
GREENWICH BAY SAILING ASSOCIATION



WWW.GBSA.INFO





ABOUT GBSA

A nonprofit 501 C3 organization dedicated to youth and adult sailing.

A local East Greenwich sailing community that develops racing, sailing and life skills that become assets throughout one's lifetime. GBSA has developed an environment that stresses safety, basic seamanship, sailing and boating skill development that results in sailor confidence, independence, team building, and socialization skills. GBSA has resulted in the development of individuals who exhibit maturity, high moral character, and integrity throughout one's lifetime.

The GBSA infrastructure is comprised of dedicated staff, a sailing center, coach boats, sailboats, and all the necessary safety-related gear requires constant financial support that goes beyond the annual tuition payments. Sailor tuition will cover staff salaries and some annual expenses. Sails, hulls, rigging, coach boats, motors all have a limited life expectancy when used daily during the sailing season. These annual capital improvements require community support to sustain the program so that it can function at a consistently high level. This local community asset is looking for corporate and community sponsors to sustain its high level of achievement.

A true local EG Community asset!



SPONSORSHIP

GBSA has developed the following levels of sponsorship to sustain our program:

Corporate sponsors will have graphics displayed at the CJ Buckley Regatta, on the GBSA website and at other events whenever possible.

Corporate Sponsors - donation levels to this local community asset

America's Cup Level - \$10,000

Rolex Level - \$2,500

Yachting Level - \$1,000

Rigger Level - any amount under \$1,000

GBSA Sailing Community Sponsors - 3 year donations

Ocean Racer - \$1,500 / yr

PHRF Racer - 500 / yr

Weekend Crew - \$150/yr

Annual donations - any amount

We appreciate your support to encourage and educate children in our community!

Your corporate donations will be advertised to our GBSA community.

