



**Request For
Commemorative Brick Donation**

Thank you for considering the Rock Island Park and Recreation Department system for your Commemorative Brick Donation. As a guideline, we encourage individuals and groups who wish to commemorate an individual or an event to do so in a way that **celebrates life and life achievements**. These are not intended to be a memorial. Please do not use the word “memorial”, “In memory of” or the “life dates” of a loved one. **Do** use items such as “A great Father”, “*name* Enjoyed the water and the outdoors”, “In honor of 25 years of marriage”, or others.

Please understand that you are making a donation to the Park System for the general public to use. It is not appropriate to place flowers, wreaths, or other memorial items on or near the brick pavers. The appropriate place to do this is at a burial plot or mausoleum. Remember that parks do change and may be rebuilt. There is no guarantee that the bricks will be in the same place forever. Parks are intended to be a place that people recreate, have fun and enjoy life. Please consider how you wish to add to the fun of a park or facility as a part of your donation.

Gift Recognition Bricks are limited to 14 spaces and 6 lines of information as indicated below. Please remember that each space between words must be counted. For example; *I Love My Dog*, is 13 spaces, not 10.

Help Insure Your Satisfaction! Bricks will be ordered exactly as printed on this form. Please check spelling, placement, and any wording that is placed on this form. The message you request is subject to review for content and appropriateness.

Fee: \$75 for a 4” x 8” Brick or \$150 for an 8” x 8” Brick.

At this time Lincoln Park is the only site for Commemorative Bricks.

Signature of Donor: _____ Print: _____

Address: _____

Home Phone: _____ Work Phone: _____

Date: _____ Date Approved: _____ By: _____

***Installation of Gifts and Commemorative Bricks may be subject to manufacturing, availability, delivery, weather, and staffing constraints.