

WESBEAM 2021 AFL TIPPING COMPETITION TERMS AND CONDITIONS

1. Conditions of entry

- 1.1. By entering this contest entrants accept these Terms and Conditions.
- 1.2. Entry is open to employees of a Wesbeam transactional customer.
- 1.3. Employees of Wesbeam and their families are not eligible for entry.
- 1.4. Entry and participation in this contest are free.

2. Key dates

AFL Contest

- 2.1 The term of this contest is based on the 2021 AFL regular season and finals which start 18th March 2020 and end September 2021.
- 2.2 Eligible participants may enter the contest at any time after 8th March 2021

3. Registration

- 3.1 To enter the contest an eligible person must register at <https://theGreatFootyTipOff.com/wesbeam> during the Entry Period.
- 3.2 Entrants must not register more than once.
- 3.3 When registering, entrants must accurately complete all details in the online registration form and must specify a valid username and password which they will use when participating in the contest (Login Account).
- 3.4 Entrants are solely responsible for any activity that occurs in relation to their Login Accounts. Entrants must keep details of their Login Account secure and must notify Wesbeam immediately of any breach of security or unauthorized use of Login Accounts. Wesbeam will not be liable for any loss to entrants caused by unauthorised use of an entrant's Login Account.

4. Submitting picks

- 4.1 The contest involves registered entrants submitting picks for AFL games during the contest, in accordance with these Terms and Conditions.
- 4.2 For each game during the contest, an entrant must nominate their pick by selecting the team they predict will win the game and the margin they predict a team will win by for a selected game where indicated.
- 4.3 Picks may only be submitted using the online process which entrants can access through one of the contest access points by logging on with their Login Account.
- 4.4 Entrants must not submit more than one pick per game.
- 4.5 Picks must be submitted before the Picks Deadline (see section 5 below).
- 4.6 Picks will be deemed to be submitted at the time of receipt and not at the time of transmission. Late, incomplete, incorrectly submitted, illegible, corrupted, or misdirected picks will be deemed invalid.

5. Picks Deadline

- 5.1 An entrant may submit a pick for any game during the contest prior to the advertised start time for that game (Picks Deadline).
- 5.2 A running timetable of scheduled game starting times are available at <https://theGreatFootyTipOff.com/wesbeam> which can be viewed by logging into the contest site and navigating to the Enter Picks screen.
- 5.3 Any postponed, rescheduled or delayed games will have their Picks Deadline updated as required.

6. Points and Rankings

Picks are entered for each game in a round. 1 point is awarded for picking the winner of the match.

If the match result is a draw, no points are awarded for picks in the match.

A bonus 1 point is awarded for picking a perfect round.

A margin score is required to be entered for one match in each round. The margin represents the amount that you predict your selected team will win by. Your margin score will be used to determine the winner of a round or the entire contest if the scores are equal. The lower your margin score the better the entrant is deemed to have performed.

Calculating Margins

If the team you pick wins the match, your margin score is the difference between the actual margin in the Full Time Score that the team you picked won by, and the margin you entered. For example, if you picked Collingwood in the following scenario:

Full time score Collingwood 54 vs Carlton 6

Margin entered 36

Actual Margin 48

Margin Score $48 - 36 = 12$

If the team you picked loses the match, your margin score is the actual margin plus the margin entered. For example, if you picked Carlton for the same scenario:

Full time score Collingwood 54 vs Carlton 6

Margin entered 6

Actual Margin 48

Margin Score $48 + 6 = 54$

If an entrant does not submit a pick for a game, they are assigned the away team as their pick for that game.

If an entrant does not submit any picks for a round, they receive a 3-point penalty.

Points awarded to entrants will be aggregated at the completion of each round during the contest, and entrants will be ranked in accordance with the points they scored and their margin score for the round. The rankings for each separate round in the contest will be used to determine the winners of the Weekly Prizes in accordance with clause 7 below.

The points and margin scores awarded to entrants for each round will accumulate throughout the contest. The rankings for the whole of the contest will be used to determine the winner of the First Prize in accordance with clause 7 below.

7. Determination of winners

The margin score will be used to determine the winner of a round or the overall contest if the scores are equal. For example, if two entrants share 1st place on 100 points, the entrant with the lowest margin score will be the winner.

If entrants cannot be split using these methods, then the prize will be split. The prize splitting process will be such that where there is a tie for any place the prize for that place will be combined, and each of the tied winners will receive an equal split of the combined prize. For example, where there is a tie between two winners for the First Prize, the two winners will receive half of the combined prize.

Round winner prizes will be awarded to the winner of the round. If two entrants have the same points and margin, the tipper who submitted their tips first will be the winner of that round.

Winner of the weekly prize will be contacted within 2 business days after each round is completed via email and phone.

Winner of the major prize will be contacted within 48 hours of the finals season is completed via email and phone.

8. Prizes

Wesbeam prizes apply to all entrants in the competition.

1. Weekly minor prize includes:
\$50 Coles Group & Myer Gift Card
*Standard voucher terms and conditions apply. Voucher is not transferrable.
2. The major prize includes:
Mastercard/s to the value of \$5000
*Standard voucher terms and conditions apply. Voucher is not transferrable.

NOTE:

- Prize, or any unused portion of the prize, is not transferable or exchangeable and cannot be taken as cash.
- The prizes must be taken as described and no compensation will be payable if a winner is unable to use the prize as described or on the dates outlined. If the prize is unable to be used on the dates outlined, the prize is not able to be transferred to another person, date, location or time.

WESBEAM 2021 NRL TIPPING COMPETITION TERMS AND CONDITIONS

1. Conditions of entry

- 1.5. By entering this contest entrants accept these Terms and Conditions.
- 1.6. Entry is open to employees of a Wesbeam transactional customer.
- 1.7. Employees of Wesbeam and their families are not eligible for entry.
- 1.8. Entry and participation in this contest are free.

2. Key dates

NRL Contest

- 2.1 The term of this contest is based on the 2021 NRL regular season and finals which start 11th March 2020 and end 3rd October 2021.
- 2.2 Eligible participants may enter the contest at any time after 8th March 2021.

3. Registration

- 3.1 To enter the contest an eligible person must register at <https://theGreatFootyTipOff.com/wesbeam> during the Entry Period.
- 3.2 Entrants must not register more than once.
- 3.3 When registering, entrants must accurately complete all details in the online registration form and must specify a valid user-name and password which they will use when participating in the contest (Login Account).
- 3.4 Entrants are solely responsible for any activity that occurs in relation to their Login Accounts. Entrants must keep details of their Login Account secure and must notify Wesbeam immediately of any breach of security or unauthorized use of Login Accounts. Wesbeam will not be liable for any loss to entrants caused by unauthorised use of an entrant's Login Account.

4. Submitting picks

- 4.1 The contest involves registered entrants submitting picks for NRL games during the contest, in accordance with these Terms and Conditions.
- 4.2 For each game during the contest, an entrant must nominate their pick by selecting the team they predict will win the game and the margin they predict a team will win by for a selected game where indicated.
- 4.3 Picks may only be submitted using the online process which entrants can access through one of the contest access points by logging on with their Login Account.
- 4.4 Entrants must not submit more than one pick per game.
- 4.5 Picks must be submitted before the Picks Deadline (see section 5 below).
- 4.6 Picks will be deemed to be submitted at the time of receipt and not at the time of transmission. Late, incomplete, incorrectly submitted, illegible, corrupted, or misdirected picks will be deemed invalid.

5. Picks Deadline

- 5.1 An entrant may submit a pick for any game during the contest prior to the advertised start time for that game (Picks Deadline).

- 5.2 A running timetable of scheduled game starting times are available at <https://theGreatFootyTipOff.com/wesbeam> which can be viewed by logging into the contest site and navigating to the Enter Picks screen.
- 5.3 Any postponed, rescheduled or delayed games will have their Picks Deadline updated as required.

6. Points and Rankings

Picks are entered for each game in a round. 1 point is awarded for picking the winner of the match.

If the match result is a draw, no points are awarded for picks in the match.

A bonus 1 point is awarded for picking a perfect round.

A margin score is required to be entered for one match in each round. The margin represents the amount that you predict your selected team will win by. Your margin score will be used to determine the winner of a round or the entire contest if the scores are equal. The lower your margin score the better the entrant is deemed to have performed.

Calculating Margins

If the team you pick wins the match, your margin score is the difference between the actual margin in the Full Time Score that the team you picked won by, and the margin you entered. For example, if you picked Broncos in the following scenario:

Full time score Broncos 54 vs Cowboys 6

Margin entered 36

Actual Margin 48

Margin Score $48 - 36 = 12$

If the team you picked loses the match, your margin score is the actual margin plus the margin entered. For example, if you picked Cowboys for the same scenario:

Full time score Broncos 54 vs Cowboys 6

Margin entered 6

Actual Margin 48

Margin Score $48 + 6 = 54$

If an entrant does not submit a pick for a game, they are assigned the away team as their pick for that game.

If an entrant does not submit any picks for a round, they receive a 3-point penalty.

Points awarded to entrants will be aggregated at the completion of each round during the contest, and entrants will be ranked in accordance with the points they scored and their margin score for the round. The rankings for each separate round in the contest will be used to determine the winners of the Weekly Prizes in accordance with clause 7 below.

The points and margin scores awarded to entrants for each round will accumulate throughout the contest. The rankings for the whole of the contest will be used to determine the winners of the First Prize in accordance with clause 7 below.

7. Determination of winners

The margin score will be used to determine the winner of a round or the overall contest if the scores are equal. For example, if two entrants share 1st place on 100 points, the entrant with the lowest margin score will be the winner.

If entrants cannot be split using these methods, then the prize will be split. The prize splitting process will be such that where there is a tie for any place the prize for that place will be combined, and each of the tied winners will receive an equal split of the combined prize. For example, where there is a tie between two winners for the First Prize, the two winners will receive half of the combined prize.

Round winner prizes will be awarded to the winner of the round. If two entrants have the same points and margin, the tipper who submitted their tips first will be the winner of that round.

Winner of the weekly prize will be contacted within 2 business days after each round is completed via email and phone.

Winner of the major prize will be contacted within 48 hours of the finals season is completed via email and phone.

8. Prizes

Wesbeam prizes apply to all entrants in the competition.

3. Weekly minor prize includes:
\$50 Coles Group & Myer Gift Card
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4. The major prize package includes:
Mastercard/s to the value of \$5000
*Standard voucher terms and conditions apply. Voucher is not transferrable.

NOTE:

- Prize, or any unused portion of the prize, is not transferable or exchangeable and cannot be taken as cash.
- The prizes must be taken as described and no compensation will be payable if a winner is unable to use the prize as described or on the dates outlined. If the prize is unable to be used on the dates outlined, the prize is not able to be transferred to another person, date, location or time.