

Fact Sheet: RacingMania \$20 Fundraiser

How to play

RacingMania is an exciting sweepstakes fundraiser based on professional auto racing. You earn 72% profit for every \$20 CharityMania Ticket you sell. Sweepstakes participants can win \$1,000s in prize money based on the results of the drivers printed on the backs of their sweepstakes game cards.

Game cards contain 3 random drivers in each of the 10 races during the RacingMania season. To play the game, participants simply add up the points scored by the 3 drivers printed on their cards in a given race. Each race, the 4 highest scoring cards, and the 2 lowest scoring cards, win prizes!

Winning game card example

Say your game card has these drivers one race:

Team	Points scored
Montoya	42
Vickers	40
Harvick	41
Total points	123

If your card's drivers score more total points than any other card, then you win the top prize for that week!

This detachable stub contains a unique access code that allows you to download digital music from up-and-coming artists who have teamed up with CharityMania to help non-profit organizations raise money! See the back of this stub to view additional details. Access your music now at the CharityStudio website at www.charitystudio.com.

Total prizes for the season

\$10,000!

\$500! Grand Prizes **\$250!**

Highest Scoring Ticket of the Season Lowest Scoring Ticket of the Season

Prizes per Race

\$500	\$200	\$100
Highest Total Points Scored	2nd Highest	3rd Highest
\$50	\$50	\$25
4th Highest	Lowest Total Points Scored	2nd Lowest

RacingMania™ is an exciting sweepstakes based on auto racing with 6 prizes each race and 2 grand prizes. Each ticket has a 1 in 53 chance of winning. See the back of the ticket for sweepstakes rules and the drivers you should root for! This sweepstakes is free. No purchase necessary to play.

Thank you for your support of...

Your Organization Name

Street Address
City, State, and Zip Code
Phone number

www.charitymania.com

To download your music from the CharityStudio

Access Code: 1234-9A501

- Go to the website www.charitystudio.com.
- Enter the access code found on the top right corner of this stub.
- Select the music you want to download and follow the on-screen instructions.

Music and books are the property of the artists. The content is for personal use only. The content cannot be used for resale or any other purpose except those stated explicitly in the license agreement found on the CharityStudio website.

Check your ticket # **1234-9A501** at www.charitymania.com

Your RacingMania drivers by race

1) Daytona	2) Phoenix	3) Las Vegas
Busch Logano Earnhardt	Ambrose Harvick Truex	Newman Allmendinger Ragan
4) Bristol	5) Fontana	6) Martinsville
Edwards Sorenson Biffle	Gordon Bowyer Johnson	Stewart Busch Hamlin
7) Texas	8) Talladega	9) Richmond
Montoya Vickers Harvick	Reutimann Sadler Mears	Johnson Edwards Jones
10) Darlington	* If two or more tickets are tied with the same score, the average pole position of your drivers is used as a tiebreaker. See rules below for details.	
Burton Kahne Hornish		

RacingMania sweepstakes rules

[1] Your ticket contains 10 different 3-driver combinations, each randomly generated and randomly assigned to one of the 10 races listed on this ticket, beginning with the race at Daytona. [2] Individual Race and Grand Prize winners are based on the combined total points scored by the drivers on this ticket: Race winners are based on the total points scored by your drivers in a race; Grand Prize winners are based on the sum of the points scored by your ticket after all 10 races. [3] If two or more tickets are tied with the same score, the average pole position of your drivers is used as a tiebreaker. The larger the numeric pole position value is, the higher the ticket's value. [4] If a driver does not race, your ticket earns any points awarded to that driver's car # (i.e. points earned by the car's replacement driver). If both the driver and the car do not race, then a replacement driver will be assigned in its place. See web site for replacement driver assignments. [5] Minimum odds of winning: 1 in 53 for all ten races; 1 in 546 in each race; 1 in 1638 for a grand prize. [6] No purchase necessary to play. Void where prohibited. [7] To enter the sweepstakes, the organization on the front of this ticket must activate the ticket number. To request a free ticket, ask the organization in person (see contact info on front of ticket) for a "free game card request form"; complete the form, and mail to the address shown on the request form along with a self-addressed stamped envelope postmarked by the race. A Score Card will be assigned to you and mailed in the return envelope sent with your form. [8] See website for additional details and to view winning tickets.

→ www.charitymania.com ←

Name _____
Address _____
Phone _____
E-mail _____

1234 - 9A501

Profit and Costs

A game card is attached to every \$20 CharityMania Ticket (i.e. music downloads) you sell.

You make \$14.25 of profit on every sale. The remainder covers the costs of the digital content and sweepstakes.

Weekly Prize Money Amounts

Game card with the highest combined score	\$500
Second highest score	\$200
Third highest score	\$100
Fourth highest score	\$50
Lowest total score	\$50
Second lowest total score	\$25
Total prize money paid per week	\$925

Grand Prize Winners

Game card with the highest 10 week total	\$500
Game card with the lowest 10 week total	\$250
Total Grand Prize money paid	\$750

Odds of Winning

Win at least once during sweepstakes: 1 in 53
Each week: 1 in 546
Grand Prize: 1 in 1638