



Fees and Instructions for Participating in the Donate Life Transplant Games of America

You are responsible for your expenses to travel to and participate in the Donate Life Transplant Games. Team SoCal is currently offering 10 Scholarships of \$750 each for those who need help with expenses.

JOIN TEAM SOCAL

- Complete the online application.
- Mail your \$250.00 for athlete or \$175 for supporter team registration fee check payable to:
Transplant Games - Team Southern California, Inc.
6870 Jones Ave.
Riverside, CA 92505

OR

- You may make payments totaling \$250 or \$175. The deadline to pay in full is March 21, 2016.

OR

- If you wish to participate in a fundraiser you can wait until after the fundraiser but no later than March 21, 2016 to pay the \$250 or \$175 fee in full.

**Team SoCal will also be fundraising but does not guarantee that any funds will be available to reimburse team member expenses after all team expenses are paid.

Athlete membership fee is \$250 per person. Supporter membership fee is \$175 per person.

CHOOSE YOUR EVENTS

Choose up to one sport per day, not including Volleyball and Basketball, that you would like to compete in. Sports with multiple events count as one sport. For example, you may compete in multiple events for track and field. The current schedule is located at

<http://www.transplantgamesofamerica.org/index.php?module=cms&page=44>

REGISTER FOR THE DONATE LIFE TRANSPLANT GAMES

Visit www.transplantgamesofamerica.org to register for the games. Registration is scheduled to open January 4, 2016.

Athletes

Early Registration	01/04/16 to 02/26/16	\$140.00
Regular Registration	02/27/16 to 04/22/16	\$160.00
Late Registration	04/23/16 to 05/20/16	\$180.00

** Registration closes 05/20/16 at 11:59pm EST – NO EXCEPTIONS

All Others

Early Registration	01/04/16 to 02/26/16	\$30.00 per person
Regular Registration	02/27/16 to 04/22/16	\$35.00 per person
Late Registration	04/23/16 to 06/10/16	\$40.00 per person

Kids under 5 are free

**There is no longer a family rate