SPONSORSHIP OPPORTUNITIES

WHAT WE OFFER

Two full gyms: brand-new turf arena + hardwood basketball/volleyball court

- STEM classrooms & offices for academic programs
 - · Chill room with TVs & PlayStation
 - Toddler care for parents during programs
 - Party room with commercial science kitchen
 - Outdoor backyard for camps & events



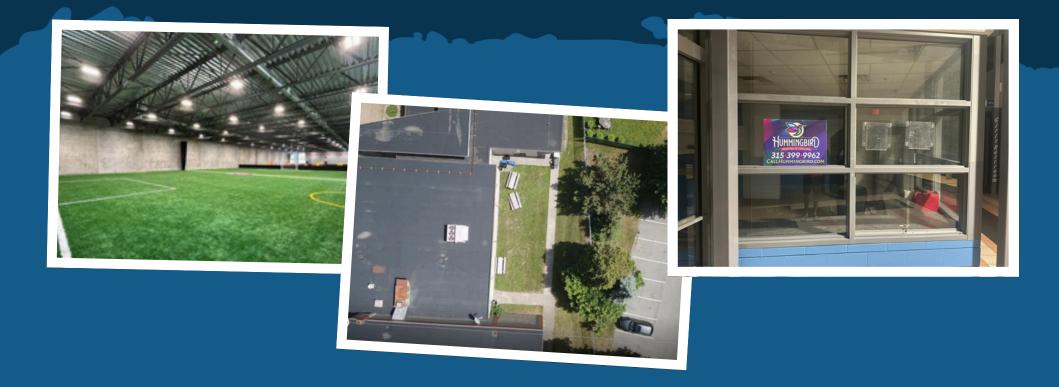
WHY CHOOSE US?

Adventure at Burritt Sports is built for kids — a safe, high-quality space where young athletes can learn, grow, and thrive. We're not just offering a place to play — we're creating a community hub that supports families year-round.

Your sponsorship reaches 2,000–5,000 people every week — athletes, parents, and community members — in a state-of-the-art facility in the heart of Syracuse.

Every dollar you invest goes directly back into the community, funding programs, maintaining safe spaces, and giving local kids opportunities they might not otherwise have.

This is more than advertising — it's a way to be a visible force for good while putting your brand in front of thousands of loyal, local families.



TIER 1: COMMUNITY SUPPORTER

- Interior banner in a high-traffic area
- Logo on website sponsor page
- Quarterly social media feature
- Newsletter recognition
- Logo on select facility
 merchandise (shirts, hoodies)

\$5000

/Year

TIER 2: PREMIER PARTNER

- All Tier 1 benefits, plus:
- Large exterior banner on West
 Genesee Street wall
- Prime banner inside turf or hardwood gym
- Indoor marketing (TVs, signage, flyers, lobby displays)
- Monthly Spotlight Board
- Logo on all official facility merchandise worn by players and staff

\$15 000

/Year

TIER 3: FOUNDING PARTNER

- All Tier 2 benefits, plus:
- Two large exterior banners (West Genesee Street + additional prime location)
- Full lobby wall branding
- Event naming rights for one seasonal tournament or league
- Expanded indoor marketing package (premium TV ads, wall graphics, and lobby displays)
- Exclusive co-branding on premium merchandise & special event apparel

\$25 000

/Year

