# 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!

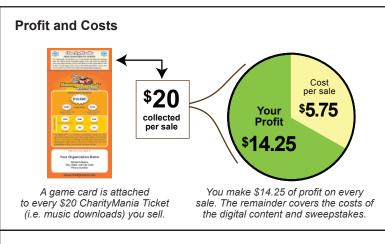


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Your RacingMania d	rivers by race	
1) Daytona	2) Phoenix	3) Las Vegas
Busch	Ambrose	Newman
Logano	Harvick	Alimendinge
Earnhardt	Truex	Ragan
4) Bristol Edwards	5) Fontana Gordon	6) Martinsville Stewart
Sorenson	Bowyer	Busch
Biffle	Johnson	Hamlin
7) Texas Montoya	8) Talladega Reutimann	9) Richmond Johnson
Vickers	Sadler	Edwards
Harvick	Mears	Jones
10) Darlington Burton	* 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.	

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 total points scored by your ticket after all I oraces. [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 of your drivers is used as a tiebreaker. The larger the numeric pole position and use 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 signments. [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.

Name 1234 - 9A501 Address E-mail

→ www.charitymania.com ←



#### Sign-up Dates

RacingMania begins in mid February each year with the race at Daytona. Make sure to sign up early enough so you have time to sell your tickets before the sweepstakes begins. See website for official sign-up dates.

# **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