



Welcome to Team Orphans!

Thank you for choosing to race with a purpose. I am so glad to have you as part of the team. For the past seven years, I've worked hard to raise as much money as possible for orphans and adoption, but one person can only do so much. You're part of my dream coming true. My goal is to raise 1 Million Dollars in my lifetime for adoption grants. Together we can reach that goal and make a difference in the lives of orphans around the world. I'm an adoptive mom of three beautiful children from Russia. My heart breaks when the number of orphans around the world keeps getting higher and higher. One recent study said that the 2016 estimate is 163 million! I can't wrap my mind around that number. Each one of those children is precious and needs a family!

I've been inspired by many other athletic teams raising money for all kinds of medical conditions, diseases, and research. But who is raising money for orphans? WE ARE! Join me now in racing with a purpose, spreading the word, and making a difference in this world. Every dollar that is donated goes directly toward child adoption grants for special needs orphans. Special needs children could have medical needs, be older and less likely to be adopted, or be part of a sibling group. Brittany's Hope finds the orphans and places grants on them. Different adoption agencies around the country work to find adoptive families for these children. The adoption grant money helps offset the huge expense of international adoption. Without these grants, many of the families would not be able to adopt.

Here's how you get started.

1. Personalize the sample fundraising letter by including your event and goal. Mail it, email it, or Facebook it to friends and family asking for sponsors.
2. Sponsors can go to www.teamorphans.com, click on your name, and donate.

I'd love to hear from you. Tell me your story. Ask me your questions. Let me know how I can help. Thank you again for joining Team Orphans.

Blessings!

Rebecca Cruttenden
rebecca@teamorphans.com