





## How to play

- 1. Use this game to help raise extra money towards your target.
- 2. Ask everyone to donate, guess a time and write their name.
- 3. See if you can get a prize donated or use a small percentage of the money raised as your prize.
- 4. After your race, award the winner their lovely prize and let everyone know how much money the game raised!

Time:: Guessed by:	Time:::	Time:::	Time:::
Time:: Guessed by:	Time:: Guessed by:	Time:: Guessed by:	Time:::
Time::	Time::	Time::	Time:: Guessed by:
Time:;;	Time:: Guessed by:	Time::	Time:::
Time::	Time::	Time:;	Time:::

- The entry price must be the same for all participants.
- 2. To enter, pick a box and fill out your name and guess
- B. Closing date: .....
- 4. Winner will be revealed by: .....
- 5. The person who guesses correctly or closest to the result, will win the prize of ....
- We recommend getting a donated prize, but the promoter can use the proceeds from the sweepstake to fund reasonable expenses (up to £100) and prizes (up to £500). All other proceeds must be given to FearLess.
- The promoter is responsible for ensuring the sweepstake is run properly and legally. FearLess is not the promoter and does not accept responsibility for the sweepstake.
- 8. To promote a sweepstake without needing a license, you must either:
  - A. run one during an existing fundraising event e.g a Coffee Morning, all tickets must be sold on the day, but the winner can be announced afterwards.

- B. or promote a sweepstake at work to your colleagues who work on the same 'single premise' and each person to whom a ticket is sold must also work on the same premises i.e. workplace or resident premises. They must buy a ticket in person, not online.
- . It is illegal to sell entries to a customer or visitor to the work premises. You must also not sell entries on the street or house to house.
- 1. The promoter and entrants must be aged 18 or over.
- For guidance on how to run a safe and legal lottery please visit: www.gamblingcommission.gov.uk/public-and-players/fundraising-and-lotteries