



CharityMania!®

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Why use HoopsMania for your fundraiser?

Do you live in an area that loves college basketball? If so, HoopsMania is the fundraiser for you. Sweepstakes ticket holders can win over \$1,000 based on the performance of the randomly selected basketball teams printed on the tickets. Success with this fundraiser is a slam dunk since it is one of our shortest and most popular fundraisers!

It's profitable

You make over 70% profit for each and every \$20 digital entertainment package you sell (see pages 4 and 6 for more details) and free HoopsMania sweepstakes ticket you distribute. This makes HoopsMania a great fundraiser for any size organization. You make \$14 profit on every sale!

It's unique

If you're tired of expensive and time intensive fundraisers like cookie dough, scented candles, and gift wrap, HoopsMania is a great alternative. There is no inventory to manage or orders to fulfill, and everyone enjoys playing along with their HoopsMania sweepstakes ticket during the fundraiser.

It will expand your fundraising reach

Everyone loves college basketball's National Championship tournament in March, which is a key element of a HoopsMania fundraiser. When you combine this plus music, books and the chance to win prize money, people whom you never thought would support your organization are now interested in participating in your promotion and will support your cause.

"All we had to do was promote the program, CharityMania did the rest. We raised around \$17,000 and we are now renovating our school gym!"

—Our Lady of Mount Carmel, PA

"We raised over \$23,000 - 3 times as much as any other fundraiser we have ever done. We are using the money to fund the first dedicated wrestling room our program has ever had. We will definitely use CharityMania in the future."

—Miamisburg Wrestling, OH

"CharityMania has made a huge impact on our school's budget problems by generating \$45,000 in profit in two years. This profit allowed our school to avoid a big tuition increase and to purchase new multimedia items. CharityMania is a fun, profitable way to get everyone involved." —St Germaine School, IL

How does HoopsMania work?

People who want to support your organization actually purchase a digital entertainment package – a selection of digital music and books that can be accessed online. With each sale you provide the buyer a free HoopsMania ticket and they are automatically entered into the sweepstakes. Participants use their ticket number to download digital music and books from the Charity Studio, an online entertainment library. Since it's online, you avoid the headaches associated with traditional fundraisers – like managing inventory and fulfilling orders.

Your winning fundraising combination...

HoopsMania Sweepstakes Tickets



The Charity Studio's \$20 Digital Entertainment Package

www.charitystudio.com

The HoopsMania sweepstakes ticket

HoopsMania sweepstakes are exciting and engaging for participants because everyone has an equal chance of winning. Winning tickets are determined based on the performance of the college basketball teams randomly assigned to it. During the HoopsMania sweepstakes, the holders of the winning tickets win prize money – it's that easy!

Ticket Front

HoopsMania!
a CharityMania® Fundraiser

Three contests in one! Prizes more than **\$10,000!**

Contest #1 and #2 prizes

\$1000 Highest or lowest 5 team combined score	\$500 2nd Highest or lowest	\$200 3rd Highest or lowest
\$75 5th Highest or lowest	\$50 6th Highest or lowest	\$40 7th Highest or lowest

Contest #3
The Finals Countdown **\$100** See the back of your ticket for your #

HoopsMania™ is a sweepstakes based on college postseason championship tournament. With 33 possible teams, the minimum odds to win is 1 in 52. See the back of the sweepstakes rules and the teams you should root for.

Thank you for your support of...

Your name goes here

\$20 The Charity Studio... Books, Music, and More

With this ticket you are purchasing a digital entertainment package. Download digital music and books by the artists who have teamed up with CharityMania to help organizations in need. View details and access the Charity Studio at www.charitymania.com

www.charitymania.com

HoopsMania!
a CharityMania® Fundraiser

Ticket Back

Your ticket # **4612 - 7F958**

HoopsMania!
a CharityMania® Fundraiser

HoopsMania 2008... 3 contests on 1 ticket!

Contest #1: Low seed challenge	Contest #2: High seed scramble	Contest #3: Finals countdown
Combined scores thru all 6 rounds	Combined scores thru all 6 rounds	Match the final game's final score with these #'s
#9 East #10 West #12 East #14 South #16 Midwest	#1 East #2 Midwest #3 Midwest #6 South #8 South	Winning score ends with... 4 Losing score ends with... 7

How to play all 3 contests on this ticket

Contest #1 and 2: In each contest your ticket is randomly assigned 5 teams that will play in college basketball's national championship tournament in March. The teams are represented by their seed numbers and regions in the tournament. Prizes are awarded at the end of the tournament to the tickets whose teams score the most and fewest combined total points (see front of ticket for prizes). In case of ties, the 'total margin of victory or defeat' by your teams is used as a tiebreaker to determine the winner.

Contest #3: Match the numbers on your ticket (printed above) with the last digits of the final game of the tournament. For example, if the final game ends with a score of 74 to 68, then you would try to match the winning number "4" and losing number "8" against your ticket's numbers. If your numbers match, then you win!

Official rules, results, and winners can be found on the website at...

→ **www.charitymania.com** ←

HoopsMania rules

1) In Contests 1 and 2, prize money winners are based on the combined points scored throughout the entire tournament by the 5 teams on the ticket. Teams that have been eliminated from the tournament get 0 points in rounds they do not play. 2) If two or more tickets are tied with the same score, 'total margin of victory or defeat' is used as a tiebreaker. The more points a team scores relative to its opponents, the higher the ticket's score. 3) In Contest 3, prize money is awarded to any ticket whose winning and losing numbers match the last digits of the final score of the tournament's final game played on April 9th. 4) Minimum odds of winning: 1 in 52 per ticket; 1 in 216 for contests 1 and 2; 1 in 100 for contest 3. 5) No purchase necessary to play. Void where prohibited. 6) See website for complete rules, eligibility requirements, winning tickets, termination dates, and ways to obtain a ticket.

Name _____

Address _____

City, State, Zip _____

Phone _____

E-mail _____

4612 - 7F958

Prize Money

Ticket holders can see how much money they can win!

3 contests on 1 ticket

Each ticket holder is automatically entered into 3 separate contests and has 33 chances to win a prize. In contests 1 and 2, the ticket is assigned 5 random teams playing in college basketball's national championship tournament. Prizes are awarded to the tickets whose teams scored the most and fewest total combined points in each of the contests. In contest 3, you simply match the numbers on the ticket with the last digits of the final score of the tournament's championship game. If the numbers match, the ticket wins!

Digital Entertainment Package Details

To raise money with this fundraiser, you actually sell digital entertainment packages – a selection of digital music and books that can be accessed online at the Charity Studio. The ticket provides the details to access the digital entertainment package. Ticket holders can simply use their ticket number (located on the back of the ticket) to enter the Charity Studio and access the content.

See if you've won!

Ticket holders can visit the CharityMania web site to see if they are a winner.

Ticket Stub

You collect the ticket holder's contact info so you can send them prize money if they win.

Each ticket holder is automatically entered into 3 separate contests. In both Contest #1 and Contest #2, the ticket is assigned 5 random teams (represented by their tournament seed numbers) playing in college basketball's National Championship tournament. Prizes are awarded at the end of the tournament to the tickets whose teams score the most and fewest combined total points in each contest. In Contest #3, ticket holders hope to match the numbers on their ticket with the final score of the tournament's final game. Winning tickets are determined and prizes are awarded to any ticket whose winning and losing numbers match the last digits of the tournament's final game played on April 6th.

The Charity Studio

Your supporters will be purchasing a \$20 digital entertainment package from the Charity Studio. The sweepstakes ticket they receive from you will provide them access to the Charity Studio web site, which contains a variety of online music, books, and other entertainment. Ticket holders can download this material at any time during the HoopsMania season. CharityMania maintains this digital library to ensure it contains items that will appeal to your ticket holder. And since everything is online, there is no inventory for you to manage or orders to fulfill - you can focus strictly on making more sales!

When you buy the Charity Studio digital entertainment package, you get access to selected digital music and books that will round out your listening collection and expose you to some up-and-coming artists and authors from around the country. Your sweepstakes ticket number is all you need to access the Charity Studio (www.charitystudio.com).

In addition to digital content, the Charity Studio provides discounts on selected items that you might find useful.

The Charity Studio - Microsoft Internet Explorer

Address: <http://www.charitystudio.com/mv2customer/offers.aspx>

CharityMania!®

Home Fundraisers Ticket Holders About Us Contact Us

the Charity Studio

Thank you for your donation to CharityMania Free Ticket. In exchange for your donation you have been automatically enrolled as a member of the Charity Studio! The Charity Studio is our way of going back to you in exchange for what you have done for CharityMania Free Ticket. We update the music and book offerings every month so make sure to check back to see what's new. Your membership expires 6 months after the completion of your CharityMania fundraiser (see your ticket for the official dates of your fundraiser). Thank you again for your support.

Must-have music for your collection

10 Great Classical Works

This compilation album contains 10 of the greatest classical music passages written by Mozart, Vivaldi, Tchaikovsky, and more. These songs are a great addition to everyone's music collection and can be enjoyed by the whole family. We hope you enjoy them as much as we do! [Terms of use.](#)

1. Ride Of The Valkyrie (Wagner) - 03:09
2. Pomp & Circumstance (Sir Edward Elgar) - 02:08
3. Four Seasons Spring Movt 1 (Vivaldi) - 03:20
4. Canon in D (Pachelbel) - 04:23
5. Hallelujah Chorus (George Frederic Handel) - 03:52
6. 1812 Overture (Tchaikovsky) - 15:56
7. Nutcracker Waltz of the Flowers (Tchaikovsky) - 06:39
8. Blue Danube Op.314 (Strauss) - 10:56
9. Eine Kleine Nachtmusik (Mozart) - 7:44
10. Ave Maria Cello and Harp (Franz Schubert) - 04:29

Books by up-and-coming authors

Dandelions on 240 North

by David Schnieders

Book cover description: The County Road 240 North is nine-year-old Jamie's complicated world. Jamie's world becomes a mix of mischief, excitement, sadness, humor, and cruel realities of growing up in our confusing world today. A summer at a lake cabin in rural Indiana subtly nudges Jamie into the formation of her own values. "People aren't all good. But most people, well, there are a lot more good people in the world than bad." Jamie's mother explained. It wasn't quite that simple.

David Schnieders has been teaching middle school for thirty years in Indianapolis. Presently he is a teacher at the Indiana School for the Blind in Indianapolis. Her has been spending his summers at a crooked, seventeenth-century old lake cabin in Northern Indiana with his family since his children were small. Schnieders has been writing for fun since college, but this is his first novel. Written for young readers, the book is also a refresher for any adult reader. It helps us remember how we formed our values and how we stumbled, cried, and lagged our way to adulthood.

[Download the PDF version of this book.](#)
[Buy the hard cover version on Amazon.com.](#)

Bonus! Special offers from participating organizations

QuickBooks, the easiest way to help your business or non-profit succeed

QuickBooks is a small business financial software that helps you with your business finances quickly, easily and accurately, with familiar forms and language you can understand. If you aren't using QuickBooks, your business or non-profit organization isn't performing to the level it can.

Charity Studio members receive 20% off the Premier regular price, 30 days of support, and free shipping. This means you save \$70 off the regular price of the single user edition! Visit this special [QuickBooks web site](#) to buy QuickBooks or learn more.

SAVE 20%
FREE SHIPPING
PLUS 30 DAYS OF SUPPORT

Download selected music tracks in mp3 format. Listen to the music on any mp3 compatible device (like your iPod) or burn a CD with the tracks and listen to them in your car or on your stereo.

Download selected books in pdf format. You can print the pages or read them directly on your computer.

www.charitystudio.com

Sweepstakes prizes and winners

Throughout the HoopsMania sweepstakes, participants can track the progress of their ticket online and see if they've won prizes. HoopsMania sweepstakes ticket holders have 16 chances to win a prize in each of the first 2 contests and another chance to win in contest #3. There are 3,456 unique tickets, each of which has a minimum 1 in 52 chance to win a prize during the sweepstakes.

High Score Prizes for Contests 1&2	Prize \$
Ticket with the Highest 5-Team Combined Total Points Score	\$1,000
Second Highest Combined Score	\$500
Third Highest Combined Score	\$200
Fourth Highest Combined Score	\$100
Fifth Highest Combined Score	\$75
Sixth Highest Combined Score	\$50
Seventh Highest Combined Score	\$40
Eighth Highest Combined Score	\$30

Low Score Prizes for Contests 1&2	Prize \$
Ticket with the Lowest 5-Team Combined Total Points Score	\$1,000
Second Lowest Combined Score	\$500
Third Lowest Combined Score	\$200
Fourth Lowest Combined Score	\$100
Fifth Lowest Combined Score	\$75
Sixth Lowest Combined Score	\$50
Seventh Lowest Combined Score	\$40
Eighth Lowest Combined Score	\$30

Contest 3 Prize	Prize \$
Any ticket whose numbers match the last digits of the winning and losing score in the tournament finals.	\$100

How winning tickets are calculated

At the end of the HoopsMania sweepstakes (which ends after Round 6, the final game of the tournament), CharityMania determines the winning tickets. We then send you the prize money so that you can send it to the winners with a personalized letter thanking them for their support. CharityMania also posts the winning ticket numbers on the web site so that ticket holders can see if they've won.

Contest	Your Ticket's Teams and Scores	Prize Money You've Won	Winning Scores and Prize Money
Contest #1 The Low Seed Challenge	#9 East	\$0	>>> Top high and low scoring team combinations Check out what team combinations are in the lead as you can see where you stand. Scores are typically posted at the completion of all the day's games.
	#10 Midwest		
	#12 Midwest		
	#14 South		
	#16 South		
	Total		
Contest #2	#1 East	Score 496	>>> Top high and low scoring team combinations

Prize Money	Total Score	Weighted Score	Teams
\$1000	1491	3252	Kansas, Texas, Louisville, Michigan St, W Virginia
\$500	1479	1337	North Carolina, Texas, Louisville, Michigan St, W Virginia
\$200	1476	2041	Kansas, Texas, Xavier, Michigan St, W Virginia
\$100	1464	3495	North Carolina, Texas, Xavier, Michigan St, W Virginia
\$75	1448	3521	Kansas, Texas, Louisville, Purdue, W Virginia
\$50	1438	3332	Memphis, Tennessee, Louisville, Michigan St, W Virginia
\$40	1436	4307	North Carolina, Texas, Louisville, Purdue, W Virginia
\$30	1435	4273	Kansas, Texas, Louisville, Marquette, W Virginia
\$1000	682	2046	Memphis, Tennessee, Xavier, Michigan St, W Virginia
\$500	684	2044	UCLA, Georgetown, Vanderbilt, Notre Dame, BYU
\$200	692	2053	UCLA, Georgetown, Vanderbilt, Drake, Indiana
\$100	694	1282	UCLA, Georgetown, Vanderbilt, Drake, BYU
\$75	696	1538	UCLA, Georgetown, UConn, Clemson, Gonzaga
\$50	698	1872	UCLA, Georgetown, UConn, USC, Gonzaga

Profit and costs with HoopsMania - \$20 Edition

Your profit is easy to calculate

Determining your profit with HoopsMania is easy. You sell our digital entertainment package for \$20 and give out a sweepstakes ticket with every sale. For every entertainment package you sell and sweepstakes ticket you distribute you keep \$14 as profit. It is that simple.



You give a sweepstakes ticket to every person who buys a \$20 digital entertainment package.

You make \$14 of profit on every sale. The remainder covers the costs of the digital content and sweepstakes.

Costs

You determine how many HoopsMania sweepstakes tickets you need, and purchase them from CharityMania for 15¢ per ticket to cover the printing costs (plus shipping and a \$10 handling fee per order). You then distribute one ticket for every digital entertainment package you sell for \$20. For each sale, you pay \$6 to CharityMania to cover the costs of the entertainment package and the management of the sweepstakes. The remaining \$14 is your profit!

Tickets activated	Your profit
1	\$14
100	\$1,400
500	\$7,000
1,000	\$14,000
3,000	\$42,000

Profit Example: you make \$14 in profit on every ticket you activate (one activation per digital entertainment package sold).

What CharityMania does for you

Creates the HoopsMania sweepstakes tickets

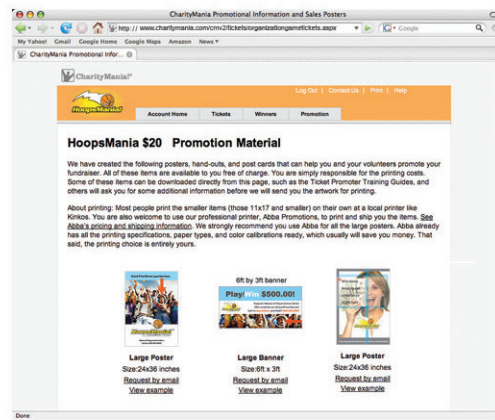
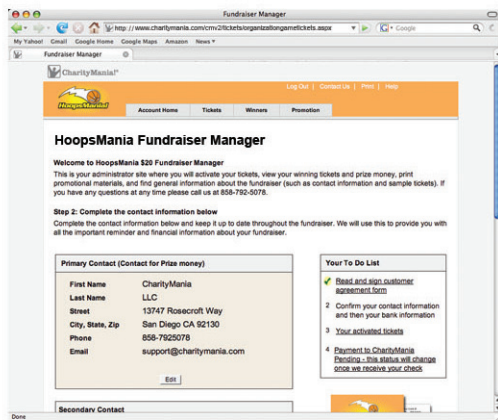
Each HoopsMania sweepstakes ticket contains a unique ticket number. This ticket number allows the holder access to their digital entertainment package. The ticket also describes the sweepstakes and rules, and contains the randomly assigned basketball teams that the ticket holder should root for. We design the tickets and sell them for 15¢ per ticket (plus shipping and a \$10 handling per order). You can purchase as many tickets as you need and purchase more tickets as needed. Tickets can usually be delivered within 5-10 business days.

Maintains the online library of digital entertainment

CharityMania will maintain and update the Charity Studio with the digital music, books and other entertainment items. Your HoopsMania sweepstakes ticket holders can access this digital entertainment online, which means there is no inventory for you to manage or fulfill.

Helps you manage your fundraiser online

CharityMania provides you with a secure web site that allows you to manage every aspect of your fundraiser, from ticket distributors, to tickets, to winners. From this site you can also access the promotional guides, banners and posters that we have put together to help your organization promote the fundraiser easily and effectively.



Calculates winning tickets and pays the prize money

CharityMania calculates the winning tickets at the end of each of the 3 contests, and tells you which of your tickets are winners. You will use the secure web site mentioned above to see which tickets have won and how much prize money the ticket holders will receive. CharityMania will send you the prize money for your winning tickets so that you can send it to the winners with a personalized letter thanking them for their support. All prize money is covered by the \$6 per ticket you pay CharityMania. CharityMania also posts the winning ticket numbers on the web site so that ticket holders can see if they've won.

What you will need to do to run HoopsMania

Sell digital entertainment packages and give out sweepstakes tickets

The HoopsMania sweepstakes tickets make it easy to sell the \$20 digital entertainment package, because supporters love having a chance to win money! You make \$14 in profit for every digital entertainment package you sell. The more you sell, the more money you raise - it's as simple as that. You can purchase as many HoopsMania sweepstakes tickets from CharityMania as you need, and you can purchase tickets as many times as necessary (your fundraiser may be so successful that you run out of tickets!).

Provide 'no purchase necessary' ticket request forms

HoopsMania is a no-purchase-necessary sweepstakes. If someone does not want to purchase the digital entertainment package but still wishes to enter the sweepstakes, then they can request a 'no purchase necessary' ticket from you.

Anyone that wants a 'no purchase necessary' ticket will need to make that request to you in person (they can not ask for it over the phone, email, or mail). However, your organization will not need to physically give out these tickets. CharityMania will take care of the distribution of the tickets. Your only responsibility is to print a 'no purchase necessary ticket request form' from the CharityMania web site and give it to the person that is requesting the ticket.

People who want to enter the sweepstakes this way will be required to mail the request form to CharityMania along with a self addressed, stamped envelope. CharityMania will then process their request and send them their ticket in the mail. (Note: only one ticket request is allowed per person, per day, and only two requests are allowed per household.) Your organization will only pay the flat fee for the tickets you distribute with the digital entertainment packages you sell. You will not pay for any of the no purchase necessary tickets requested from your organization.

Track your tickets, winners, and pay prize money

The CharityMania web site allows you to manage your portion of the sweepstakes fundraiser online, safely and securely. You will use the site to track which tickets have been distributed, to see what tickets have won, and to see how much money will be paid to winning ticket holders. We send you the prize money for your winning tickets so you can send it to the winners with a personalized letter thanking them for their support.

Sign-up dates and contact details

Sign-up dates for HoopsMania

HoopsMania officially begins on March 19, 2009 (the first day games are played in the college post-season National Championship basketball tournament). The last day to sign up for HoopsMania would be February 20, 2009. This ensures you have enough time to distribute tickets before the tournament begins.

How to contact CharityMania

Are you interested in using HoopsMania or would you like more information? If so, send us an e-mail or give us a call. Even if you are unsure whether or not CharityMania is right for your non-profit organization, contact us and we can answer any questions you might have. We can also put you in touch with current participating organizations (similar to your own type of organization) that can give you a first hand opinion of how the fundraiser works for them.

Call us: 888-909-9994

Hours: 8am - 10pm PST

E-mail: inquiry@charitymania.com.



Official Rules - 2009

1. No purchase necessary. A purchase will not increase your chances of winning. Sweepstakes is sponsored and administered by CharityMania, LLC ("Sponsor"). The HoopsMania Sweepstakes begins on 11/1/2008 08:00AM Eastern Time ("ET") and ends on 04/06/2009 11:59PM ET ("the Sweepstakes Period"). Sponsor observes Daylight Savings Time when applicable. During the Sweepstakes Period, Sponsor calculates winning entry numbers on or about 04/06/2009 at 3:00AM ET. Sponsor is not affiliated with or endorsed by various charitable organizations which may benefit from the Sweepstakes. This is not a raffle, and no purchase is necessary to enter or win. Sponsor is registered in those states that require registration for administration of promotions whose substantial purpose is facilitating fundraising. In order to be eligible for the random winning selection, your entry must be received or postmarked by 03/18/2009. Note, once you have entered the Sweepstakes, you are automatically eligible for all the drawings in this Sweepstakes Period.

2. Eligibility. The HoopsMania Sweepstakes is open to all legal residents of the United States, excluding U.S. territories, who are 18 years of age and older.

3. How To Enter. In-person entries only. No mail-in or Internet entries. Limit two entries per household address, regardless of number of people living at address. You may enter one of four ways. In-person visit: stop by your local participating HoopsMania Charity ("Charity") and purchase a Digital Entertainment Package for \$20.00, at which time you will receive your game score card ("Score Card") and be automatically entered to win. Event: Attend any charity event sponsored by your local participating Charity, purchase a Digital Entertainment Package for \$20.00 and you will receive your Score Card and be automatically entered to win. Solicitation: Door-to-door Charity representatives who are in your neighborhood will offer you a chance to purchase a Digital Entertainment Package for \$20.00, at which time you will be automatically entered to win. Alternate method of entry: Stop by any participating local charity and ask for a free game card request form. Complete the form with all necessary information requested and mail to the address shown on the request form, along with a self addressed stamped envelope. Your request form must be postmarked on or before 03/18/2009 to qualify for the sweepstakes. A Score Card will be assigned to you and mailed in the return envelope sent with your form. If you mail in your request form on or before the qualification cut-off date but do not receive the Score Card in the mail before the games begin, you will still be entered to win. All entrants may enter up to two times, but you may not enter more than one time in a day.

4. How to Play and Selection of Winners. The HoopsMania sweepstakes is based upon a 64 team single elimination tournament broken down into 3 contests. Each Score Card contains one randomly generated 5-team combination ("Team Combination") for each of Contests 1 and 2; total possible combinations: 3,456. For Contest

1, the teams are represented by their seed numbers and regions in the tournament, and are made up of the teams with the lowest seed numbers, which include seed numbers 9 through 16. For Contest 2, the teams are represented by their seed numbers and regions in the tournament, and are made up of the teams with the highest seed, which include seed numbers 1 through 8. At the end of each tournament, go to www.charitymania.com to see how many points each team in your Team Combination received. For both Contests 1 and 2, the persons holding the randomly generated Team Combinations with the highest total number of points scored through the duration of the tournament is a winner for that contest ("Selected Entrant"). In addition, the persons holding the randomly generated Team Combinations with the lowest total number of points scored through the duration of the contest are also winners for that Contest ("Selected Entrant"). In the event two Team Combinations have scored the same number of points at the end of the Contests 1 or 2, then the "Weighted Score" will be used as a tiebreaker. To determine the Weighted Score, for each of the teams in your randomly generated combination, take the points scored by each team and multiply the score by their seed number in the tournament. The Score Card with the highest total combined Weighted Score will be declared the winner. For Contest 3, match the numbers on your ticket with the last digits of the score of the final game of the tournament. For example, if the final game ends with a score of 74 to 68, then you would want your ticket to have the winning score end with a 4 and the losing score end with a 7. Although watching and rooting for the teams on your Score Card contributes to the fun of play, it has no statistical affect whatsoever on determining a winner. Team combinations are randomly generated and randomly assigned to Score Cards.

5. Notification of Selected Entrants. All Selected Entrants will be notified by email address or phone, and be required to respond (as directed) to the phone and/or e-mail notification within 48 hours of attempted notification. The failure to respond timely to the notification may result in forfeiture of the prize and, in such case, Sponsor may randomly select an alternate chosen entrant from among the remaining eligible entries. Each Selected Entrant may also be sent an affidavit of eligibility / liability release ("Release"). Selected Entrants may also be required to provide name, U.S. Social Security Number (for tax form purposes), birth date, current address and phone number. Unless restricted by law, each Selected Entrant will be required to complete and return the Release within the time period specified therein. An alternate Selected Entrant may be randomly selected from among the remaining eligible entries if a Selected Entrant: (i) cannot be reached; (ii) fails to obtain all signatures on the Release and to return the documents in a timely manner as required pursuant to these Official Rules; or (iii) cannot accept or receive the prize for any reason. Selected Entrants will receive the prize by mail within thirty (30) days of the Sweepstakes end date.

6. Winner Selected Methodology. Team Combinations are

randomly generated prior to the start of the season, using a random number generator. For Contests 1 and 2, there are a total of 3,456 unique Team Combinations. Each of those Team Combinations is randomly assigned and distributed to a Score Card in groups of 5, prior to the event. Each of the 5 Team Combinations corresponds to Contest 1 and 2. Winners are selected based upon the total points scored by the Team Combinations assigned to Score Cards, and not based upon whether a team wins or loses. See section 4 for additional details about winners.

7. Prizes. The following is the distribution of prizes. Each Contest represents a different, completely independent sweepstakes. Each score card has 1 in 52 chances to win. Odds of winning in Contest 1 and 2 are 1 in 216 per ticket. Odds of winning Contest 3 are 1 in 100. Odds of winning at least once during the Sweepstakes Period are 1 in 44. After each of Contests 1 and 2, the Sponsor will award at least 16 prizes (9 prizes to the holders of the 9 highest scoring Team Combinations, and 9 prizes to the lowest, for a total of 32 prizes for both Contests 1 and 2. Each of Contests 1 and 2 have a pool valued at a minimum of \$3,890.00 consisting of the following:

- Minimum 2 prizes with a value of \$1000.00 each
- Minimum 2 prizes with a value of \$500.00 each
- Minimum 2 prizes with a value of \$200.00 each
- Minimum 2 prizes with a value of \$100.00 each
- Minimum 2 prizes with a value of \$75.00 each
- Minimum 2 prizes with a value of \$50.00 each
- Minimum 2 prizes with a value of \$40.00 each
- Minimum 2 prizes with a value of \$30.00 each

Contest 3 has a maximum prize value of \$100.

8. General Conditions. Sweepstakes is subject to these Official Rules. Sweepstakes may be suspended or cancelled should Sponsor determine that the fair play of the game is being undermined. In the event that the Hoops tournament is cancelled, the remaining regional prizes will be awarded by the random assignment of a score to each Team from 0 - 100, which score shall be posted at the CharityMania website located at <http://www.charitymania.com>. All decisions of Sponsor are final and binding; and entrants agree to waive any right to claim ambiguity in the Sweepstakes or these Official Rules, except where prohibited by law. By accepting a prize, winner agrees to release Sponsor, its attorneys, affiliates, together with the respective directors, employees, officers, licensees, licensors and agents of each, including without limitation, their respective advertising and promotion entities and any person or entity associated with the production, judging, or administration of the Sweepstakes, (collectively, the Releasees) from any and all liability, loss or damage arising from or in connection with awarding, receipt and/or use or misuse of prize or participation in any prize-related activities.

9. Taxes, if any, are the sole responsibility of Selected Entrants, and Selected Entrants who are U.S. residents may be issued an IRS Form 1099 for the ARV of any awarded prize. This Sweepstakes is void outside the US and where prohibited or restricted by law, and subject to applicable federal, state provincial and local laws. Sponsor reserves the right to disqualify any entrant it finds to be tampering with the entry process or the operation of the Sweepstakes or violating these Official Rules. The Releasees shall not be liable for: (i) late, lost, delayed, stolen, misdirected, postage-due, incomplete unreadable, inaccurate, garbled or unintelligible entries, communications or affidavits, regardless of the method of transmission; (ii) telephone system, telephone or computer hardware, software or other technical or computer malfunctions, lost connections, disconnections, delays

or transmission errors; (iii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iv) any injuries, losses or damages of any kind caused by the prize or resulting from acceptance, possession or use of a prize, or from participation in the Sweepstakes; or (v) any printing, typographical, administrative or technological errors in any materials associated with the Sweepstakes. Sponsor disclaims any liability for damage to any computer system resulting from participating in, or accessing or downloading information in connection with this Sweepstakes, and reserves the right, in their sole discretion, to cancel, modify or suspend the Sweepstakes should a virus, bug, computer problem, unauthorized intervention or other causes beyond Sponsor's control, corrupt the administration, security or proper play of the Sweepstakes. Sponsor may prohibit an entrant from participating in the Sweepstakes or winning prize if, in its sole discretion, it determines such entrant is attempting to undermine the legitimate operation of the Sweepstakes in any way by cheating, hacking, deception, or any other unfair playing practices of intending to annoy, abuse, threaten or harass any other players or Sponsor representatives. Use of any automated system to participate is strictly prohibited and will result in disqualification. Sponsor may disqualify at its sole discretion any entries it believes are created by an automated system. Sponsor may disqualify at its sole discretion any entries it believes exceed the regional minimum. Disputes regarding these Official Rules and/or this Sweepstakes will be governed by the internal laws of the State of California. Any and all legal actions or claims arising in connection with this Sweepstakes must be brought in a court of competent jurisdiction within the United States. CAUTION: ANY ATTEMPT TO DELIBERATELY UNDERMINE THE LEGITIMATE OPERATION OF THE SWEEPSTAKES MAY BE IN VIOLATION OF CRIMINAL AND CIVIL LAWS AND WILL RESULT IN DISQUALIFICATION FROM PARTICIPATION IN THE SWEEPSTAKES. SHOULD SUCH AN ATTEMPT BE MADE, SPONSORS RESERVE THE RIGHT TO SEEK REMEDIES AND DAMAGES (INCLUDING ATTORNEY FEES) TO THE FULLEST EXTENT OF THE LAW, INCLUDING CRIMINAL PROSECUTION.

10. Privacy. All personal information collected by Sponsor in relation to Score Cards will be used for administration of the Sweepstakes only. All Score Card recipients' contact information is kept strictly confidential by Sponsor. It is not shared with any third parties under any circumstances and it is not used by Sponsor for any marketing related activities. Please refer to Sponsor's privacy policy located at <http://www.charitymania.com/privacy.htm> for important information regarding the collection, use and disclosure of personal information by Sponsor. All personal information collected by participating charitable organizations is subject to the privacy policy of those organizations. While Sponsor hopes these organizations join us in respecting your privacy, Sponsor is not responsible for the privacy practices of such organizations.

11. For a copy of these Official Rules, or for a Winner's list, available 60 days after the close of Hoops Season, access our URL at <http://www.charitymania.com> or write to CharityMania LLC, 13747 Rosecroft Way, San Diego, CA 92130.