



Bricks will be installed at Burley's main entrance

# Burley Community Park - Brick by Brick

Be a permanent part of the Burley landscape and support the Burley Community Park!

**Friends of Burley** is continuing our fundraising campaign for the Burley Community Park. Your family or business will be remembered through our brick campaign. *Support our Community Park and be a part of Burley's landscape!*

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

Address, City, State, Zip: \_\_\_\_\_

Telephone: \_\_\_\_\_ E-mail address: \_\_\_\_\_

**Payment types include cash, credit, or checks made payable to "Friends of Burley"**

Payment enclosed    OR     Payment made on-line at [friendsofburley.org/burley-bricks](http://friendsofburley.org/burley-bricks)

4"x8" brick: Quantity \_\_\_\_\_

8"x8" brick: Quantity \_\_\_\_\_

x \$225 = Total \$ \_\_\_\_\_

x \$395 = Total \$ \_\_\_\_\_

**3 lines** with 20 characters per line including spaces and punctuation

**6 lines** with 20 characters per line including spaces and punctuation

**Print your message below** – include upper/lower case letters, spaces, & punctuation, **exactly** as it should appear on your brick (**lines 1-3 for 4x8 bricks, lines 1-6 for 8x8 bricks**), all text will be centered on the brick.

Char	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Line1																				
Line2																				
Line3																				
Line4																				
Line5																				
Line6																				

Credit Card Type:  MasterCard  Visa  Discover

Expiration Date: \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

Card #: \_\_\_\_\_

3 Digit Security Code: \_\_\_\_\_

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

Brick order forms **with payment** can be dropped off at the school office or mailed to:

**Friends of Burley: Brick Campaign, 1630 W. Barry Ave., Chicago, IL 60657**

*Your donation is tax-deductible to the extent permitted by law*

**Burley Community Park**



Questions? Please contact Leticia Andrade, Friends of Burley, 773-383-2223 or [leticiaandrade23@gmail.com](mailto:leticiaandrade23@gmail.com)