## Fact Sheet: BaseballMania 15 Week

## How to play

BaseballMania is an exciting sweepstakes fundraiser based on professional baseball. You earn 70\% profit for every $\$ 20$ CharityMania Ticket you sell. Sweepstakes participants can win $\$ 1,000$ s in prize money based on the results of the baseball teams printed on the backs of their sweepstakes game cards.

Game cards contain 3 random teams in each of the last 15 full weeks of the professional baseball season. To play the game, participants simply add up the runs scored by the 3 teams printed on their cards in a given week. Each week, the 10 highest scoring cards, and the 4 lowest scoring cards, win prizes!

Winning game card example
Say your game card has these teams one week:


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


To download your music from the CharityStudio
Go to the website www.charitystudio.com.
Access Code Enter the access code found on the top right corner of this ticket stub. 3. 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.

[1] Your game card contains 15 different 3 -team combinations, each of the 2013 pro baseball season. Sweepstakes begins in June. [2] Prizes are awarded each week to the 10 game cards whose teams score the most total combined runs relative to all other cards in a given week. The 4 cards that
score the least total runs also receive prizes. Grand Prizes are awarded to score the least total runs also receive prizes. Grand Prizes are awarded to
the one card with the most, and one card with the least, total combined runs scored over all 15 weeks. [3] If two or more game cards are tied with the same score, 'total hits' is used as the primary tiebreaker. See website for tiebreaker examples. [4] Minimum odds of winning: 1 in 19.6 for the entire season; 1 in 290 in each week; 1 in 2030 for a grand prize. [5] No purchase necessary to play. Void where prohibited. [6] Sweepstakes ends at the end
of the season. [7] To enter the sweepstakes, the organization on the front of of the season. [7] To enter the sweepstakes, the organization on the front of
this card must activate the card number. To request a free game card, ask the organization in person (see contact info on front of card) 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 before the start of Week 8. A game card will be assigned to you postmarked before the start of Week 8. A game card will be assigned to you
and mailed in the return envelope sent with your form. [8] See website for and mailed in the return envelope sent with your form. [8] See website for
additional details and to view winning game cards.
$\rightarrow$ www.charitymania.com $\leftarrow$


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## Profit and Costs



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

## Weekly Prize Money Amounts

Game card with the highest combined runs \$300
Second highest runs scored $\$ 150$
Third highest runs scored \$75
Runner Up: next 7 highest scoring $\$ 25$
Lowest total runs scored \$50
Runner Up: next 3 lowest scoring $\$ 25$
Total prize money paid per week $\$ 825$

Grand Prize Winners
Highest 15 week total runs scored $\$ 500$
Lowest 15 week total runs scored $\$ 200$
Total Grand Prize money paid $\$ 700$

## Odds of Winning

Win at least once during sweepstakes: 1 in 19.6
Each week: 1 in 290
Grand Prize: 1 in 2030

