

FOR IMMEDIATE RELEASE

"The mountains are calling and I must go." —John Muir

STANLEY, IDAHO— The Sawtooth Society's annual fundraiser, the Sagebrush Soiree, will take place on Saturday, July 30, at the Nickum Home at Shaw Mesa in the Sawtooth Valley.



Festivities begin at 6 p.m. where guests can take in the great vistas of the Salmon River and the Sawtooths, mingle with Sawtooth Society members and supporters while sampling refreshing cocktails, wines and local beers with delectable passed hors d'oeuvres while perusing a silent auction tent filled with unique items. A gourmet sit down dinner followed by a live auction will take place at 7 p.m. Tickets are \$200 per person and both table and event sponsorships are available.



This year's theme, "Celebrating the Wilderness," will be an evening of rustic elegance including cocktails and dinner. In addition, this year's Soiree will feature live bluegrass music along with the gala's silent and live auctions with items ranging from unique outdoor experiences from river trips and outings to fine wines and collectible liquors to special prepared chef dinners and original art by nationally recognized artists as well as unique international travel experiences and much more. The Sagebrush Soiree is the primary fundraiser for the Sawtooth Society and a tremendously fun evening with 200+ guests.



The Sawtooth Society's mission is to preserve, protect and enhance the Sawtooth National Recreation Area. Formed in 1997, is the only non-profit group dedicated exclusively to serving as an advocate for the Sawtooth National Recreation Area, preserving open space in the Sawtooth National Recreation Area and enhancing its recreation facilities and services. The Sawtooth Society has funded over 175 recreational-related projects throughout the Sawtooth National Recreation Area — a true gem of Idaho.

For tickets and information, or to place an absentee bid, contact the Sawtooth Society Executive Director Gary O'Malley at (208) 721-2909 or email gary@sawtoothsociety.org.