Fact Sheet: GolfMania

How to play

GolfMania is an exciting sweepstakes fundraiser based on professional golf's 4 major championship tournaments. You earn 70% profit for every \$20 CharityMania Ticket you sell. Sweepstakes participants can win \$1,000s in prize money based on the performance of the golfers printed on the back of their sweepstakes game cards.

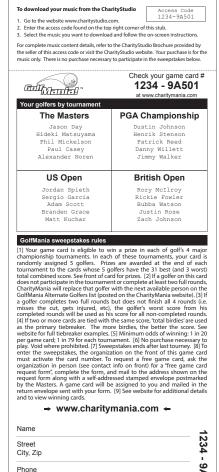
Each game card is randomly assigned 5 golfers in each of golf's 4 major championships (you get 5 new golfers for each tournament). To play the game, participants simply add up the total strokes by their 5 golfers. Prizes are awarded at the end of each tournament to the game cards whose 5 golfers have the best (or worst) total combined scores.

Winning game card (Masters example)

Golfer	Total Score
Jason Day	284
Hideki Matsuyama	295
Phil Mickelson	289
Paul Casey	274
Alexander Noren	2.89
Total points	1431

Say your game card has these golfers in The Masters. If your card's golfers have fewer total strokes than any other card during that tournament, then you win the \$400 top prize!





Profit and Costs \$20 collected per sale A game card is attached to every \$20 CharityMania Ticket (i.e. music downloads) you sell. You make \$14 of profit on every sale. The remainder covers the costs of the digital content and sweepstakes.

Sign-up Dates

GolfMania begins in early April on the first day of The Masters (the first professional golf major championship of the year). See website for official sign-up dates.

Prize Money Amounts per Tournament

Game card with the best combined score	\$400
Second best combined score	\$200
Third best combined score	\$150
Fourth best combined score	\$100
Fifth best combined score	\$50
Runner Up: next 26 best scoring	\$25
Game card with the worst combined score	\$250
Second worst combined score	\$150
Third worst combined score	\$50
Total Prize money paid per tournament	\$2,000

Odds of Winning

Win at least once during sweepstakes: 1 in 20

Each Tournament: 1 in 79