## -Saint Mary Norton Century Club "2025"

What is the Century Club? It is a Parish fundraiser to help support our parish.

Who can become a member? Anyone. Invite your friends, your neighbors, and your co-workers.

## How does it work?

- 1. Members contribute \$10 per month for a period of 10 months or pay a one-time amount of \$100.
- 2. Members are eligible to win \$50 per month. There will be 2 drawings per month of \$50 each. There is no limit to the number of times a member can win.
- 3. Drawings will be held on the first Monday of the month in the parish office, all are welcome to attend.
- 4. Winners will be notified and published in the bulletin.
- 5. Members who pay their \$100 in full prior to January 21st will be entered into the early bird drawing and will be eligible to win \$125.
- 6. Members will also receive a complimentary dinner which will be held at a place and date to be named later. (Offer non-transferrable). At that time the Grand Finale drawings will be held. Prizes will be 1st----\$1200, 2<sup>nd</sup>---\$600, 3<sup>rd</sup>---\$250, 4<sup>th</sup>----\$150, 5<sup>th</sup> and 6<sup>th</sup>----\$100 each, 7<sup>th</sup> and 8<sup>th</sup> \$50 each. Members will be able to bring a guest to the dinner at the cost of the meal. Guest are not eligible to win any of the cash prizes. However, they are eligible for the door prizes.
- 7. You do not need to be present to win. Winners will be notified by mail and published in the bulletin.
- 8. How do I pay? Payments are due by the 15<sup>th</sup> of each month that the drawing is held. You can make your payment by placing it in an envelope marked century club and placing it in the collection basket. You can also mail in your payment, just be sure to mark it century club. If your payment is not in by the 15<sup>th</sup> you will not be eligible for that months drawing.

Sign me up!	CENTURY CLUB		
Name:			
Address:			
City:	State:	Zip code:	
Phone:			

Complete the above information and drop in the collection basket or mail to the parish.