



Sherwood Forest Friends

Cedar Mountain Residents,

In the last few years our 276-corridor has grown increasingly busy and land in our area has been in greater demand. The result is more building, more trash, and more environmental concerns.

The missions of Sherwood Forest Friends (SFF) are to save environmentally sensitive land and preserve our defining mountain heritage, both of which we share with the town of Cedar Mountain. In addition to putting a non-development restriction on nine lots in Sherwood Forest, in the past two years SFF has worked with the Cedar Mountain community to:

- ✓ Conduct a Build a Birdhouse contest
- ✓ Participate in *Leave It Better* to clean up DuPont Forest after four major holidays
- ✓ Provide Earth Day Activities for kids and plant flowers at Studio 276
- ✓ Co-sponsor a program on The Village and The Turnpike with Doug Pace, Patty Stahl and Charley Burden, and present a copy to the Sherwood Forest library
- ✓ Sponsor a series of informative programs at Robin Hood Barn in August

We want to continue to work together for our mutual benefit.

If you are already a member of Sherwood Forest Friends, we thank you and hope you will renew your membership by [April 22nd](#). Earth Day will now be the beginning of the SFF year, which only seems fitting!

If you have not joined yet, please consider doing so before [April 22nd](#). Each year on Earth Day you will know that you are contributing to efforts celebrating and conserving the natural and cultural resources of the Cedar Mountain area.

Thank you,

Carol McCullough, President

Name: _____ Email: _____ Circle: Renewal or New

Mailing address: _____

Choose your membership level below

Supporter \$50 Forest Friend \$100 Patron \$250 Benefactor \$500 Friends Forever \$5000

Other Gift \$ _____

Please mail form with your check to: Sherwood Forest Friends, P.O. Box 212, Cedar Mountain, NC 28718.

Sherwood Forest Friends is a Section 501(c)(3) organization. Your contributions are tax deductible to the fullest extent of the law.