



## MEDIA CONTACT:

Abby Glenn, Development Associate  
Habitat for Humanity of Springfield, Missouri  
(417) 829-4001 x109  
(913) 522-9876 (cell)

[abby@habitatspringfieldmo.org](mailto:abby@habitatspringfieldmo.org)

## PHOTO News Release

For immediate release: October 22, 2018

---

## Golf tournament raises \$4,124 for Habitat for Humanity: Carson-Mitchell Engineers & Builders host a golf tournament to support a future Habitat home

**SPRINGFIELD, Mo.** – Carson-Mitchell Engineers & Builders, Inc. hosted a golf tournament on Friday, September 21, 2018 to benefit the Habitat for Humanity of Springfield, MO (HFHS). 27 teams from local businesses competed to help raise money for a future HFHS home build.



### Pictured from Left – Right:

Jason Carson: CEO – Carson-Mitchell, Inc.

Chris Carson: President – Carson-Mitchell, Inc.

Abby Glenn: Development Director – Habitat for Humanity

Cheryl Zielke: Office Manager, Carson-Mitchell, Inc.

####

### About Habitat for Humanity of Springfield, Missouri

Habitat for Humanity of Springfield, Missouri (HFHS) believes every person in Springfield and surrounding area deserves a decent place to live. As an affiliate of Habitat for Humanity International, HFHS impacts more than 80 households a year. Since 1988, HFHS has either built or renovated more than 632 homes, providing shelter for more than 1,236 men, women and children from Greene, Christian, and Webster Counties by helping people gain strength, stability and independence through housing, including home construction, rehabilitation and repairs and by increasing access to improved shelter through products, programs and Neighborhood Revitalization. HFHS is a United Way of the Ozarks partner agency. Learn more, including official word marks and images, at [habitatspringfieldmo.org/newsroom](http://habitatspringfieldmo.org/newsroom) or at [Facebook](#), [Twitter](#) and [YouTube](#).

2410 S. Scenic, Springfield, MO 65807 | 417-829-4001 | [www.habitatspringfieldmo.org](http://www.habitatspringfieldmo.org)