

treet Addre	ess	City	State	Zip
		Email Address:		
		raaµonzes		
		ldren so we can build a PL	ล <b>ูยhouse</b> they wil	l love!
	Child(ren): Name		Age	
				4 / /
				•
Vill the <b>PL</b>	<b>ayhouse</b> require any acces	sibility modifications? For example, v	vheelchair access? If ye	s, please describe
low would	this build a blessing in your c	child(ren)'s life?		
What do yo	, letters, numbers, etc - The r	OUSE: lude it in the design theme? more detail, the better! (The PLAYh	· · · · · · · · · · · · · · · · · · ·	-



## Please sign and return this agreement if a PLAYhouse is right for your family.

Signat	Date:
Name	ed): <b></b>
	I) I understand that Habitat reaches out to many organizations to find families to receive playhouses, and I may eceive one at any specific date or location. If this happens, I understand that I will be placed on a waiting list hen another <b>PLAYhouse</b> is built.
	I) I understand that media may be present, and that I may be asked to speak to the media. If I am not comfort- speaking with the media, I will communicate that to Habitat staff.
	I) I have space for it in the yard or garage and verified that it will fit through any doors or gates.
l agree	I understand/confirm the following important information:  I) I understand the size of the playhouse is aprox. 44.5" wide x 42.5" long x 56" high. It is made of heavy is the confirmation of the playhouses for pick-up and delivery. It will take 2-3 strong people to load and it. You will need a truck to transport it. It does not fit in a van.
,	I give <b>HFHWC</b> , its representatives, and <b>PLAYhouse</b> build sponsor permission to and assign the right to use eproduce my family and/or child(ren) name, image, likeness and/or voice in any and all forms of media ing, without limitation, photographs, films, videos, tape recordings, and internet publications. I also authorize <b>VC</b> to use and distribute for any and all purposes letters, stories, testimonials, other writings, quotations or I statements attributable to me. I make no further claim of any nature because of/or connected with said use a name, image/likeness, written or verbal statement made by me.
	I agree to pay a refundable deposit of <b>\$25</b> . (This will be returned when you pick up the playhouse and yed from the build site. You may cancel your playhouse pickup up to 48 hours before the scheduled pickup ut losing your deposit. Any cancellation within 48 hours up to the event, including no call/no show will <b>NOT</b> be e for a deposit return. The <b>\$25</b> will be processed as an unrestricted donation to <b>HFHWC</b> , and you will receive deductible receipt.)
	I) I agree to schedule the <b>PLAYhouse</b> delivery prior to the event. <b>PLAYhouses</b> will be delievered on <b>10, 2024.</b> (If you are not able to pick up, notify <b>Melanie Watts</b> immediately at <b>301-791-9009 ext. 105</b> uniewatts@habitat-wc.org)
	I) It would be a financial hardship to purchase a <b>PLAYhouse</b> for my child(ren).  I) I agree that I will have my child(ren) attend the <b>PLAYhouse</b> presentation. I will let Habitat staff know as as possible if we cannont attend.
	1) It would be a francial bardohin to nursbace a DLOUB AUCO for my abild/ren)

for Humanity®of Washington Co.



**PLAYhouses** provide an imaginary world where kids can create make-believe stories that foster their development, leadership and creativity. "Playing house" is often the first time children start to think about what a home means to them.

## how to Build a Blessing in a child's Life:

• **Sponsor** a playhouse.

• Recruit 4-6 volunteers.

• Build for 5-6 hours.

## sketches and design ideas:

PROJEC'

## what to expect:

Our **Habitat Pros** will guide you through the entire process on your build day.

We also provide all the materials you need like paintbrushes, rollers, tools, protective paper/plastic, cleanup supplies and paint. Habitat will have the following paint colors for you to use:

If you want to include any stickers, decals, stencils or exact colors in your design, **YOU CAN DRING THOSE 600.** 

