

NIGHT *of* BLUES



DINNER & AUCTION | SATURDAY, MARCH 14, 2026

Crosspoint Christian School will host its annual Night of Blues Dinner and Auction in March 2026. Proceeds from the event directly impact students by providing the resources needed to continue our partnership with families to provide a Christ-centered education that biblically develops the entire student - spirit, mind, and body.

There are several ways you can help us reach our \$85,000 event goal.

Donate to the Auction

Donate an item to our silent or live auction.

Restaurants can donate gift certificates to our Local Bites auction table.

Give a Cash Donation

Cash donations are an easy way to help CCS boost event revenue.

The 2026 Paddle Raise will benefit our CCS Expansion Project.

Be a Dessert or Event Sponsor

\$250 Dessert Sponsor
Dessert Dash Recognition

\$750 Event Sponsor
Enjoy a table for 8
Includes dinner tickets, first call to dinner, and logo in event materials.
Limited availability

Reserve a Table for 8

\$500 Table Sponsor
Includes dinner tickets and first call to dinner.
Limited availability

Crosspoint Christian School is a nonprofit, 501c3 organization EIN 93-1001159

Crosspoint is an interdenominational private school with 410 preschool through 12th grade students and 58 teachers and support staff. All students are provided with opportunities to reach academic success, worship, give back to others, and participate in sports and the arts. Tuition assistance is provided to students who might otherwise not be able to attend. Generous donor support helps us continue to be a light in the Klamath community.



I WOULD LIKE TO BE PART OF THE EVENT

Donations can be delivered or mailed to Crosspoint Christian School, 5000 Hosanna Way, Klamath Falls, OR 97603. If a pickup is needed, call Stephanie Spalding at 541-882-7732.

DONOR INFORMATION *Include this form if sending by mail or dropping off at CCS.*

Name of Contact Person

Mailing Address

Email

Item Being Donated

Business Name

Phone

Estimated Value of Donation

