



\$20
PER BLOCK

12U Hereford Bulls Travel Baseball Cooperstown Bound Fundrasier: 2024 WORLD SERIES POOL

1. Cost of entry is \$20/square
 - You must be 18 or older to purchase a square.
2. Grid will be setup in a 10x10 square, 100 squares total.
3. Top and side of the grid will be randomly assigned as National League and American League.
4. Numbers 0 through 9 will be randomly assigned across the top (columns) and down the side (rows) of the grid.
5. Winning square for each game will be the intersection of the column and row that corresponds with the last digit of the respective team score. Example:
 - NL is assigned to the top and AL is assigned to the side.
 - The score of a game is NL 11 / AL 9.
 - The winning square will be the intersection of the NL 1 column and the AL 9 row.
6. A prize of \$100/game will be awarded except the final game of the series.
7. The winning square for the final game will be awarded \$400.
8. Winners will be contacted within 48 hours of the completion of the final game of the series.
9. Any prizes that remain unclaimed 30 days after the final out of the final game of the series will become property of Hereford Travel Baseball.
 - Winners will be contacted within 48 hours of the completion of the final game of the series and will then have 30 days to claim the prize.
 - Any unclaimed prizes after 30 days will become property of the 12U Hereford Travel Baseball Cooperstown Fund.
10. Deadline for entry is 11:59 PM on October 23, 2024.
11. Any unsold blocks at the time of entry cutoff will be assigned to Hereford Travel Baseball.
12. Prize value will be determined by the number of games played in the series
 - If 4 games are played, games 1-3 will be awarded \$200, the final game will be awarded \$400
 - If 5 games are played, games 1-4 will be awarded \$150, the final game will be awarded \$400
 - If 6 games are played, games 1-5 will be awarded \$120, the final game will be awarded \$400
 - If 7 games are played, games 1-6 will be awarded \$100, the final game will be awarded \$400