

## **COMPANY PROFILE INFORMATION**

Each year, KCCC publishes a Games Magazine, filled with information about the year's events. This high-quality publication has a distribution of 5,000+ copies, and is available to each company as well as being available at all event sites. The KCCC magazine is also distributed electronically to all 33,000+ participants, and is available for viewing online at [www.kccorporatechallenge.com](http://www.kccorporatechallenge.com).

Included in the KCCC Games Magazine is information about each event (including dates and locations), a map showing the location of each event and an archive section recognizing last year's winners and KCCC record-holders.

Also included in the magazine is a (50-word) profile of each company participating in the KCCC Games. You are responsible for submitting this information to KCCC for inclusion in this magazine. It's a great way to tell everyone about your organization, and to learn a little bit more about your competition! We need this information from you by Thursday, January 31, 2019 to ensure your company is represented in the 2019 KCCC Games Magazine.

Please submit your company profile as a Microsoft Word document.

Be sure to put your **Company Name (as you want it to appear in the Magazine)** at the top of the page.

**Due to the number of companies participating in KCCC and the limited amount of space available in the magazine, PLEASE describe your company in 50 words or less. Company logos will not be included with company profile.**

If you choose, you may include the number your company employs and the number of years your company has participated in the KCCC. Profiles submitted in excess of 50 words will be sent back. To ensure that we publish the information you submit, please adhere to this 50-word limit.

**E-mail your profile to: [lacey.fisher@jocogov.org](mailto:lacey.fisher@jocogov.org)**

**Your company profile is due Thursday, January 31, 2019.**

Companies whose profiles are not received by the above date **will not** be represented in this year's KCCC Games Magazine.