

**B-Dubs® Baller Challenge
OFFICIAL RULES**

NO PURCHASE NECESSARY TO ENTER OR WIN. A PURCHASE DOES NOT INCREASE YOUR CHANCES OF WINNING.

VOID WHERE PROHIBITED. The B-Dubs® Baller Challenge (the “Promotion”) is intended for viewing and participation in the 50 United States (except where prohibited) and District of Columbia. Do not attempt to participate in the Promotion if you are not a resident of the 50 United States or the District of Columbia at the time of participation. The Promotion is sponsored by Buffalo Wild Wings, Inc. (“Sponsor”). Promotion begins on or about 11:00:00 a.m. Eastern Time (“ET”), on or about February 9, 2015, and ends at 11:59:59 p.m. ET, on April 12, 2015 (“Promotion Period”). Sponsor’s time clock will be the official clock of the Promotion. This Promotion is not intended to be used as a gambling device, but is strictly for entertainment purposes. The National Athletic Association (“NCAA®”) and the Sponsor do not promote, endorse or condone gambling or sports wagering of any kind.

The 2015 NCAA® Division I Men’s Basketball Championship (“Tournament”) includes 63 games (“Matchups”). The Matchups begin on or around March 19, 2015. Matchup times are governed by the NCAA® official schedule (the “Official Schedule”) available at www.NCAA.com. The Official Schedule is subject to change without notice. Sponsor is not responsible for Official Schedule changes. Certain Promotion deadlines and time periods set forth in these Official Rules reference the NCAA®’s publication of the Official Schedule (“Official Schedule References”). By participating in the Promotion, Entrants (as defined below) acknowledge and agree that Promotion times that include an Official Schedule Reference may not occur in real time and may be subject to delay to accommodate Site and App (each as defined below) updates.

ELIGIBILITY: The Promotion is open to legal residents of the 50 United States and the District of Columbia, who are 18 years of age or older or the age of majority under applicable law at the time of participation in the Promotion, whichever is older (“Entrants”). Entrants must have authorized access to a computer with internet access (“Computer”) or smartphone, tablet or similar mobile device with a sufficient active data plan (“Mobile Device”). A GPS tracking-enabled Mobile Device may be required to participate in some Promotion activities, which require the activation or enabling of GPS tracking on Entrants’ Mobile Devices. Employees, directors and officers of Buffalo Wild Wings, Inc., the NCAA®, Turner Broadcasting System, Inc., CBS Broadcasting System, Inc., and any of their respective affiliates, parent companies, subsidiary companies, franchises and advertising and promotion agencies (collectively the “Promotion Entities”), and members of their immediate families (spouses, parents, children, and siblings and their respective spouses, regardless of where they reside), and/or those living in the same household of each (whether or not related) are not eligible to participate or win. Participation in this Promotion constitutes an Entrant’s full and unconditional agreement to these Official Rules and to Sponsor’s and judges’ decisions, which are final and binding.

PROMOTION STRUCTURE: The objective of the Promotion is to participate in some or all of the following activities: Traditional Bracket Challenge, the Bracket Re-Pick ‘Em Challenge and each of the three Mini-Games (as defined below), to win prizes in those Games and Mini-Games, and to earn

Promotion points (“Promotion Points”) in the Promotion Leaderboard Contest. The winner of the Promotion Leaderboard Contest will be the Entrant who earns the most overall Promotion Points as described more fully below. All Games and Mini-Games will include their own separate point structures and leaderboards. These leaderboards translate to Promotion Points and positioning on the Promotion Leaderboard. You may also earn bonus points as described more fully below.

HOW TO REGISTER FOR THE PROMOTION: In order to participate in the Promotion, you must be a “Registered User” of B-Dubs GameBreak™. To become a “Registered User” an Entrant must:

(1) Anytime during or prior to the Promotion Period either:

(a) Download the free B-Dubs GameBreak™ mobile application (the “App”) from the Apple iTunes Store or Google Play. Standard data rates apply to App download and use. Contact your wireless carrier for more information on data rates; or

(b) Visit www.bdubsgamebreak.com (the “Site”) from a desktop computer or a mobile device or, if available, from a tablet device located within a participating Buffalo Wild Wings® location.

(2) Any time prior to or during the Promotion Period, launch the App or the Site, as the case may be, and follow the registration instructions and provide any required information, including name, address, email address, birthdate and mobile phone number. Each Entrant will select a unique user name and password, which will be used by such Entrant any time Entrant wishes to engage the Site and/or launch the App (the “Initial Registration”). Each Entrant will be asked to select his or her favorite participating Buffalo Wild Wings® location from a drop box during this Initial Registration process. Carefully review and accept the Terms and Conditions, which is required to proceed. Upon completion of these steps, each Entrant becomes a “Registered User.” Limit one registration per Registered User, per person and per email address.

HOW TO ENTER A GAME OR MINI-GAME: Following the Initial Registration and during the Promotion Period, locate the B-Dubs Baller Challenge within the App or Site, as the case may be, to acquire access to the current Games and Mini-Games (not all Games and Mini-Games run at the same time during the Promotion Period). Upon selection of a Game or Mini-Game, each Entrant shall indicate his/her acceptance of these Official Rules, however, participation in the Game or Mini-Game is deemed to be Entrant’s agreement to these Official Rules. Entrant may be asked to consent to receive promotional emails from Sponsor, its affiliates and/or authorized agents. Consenting to receive promotional emails is optional and refusal to consent will not render any Entrant ineligible to participate in the Promotion or win prizes or affect or reduce any Entrant’s chances of winning.

PROMOTION LEADERBOARD CONTEST

HOW TO ENTER: By entering any of the Games or Mini-Games, you are automatically entered in the Promotion Leaderboard Contest. Limit one entry in the Promotion Leaderboard Contest per registrant.

HOW TO WIN: Throughout the Promotion Period, Sponsor will maintain running totals of Entrants’ Promotion Points on the Promotion Leaderboard, but official Scores (as defined below) will not be

tabulated until after the end of the Promotion Period. At that time, Sponsor will add each Entrant’s Traditional Bracket Challenge, Bracket Re-Pick ‘Em Challenge, and Mini-Game(s) total Promotion Points earned during the Promotion Period to determine that Entrant’s overall score for the Promotion Leaderboard Contest (“Score”). Entrants earn Promotion Points by achieving high rankings in Games and Mini-Games. Promotion Points are calculated as set forth in the table below:

Rank in Game or Mini-Game	Promotion Points
1	2,500
2	1,500
3	1,250
4	1,000
5	800
6	650
7	575
8	575
9	400
10	400
11	350
12	350
13	350
14-16	300
17-20	250
21-30	200
31-50	175
51-75	150
76-100	125
101-170	100
171-250	80
250-300	65
301-500	50
501-1000	25
If your rank is below 1,000 (e.g., 1,002), but you are nonetheless ranked within the top 20% in your Game or Mini-Game, you will receive 10 points.	
If you are not ranked within the top 1,000 or top 20% in your Game or Mini-Game, you will not receive any points for that Game or Mini-Game.	

Your Score for the Promotion Leaderboard Contest will be the total of the Promotion Points earned as set forth in the table. For example, if you are:

1st in the Traditional Bracket Challenge, you will receive 2,500 Promotion Points;
 17th in the Bracket Re-Pick ‘Em Challenge, you will receive 250 Promotion Points;
 500th in the Shot Clock Shootout, you will receive 25 Promotion Points;
 12th in the Protect the Paint you will receive 350 Promotion Points; and
 5,000 in the 360 Spin Master, you will receive 10 Promotion Points.

This will give you a total of 3,135 Promotion Points, which will be posted on the Promotion Leaderboard.

If there is a tie at any ranking position, the tied Entrants will receive the Promotion Points allotted to that position and subsequent positions. For example, if two Entrants are tied for fourth place in a Game or Mini-Game, the Points for fourth place (1,000) and fifth place (800) will be added together (1,800) and divided by two so each such Entrant will receive 900 Promotion Points. The next highest ranked Entrant will receive 650 points for sixth place.

The Entrant with the highest Score as of the close of the Promotion Period will be deemed the Grand Prize winner (subject to verification) in the Promotion Leaderboard Contest. If there is a tie, the first tie-breaker

will be the highest Traditional Bracket Challenge Score amongst the tied Entrants, and the second tie-breaker will be the highest Bracket Re-Pick ‘Em Challenge Score. The third, fourth, and fifth tie-breakers will be the Scores for 360 Spin Master, Shot Clock Shootout, and Protect the Paint, in that order.

PRIZE: There is one Grand Prize, a five-day/four-night trip for Grand Prize winner and one guest to the 2016 NCAA Men’s Final Four® in Houston, TX. Trip package consists of roundtrip coach-class air transportation for two from a major U.S. airport nearest Grand Prize winner’s home (determined by Sponsor in its sole discretion) to Houston, or, if a Grand Prize winner lives within 180 miles of Houston, roundtrip ground transportation for two from the winner’s home to Houston (determined by Sponsor in its sole discretion); four nights standard accommodations at a hotel to be determined by the Sponsor (one standard room, double occupancy); two tickets to the 2016 NCAA Men’s Final Four which includes two tickets to the National Semifinals and Championship Final games (ticket level and location to be determined by the Sponsor); \$1,000 spending money, awarded in the form of a check payable to Grand Prize winner; roundtrip ground transportation to and from the destination airport and hotel (if applicable); and a \$250 prize pack of Buffalo Wild Wings branded items. Approximate Retail Value (“ARV”) of the Grand Prize is \$11,000.

TRADITIONAL BRACKET CHALLENGE

HOW TO ENTER: The entry period for the Traditional Bracket Challenge begins on March 15, 2015 when the NCAA® publishes the Official Schedule for the Tournament Second Round (round of 64 refers to the number of teams, not the number of Matchups [as defined above]) and ends one-hour before the tip-off time for the first Official Scheduled Matchup in the Tournament Second Round (“Bracket Selection Period”). During the Bracket Selection Period, visit the App or the Site and follow the instructions in the How to Play section to pick the winner of each Matchup in the Traditional Bracket Challenge (“Traditional Bracket Challenge Selections”). When you are satisfied with your Traditional Bracket Challenge Selections, you must save your Traditional Bracket Challenge Selections by clicking “Save My Selections.” You will be allowed to change your Traditional Bracket Challenge Selections up until the close of the Bracket Selection Period, at which point all Traditional Bracket Challenge Selections will be locked. Traditional Bracket Challenge Selections submitted after the close of the Bracket Selection Period will be void. Limit one entry per Registered User.

HOW TO WIN: For each Matchup where the Entrant correctly picks the winner, an Entrant is awarded points based on the round in which the Matchup occurs. Points per round increase as the Tournament progresses as follows:

Traditional Bracket Challenge Points Per Correct Selection					
Round 1: (Second Round) 64 teams	Round 2: (Third Round) 32 teams	Round 3: NCAA Sweet 16®	Round 4: Elite 8®	Round 5: Final Four®	Round 6:National Championship
1	2	4	8	16	32

On or about April 7, 2015 (after the final Matchup of the Tournament), Entrants who are in the top 5% of point earners (including ties) in the Traditional Bracket Challenge (“Drawing Qualifiers”) will be entered into drawings for Traditional Bracket Challenge prizes. Sponsor will randomly select one First Prize winner, 100 Second Prize winners, and 150 Third Prize winners from the Drawing Qualifiers.

ODDS OF WINNING: Odds of winning a prize in the Traditional Bracket Challenge depend on your score (*i.e.*, whether you qualify for the top 5%) and the number of Entrants with a score within the top 5% of point earners in the Traditional Bracket Challenge, as well as the number of prizes at each prize level.

PRIZES: Traditional Bracket Challenge First Prize: First Prize is a five-day/four-night trip for First Prize Winner and one guest to the 2016 NCAA Men's Final Four in Houston, TX. Trip package consists of roundtrip coach-class air transportation for two from a major U.S. airport nearest First Prize winner's home (determined by Sponsor in its sole discretion) to Houston, or, if a First Prize winner lives within 180 miles of Houston roundtrip ground transportation for two from the winner's home to Houston (determined by Sponsor in its sole discretion); four nights standard accommodations at a hotel to be determined by the Sponsor (one standard room, double occupancy); two tickets to the 2016 NCAA Men's Final Four which includes two tickets to the National Semifinals and Championship Final games (ticket level and location to be determined by the Sponsor); \$1,000 spending money, awarded in the form of a check payable to First Prize winner; roundtrip ground transportation to and from the destination airport and hotel (if applicable); and a \$250 prize pack of Buffalo Wild Wings® branded items. ARV is \$11,000.

Traditional Bracket Challenge Second Prizes: One hundred (100) \$50 Buffalo Wild Wings® Gift Cards.

Traditional Bracket Challenge Third Prizes: One hundred fifty (150) \$25 Buffalo Wild Wings® Gift Cards. Total ARV of all prizes in the Traditional Bracket Challenge is \$19,750.

BRACKET RE-PICK 'EM CHALLENGE

HOW TO ENTER: During the Bracket Re-Pick 'Em Challenge, Entrants will have the opportunity to create two new brackets, one for the NCAA Sweet 16®, Elite Eight®, Final Four®, and National Championship Matchups (the "NCAA Sweet 16 Challenge") and one for the Final Four and Championship Matchups (the "Final Four Challenge"). Your ranking in the Bracket Re-Pick 'Em Challenge for purposes of the Promotion Leaderboard Contest will be based on your combined score for the NCAA Sweet 16 Challenge and the Final Four Challenge.

NCAA Sweet 16 Challenge: The entry period for the NCAA Sweet 16 Challenge begins on March 23, 2015 when the NCAA® publishes the Official Schedule for the NCAA Sweet 16 and ends one-hour before the tip-off time for the first Official Schedule Matchup in the NCAA Sweet 16 ("NCAA Sweet 16 Selection Period"). During the NCAA Sweet 16 Selection Period, visit the App or the Site and follow the instructions in the How to Play section to pick the winner of each Matchup in the NCAA Sweet 16 Challenge ("NCAA Sweet 16 Challenge Selections"). When you are satisfied with your NCAA Sweet 16 Challenge Selections, you must save your NCAA Sweet 16 Challenge Selections by clicking "Save My Selections." You will be allowed to change your NCAA Sweet 16 Challenge Selections up until the close of the NCAA Sweet 16 Selection Period, at which point all NCAA Sweet 16 Challenge Selections will be locked. NCAA Sweet 16 Challenge Selections submitted after the close of the NCAA Sweet 16 Selection Period will be void. Limit one entry per Registered User in the NCAA Sweet 16 Challenge.

Final Four Challenge: The entry period for the Final Four Challenge begins on March 30, 2015 when the NCAA® publishes the Official Schedule for the Final Four and ends one-hour before the tip-off time for the first Official Schedule Matchup in the Final Four ("Final Four Selection Period"). During the Final Four Selection Period, visit the App or the Site and follow the instructions in the How to Play section to pick

the winner of each Matchup in the Final Four Challenge (“Final Four Challenge Selections”). When you are satisfied with your Final Four Challenge Selections, you must save your Final Four Challenge Selections by clicking “Save My Selections.”. You will be allowed to change your Final Four Challenge Selections up until the close of the Final Four Selection Period, at which point all Final Four Challenge Selections will be locked. Final Four® Challenge Selections submitted after the close of the Final Four Selection Period will be void. Limit one entry per person and per email address in the Final Four Challenge.

HOW TO WIN:

NCAA Sweet 16 Challenge: For each Matchup in the NCAA Sweet 16 Challenge where the Entrant correctly picks the winner, an Entrant is awarded points based on the round in which the Matchup occurs. Points per round increase as the Tournament progresses as follows:

NCAA Sweet 16® Challenge Points Per Correct Selection			
NCAA Sweet 16®	Elite Eight®	Final Four®	Championship
4	8	16	32

On or about April 7, 2015 (after the championship game), Entrants who are in the top 200 point earners (including ties for No. 200) in the NCAA Sweet 16 Challenge (“NCAA Sweet 16 Drawing Qualifiers”) will be entered into a drawing for NCAA Sweet 16 Challenge prizes. Sponsor will randomly select 100 prize winners from the NCAA Sweet 16 Drawing Pool.

Final Four Challenge: For each Matchup in the Final Four Challenge where the Entrant correctly picks the winner, an Entrant is awarded points based on the round in which the Matchup occurs. Points per round increase as the Tournament progresses as follows:

Final Four Challenge Points Per Correct Selection	
Final Four®	Championship
16	32

On or about April 7, 2015 (after the championship game), Entrants who are in the top 200 point earners (including ties for No. 200) in the Final Four Challenge (“Final Four Drawing Qualifiers”) will be entered into a drawing for Final Four Challenge prizes. Sponsor will randomly select 100 prize winners from the Final Four Drawing Pool.

Bracket Re-Pick ‘Em Challenge Bonus: Entrants may also earn two bonus Promotion Points for the NCAA Sweet 16 Challenge when they click “Save My Selections” of their final selections while located in a participating Buffalo Wild Wings restaurant. Entrants may also earn two bonus Promotion Points for the Final Four Challenge when they click “Save My Selections” of their final selections while located in a participating Buffalo Wild Wings restaurant. A total of four bonus Promotion Points (two for each challenge) are therefore available, regardless of how many times you click “Save My Selections” while located in a participating Buffalo Wild Wings restaurant. To earn bonus points, Entrants must have a GPS-enabled Mobile Device and must activate GPS and must submit final selections in a participating BWW restaurant. **Please note that these bonus points will play no role in the determination of winners**

in either the NCAA Sweet 16 Challenge or the Final Four Challenge. Instead, the bonus Promotion Points will count solely toward each Entrant's Score in the Promotion Leaderboard Contest.

ODDS OF WINNING: Odds of winning a prize in the Bracket Re-Pick 'Em Challenge depend on your score (*i.e.*, whether you qualify for the top 200, including ties) in the NCAA Sweet 16 Challenge or the Final Four Challenge, as the case may be. If there are no ties, the odds of winning a prize if you are among the top 200 in a particular challenge are 1 in 2.

PRIZES: NCAA Sweet 16 Challenge Prizes: One hundred (100) \$50 Buffalo Wild Wings® Gift Cards. Total ARV of all NCAA Sweet 16 Challenge prizes is \$5,000.

Final Four Challenge Prizes: One hundred (100) \$50 Buffalo Wild Wings® Gift Cards. Total ARV of all Final Four Challenge prizes is \$5,000.

MINI-GAMES

You may compete in the Mini-Games for prizes (the "Mini-Game Prizes") and to accumulate Promotion Points in the Promotion Leaderboard Contest. Please note, the points each Entrant accumulates in each Mini-Game will determine whether the Entrant ranks among the top 1,000 (or 20%) in that Mini-Game and therefore accumulates points in the Promotion Leaderboard Contest as set forth in the chart above. Mini-Game Prizes will be awarded in the Mini-Games themselves based on random drawings (for Shot Clock Shootout and Protect the Paint) and based on total scores (for 360 Spin Master) as set forth below. Entrants may participate in each Mini-Game as often as they wish.

The Mini-Games are divided into weekly periods (each, a "Weekly Period"). Entries will not roll over into subsequent Weekly Periods. To be eligible for a particular Weekly Period, an Entrant must participate in the Mini-Game during that Weekly Period.

MINI-GAME 1: SHOT CLOCK SHOOTOUT

How to Enter and Play:

Play: Anywhere

Available: On or about February 9, 2015 at 11:00:00 a.m. ET– April 12, 2015 at 11:59:59 p.m. ET (nine weeks)

Playing on a smartphone/tablet or desktop, Entrant attempts to make shots from different positions around the court to see how many shots the Entrant can make within the time allotted for each game. Press and hold to power up your shot, and release to shoot on smartphone/tablet or click/tap to shot on desktop.

Points correlate to how shots are made (swish or backboard) and when shots are made (regulation or last 15 seconds) in a minute-long round as set forth in the chart below.

Shot Clock Shootout Mini Game Points per Made Basket		
	Regulation: First 45 Seconds	Fourth Quarter: Final 15 Seconds
Swish Shot	2	6
Backboard Shot	1	3

How to Win and Prizes:

There are nine Weekly Periods, each Weekly Period begins on Monday at 11:00 a.m. ET and ends on Sunday at 11:59: p.m. ET. For each Weekly Period in which you play Shot Clock Shootout, you will receive one entry for that Weekly Period. You may participate in Shot Clock Shootout as often as you wish, but you will receive only one entry in the random drawing for that Weekly Period no matter how many times (or for how long) you play Shot Clock Shootout in that Weekly Period. Your score in Shot Clock Shootout will not affect your chances of winning a prize in the random drawing. Each Weekly Period, 15 Entrants will be randomly selected to receive a \$15 Buffalo Wild Wings® Gift Card. Total ARV of prizes for each Weekly Period is \$225. Odds of winning a prize in any Weekly Period depend on the number of eligible Entrants for that Weekly Period.

MINI-GAME 2: PROTECT THE PAINT

How to Enter and Play:

Play: Anywhere

Available: On or about February 9, 2015 at 11:00:00 a.m. ET– April 12, 2015 at 11:59:59 p.m. ET (nine weeks)

Playing on a smartphone/tablet or desktop, Entrants will see how many shots they can block by swiping the phone/tablet or clicking/dragging on desktop to block potential basketball and avoid the BWW® brand logo.

Points are correlated to the number of blocked shots as set forth in the chart below.

Protect the Paint Mini-Game	
One point per blocked shot	If the Entrant completes a successful three-block combo, the Entrant receives three bonus points

How to Win and Prizes:

There are nine Weekly Periods, each Weekly Period begins on Monday at 11:00 a.m. ET and ends on Sunday at 11:59: p.m. ET. For each Weekly Period in which you play Protect the Paint, you will receive one entry for that Weekly Period. You may participate in Protect the Paint as often as you wish, but you will receive only one entry in the random drawing for that Weekly Period no matter how many times (or for how long) you play Protect the Paint in that Weekly Period. Your score in Protect the Paint will not affect your chances of winning a prize in the random drawing. Each Weekly Period, 40 Entrants will be randomly selected to receive a \$10 Buffalo Wild Wings® Gift Card. Total ARV of prizes for each Weekly Period is \$400. Odds of winning a prize in any Weekly Period depend on the number of eligible Entrants for that Weekly Period.

MINI-GAME 3: 360 SPIN MASTER CONTEST

How to Enter and Play:

Play: You may participate in this Mini-Game by playing it in participating Buffalo Wild Wings®.

Available: On or about March 15, 2015 at 11:00 a.m. ET– April 12, 2015 at 11:59:59 p.m. ET (four weeks)

Playing on a smartphone/tablet or tablet available in participating Buffalo Wild Wings® (note: not available for desktop play), Entrants will attempt to spin the ball by swiping the screen of their

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smartphone or tablet. The object is to hold the phone/tablet level to keep the ball spinning and keep the ball from falling off the game finger.

Points are correlated to the number of ball rotations—10 points per rotation.

How to Win and Prizes:

There are four Weekly Periods, the first three Weekly Periods begins on Sunday at 11:00 a.m. ET and ends on Saturday at 11:59: p.m. ET and the last Weekly Period begins on Sunday at 11:00 a.m. and ends Sunday at 11:59 p.m. ET. Each Weekly Period, the top 40 point scorers for that Weekly Period will receive a \$10 Buffalo Wild Wings® Gift Card. Total ARV of prizes for each Weekly Period is \$400. If there is a tie for 40th place, the tie-breaker will go to the first Entrant to record a score in 360 Spin Master in that Weekly Period.

GENERAL TERMS AND CONDITIONS:

LEADERBOARDS: All leaderboards associated with the Promotion (both the Leaderboard for the Promotion Leaderboard Contest and the leaderboards for the individual Games and Mini-Games) are for entertainment purposes only and should not be relied upon in assessing potential winners. If there is a discrepancy between the leaderboards and actual leaders or scores (or, in the case of the Promotion Leaderboard Contest, between the Leaderboard and actual leaders or Scores), as determined in Sponsor's sole discretion, Sponsor's determination will govern. By participating, you agree to have your name and scores appear on the leaderboards.

TERMS APPLICABLE TO ALL DRAWINGS: Drawings will be conducted by independent judges whose decisions are final.

CLAIMING PRIZES: Sponsor will attempt to notify the potential prize winners by mail and/or by email within a reasonable time after potential winner is determined, not to exceed 30 days. Subject to verification by Sponsor. If there is noncompliance with these Official Rules, if prize notification or attempted notification is returned as undeliverable, if potential winner does not respond within 48 hours of initial prize notification attempt, if potential winner is deemed ineligible for any reason, if potential winner declines prize offered, or if potential winner does not complete and return required forms by deadlines set by Sponsor, prize will be forfeited and, time permitting, awarded to an alternate winner by applying the winner determination methods set forth above. Each potential winner of a Trip Prize (as defined below) must complete, sign and return the Affidavit of Eligibility, Waiver of Liability and Publicity Release Forms (where legal) within seven (7) business days of the date Sponsor sends such forms to Trip Prize winner or the Trip Prize will be forfeited. Winner agrees to complete a Form W-9 and return it to Sponsor as requested. If required by law, Sponsor will cause a Form 1099-MISC to be submitted to the IRS reflecting the value of the prize and send a copy of any Form 1099-MISC to the winner. Guest (and parent or legal guardian if guest is a minor) must sign a Travel Companion form prior to attending Trip Prize trip with Trip Prize winner. Sponsor will attempt to send the other prizes to eligible, verified winners via email to the email address provided during registration within approximately three to seven business days of prize determination or verification, whichever is later. Sponsor is not responsible for lost, delayed, intercepted, misdirected, postage-due, damaged or returned prizes or entries.

TERMS APPLICABLE TO TRIP PRIZES: Two trips to the 2016 NCAA Division I Men's Final Four® are offered in this Promotion (one for the Grand Prize winner in the Promotion Leaderboard Contest and one to the First Prize winner in the Traditional Bracket Challenge), and they will be referred to herein as the "Trip Prizes." Limit one Trip Prize per Entrant. Trip Prize winner and guest must be willing and able to travel between April 1, 2016 and April 5, 2016 or will forfeit the Trip Prize. Actual value of each Trip Prize may vary based on air transportation fluctuations and distance between departure and destination, actual cost for hotel accommodations, total value of tickets and ground transportation costs. If the actual value is less than stated ARV, difference in prize value will not be awarded. Trip Prize winner is responsible for all necessary travel authorizations, optional travel insurance (and all other insurance purchased at winner's sole discretion), valid travel documents (*i.e.*, valid photo ID) and all expenses and costs, not expressly listed above, including, but not limited to, taxes, tips, meals, entertainment, transfers, and transportation to airport to and from Trip Prize winner's home residence not specifically included herein. If the guest of the Trip Prize Winner is a minor, he/she must be accompanied at all times by his/her parent or legal guardian (whose costs of travel and attendance at the 2016 NCAA Men's Final Four® are the sole responsibility of the parent or legal guardian, unless the parent or legal guardian is the Trip Prize winner). Trip Prize travel must be completed on dates specified by Sponsor or prize will be forfeited. If a Trip Prize is forfeited for any reason, Sponsor reserves the right to select an alternate winner, pending timing and other practical considerations. Dates of departure and return are subject to change. Certain restrictions and blackout dates may apply. Seat selection and timing of trip subject to availability and confirmation of reservations. No refunds or credit for changes are allowed.

PRIZE RESTRICTIONS: Limit one Gift Card prize per person, per valid email address per Game or Mini-Game. Virtual Gift Card shall be subject to the terms and conditions of the applicable cards and the issuer, and the laws and regulations of the winner's jurisdiction of residence. Prize winners must meet all eligibility requirements and comply with these Official Rules to qualify for a prize, subject to verification. Prizes are nontransferable, except at Sponsor's sole discretion. Prize details and availability are subject to change, in which case Sponsor may substitute a prize of equal or greater value. No substitutions or cash redemptions, except at Sponsor's sole discretion. Awarding of all prizes is subject to verification of entry, submission of all required forms, eligibility, and compliance with these Official Rules. All properly claimed prizes will be awarded unless otherwise stated herein provided a sufficient number of eligible entries are received, but in no event will Sponsor award more prizes than are provided for in these Official Rules.

CONDITIONS: All federal, state and local taxes are the sole responsibility of the winner. Winner grants Sponsor a royalty-free worldwide right and license to use and publish his/her first name, first initial of last name, city/town and state of residence in connection with the Promotion. Acceptance of a prize constitutes permission for Sponsor and its affiliates to use winners' names and likenesses solely for advertising and promotional purposes as Sponsor so determines without notice or further compensation, except where prohibited by law. By participating in the Promotion, Entrants agree to release and hold the Sponsor, Promotion Entities, and their respective directors, officers, employees, parents, subsidiaries, affiliates, franchisees, and assigns, harmless against any and all claims and liability arising out of Promotion participation and (if applicable) acceptance/use of the prize and prize-related activity. Entrants assume all liability for any injury or damage caused (including death), or claimed to be caused by participation in this Promotion or acceptance/use of any prize or prize-related activity. By

participating in this Promotion, Entrants agree to be bound by the Official Rules and the decisions of Sponsor. Sponsor is not responsible for any typographical or other errors in the printing, the offering, the announcement of any prize, or in the administration of the Promotion. Sponsor and its Promotion Entities reserve the right, in their sole discretion to modify, terminate or suspend this Promotion should viruses, bugs, technical errors, unauthorized human intervention or other similar causes corrupt or impair the administration, security or fairness of the Promotion (“Disruption”), or for any other reason. If the Promotion is subject to Disruption, Sponsor may award any unawarded prize as follows: Promotion Leaderboard Contest, by applying Scores as of the date of termination; Traditional Bracket Challenge, by determining scores as of the date of termination and following the procedure set forth above; Bracket Re-Pick ‘Em Challenge, if the Bracket Re-Pick ‘Em Challenge has not begun, no prizes will be awarded, if it has begun by determining scores as of the date of termination and following the procedure set forth above; and Mini-Games via a random drawings from among all eligible, non-suspect Entrants for each Mini-Game. Sponsor is not responsible for interrupted or unavailable network, server or other connections, miscommunications, failed Mobile Device, computer hardware, software and other technical failures of any kind, including injury or damage to any person’s Mobile Device or computer relating to or resulting from participating in or experiencing any materials in connection with the Promotion. Sponsor is not responsible for any human error that may occur in the processing of the Promotion or any Promotion Points, points or Scores, nor is Sponsor responsible for any error, omission, interruption, deletion, defect, communications line failure, theft or destruction of, unauthorized access to, delay in operation, transmission, or distribution of, or alteration of, Promotion procedure, Point distribution or Score tally, whether caused by the participant or otherwise, any of the equipment or programming associated with or utilized in this Promotion, or otherwise. Sponsor reserves the right, in its sole discretion, to disqualify any individual found to be tampering with the entry process or the operation of the Promotion; to be acting in violation of these rules; or to be acting in an unsportsmanlike or disruptive manner or with intent to annoy, abuse, threaten or harass any other person. Any use of robotic, automatic, programmed or similar methods will void all corresponding Promotion conduct and Entrant will be disqualified. Any attempt by any Entrant to submit Selections or earn points using multiple/different identities or any other methods will void all such conduct and corresponding Points, and that Entrant may be disqualified. Selections, Promotion Points, points or Scores generated by script, macro or other automated means or which subvert the entry process are void. If there is a dispute, all Selections and point actions will be deemed to have been made by the owner of the email account holder associated with registration for action. For these purposes, an e-mail account holder means the natural person assigned to such email account by the organization responsible for assigning email addresses for the associated domain. INTERNET CAUTION: ANY ATTEMPT BY AN INDIVIDUAL TO DELIBERATELY DAMAGE ANY SITE OR APPLICATION OR UNDERMINE THE LEGITIMATE OPERATION OF THIS PROMOTION MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO DISQUALIFY ANY SUCH INDIVIDUAL.

DISPUTE RESOLUTION/CHOICE OF LAW: All decisions of the Sponsor with regard to this Promotion are final. Except where prohibited, each Entrant specifically including without limitation any winner accepting a prize agrees that: (i) all issues and questions concerning these rules will be governed by Minnesota law without giving effect to any principles of conflicts of law of any jurisdiction; (ii) any and all disputes, claims and causes of action at law or in equity arising out of or relating to this Promotion or

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any prize awarded must be (A) resolved individually, without resort to any form of class action; and (B) filed only in the state courts situated in Minnesota, and Entrant hereby consents and submits to the personal jurisdiction of such courts for the purposes of litigating any such disputes, claims or causes of action; (iii) any and all claims, judgments and awards will be limited to actual out-of-pocket costs incurred, but in no event attorneys' fees; and (iv) under no circumstances will any Entrant be permitted to obtain awards for and hereby waives all rights to claim punitive, incidental, special, consequential damages and any other damages, other than for actual out-of-pocket expenses, and any and all rights to have damages multiplied or otherwise increased. Any failure by Sponsor to enforce any of these Official Rules will not constitute a waiver of such Official Rules.

WINNERS LIST: For a list of the winners, after May 7, 2015, send a separate, self-addressed, stamped (residents of VT may omit postage) (#10) envelope to: B-Dubs Baller Challenge Winners List, Attn: D. Lato, 7930 Clayton Rd, Suite 400, St Louis, MO 63117, to be received by May 30, 2015.

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