company, Inc., P.O. Box 160, Parsonsburg, Maryland 21849**