

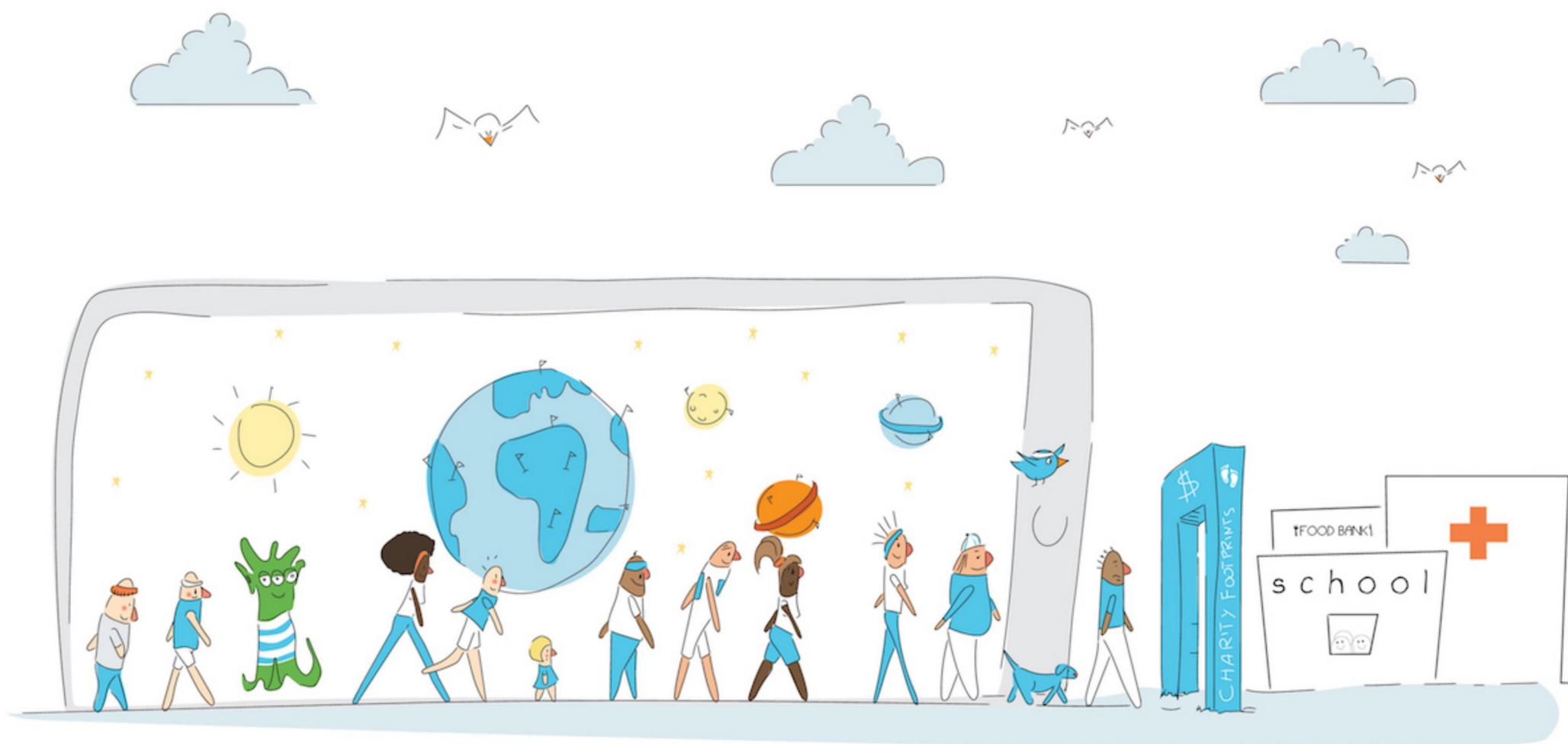
WHY?

WHHO?



Charity Footprints

A VIRTUAL RACING PLATFORM FOR NON-PROFIT FUNDRAISING!



Run-Walk-Ride Fundraising



Total Peer-to-Peer

~300 Billion USD

Estimated RWR

5-10 Billion USD

Top 30 Organizations

1.7 Billion USD

Houston, We Have A Problem!



What % of the funds raised at walkathons
go towards event management costs?

Houston, We Have A Problem!

52%

of the funds raised at walkathons
go towards event management costs!

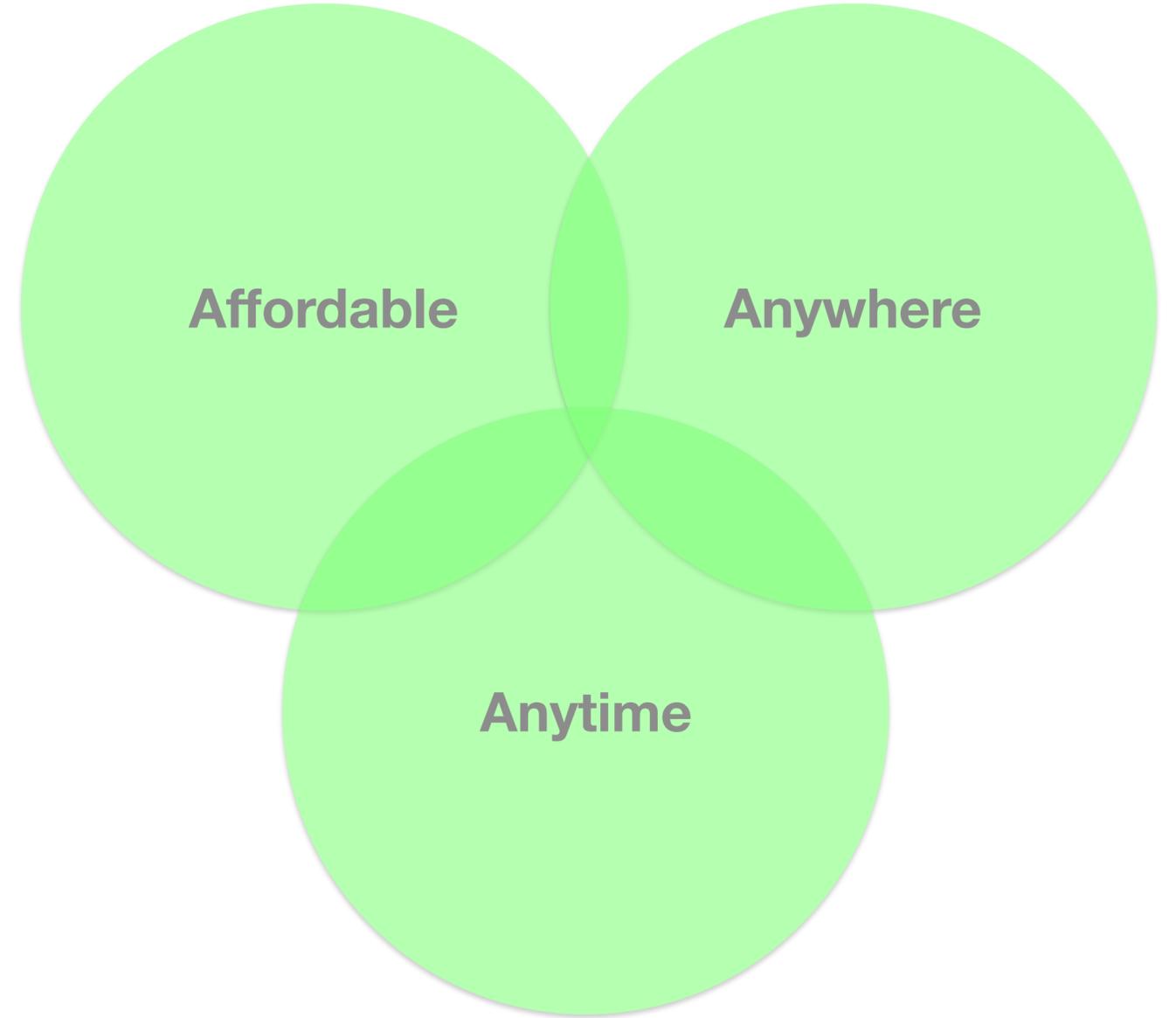
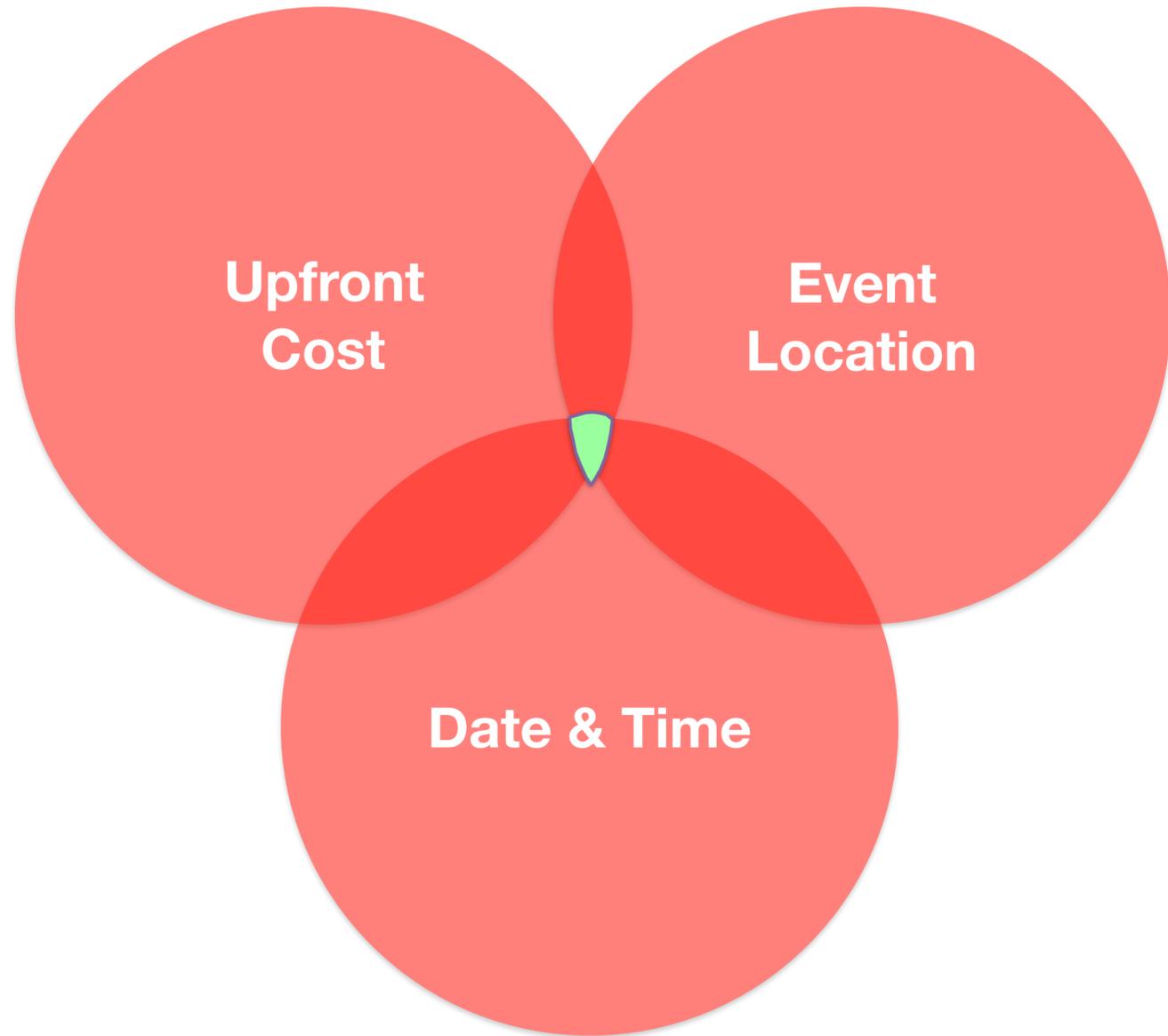
RWR Fundraising Costs



Permits and security	8%
Fences and barricades	7%
Entertainment	6%
Pre & post event furniture	5%
Start & finish lines	3%
Race gear	7%
Water and snacks	6%
Event T-shirts	6%
Merchant Fee	2%
Toilets	2%
TOTAL COST	52%

Source: [MarketWatch](#); assuming a 1,000 people event

Run-Walk-Ride vs. Virtual Races



Virtual Races

The New York Times

The Races Are Virtual but the Running Is Real

Participants in virtual races run whenever they can, wherever they can, and say they still have some of the sense of being part of a crowd, even if they're running alone.

Other Terms for Virtual Races

Digital/Tech. Races

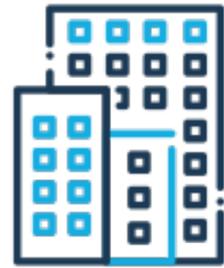
Decentralized Races

Online Fitness Challenge

Wearable Races

App-a-thon

How Virtual Races Works



Non-Profits

(manage internal communication)



Wrap-up

(Analytics, Awards etc.)



- Tech. set-up & management
- Corporate sponsorships
- Peer-to-peer fundraising
- Engagement modules
- Fitness tracking
- Gift matching
- Performance insights



MISFIT GARMIN iOS

Participant's Step Tracking
(anywhere, anytime, any device)



Charitable Donations
(WePay & Stripe merchants)

Benefits of Virtual Races



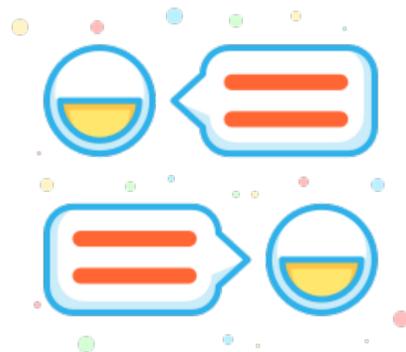
Quick



Scalable



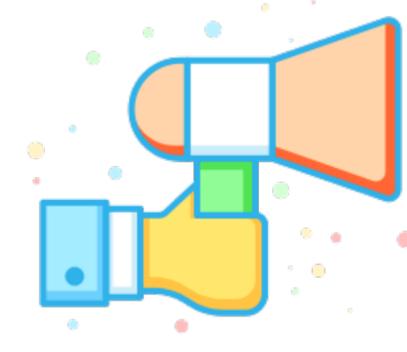
Affordable



Engaging



Efficient



Expansive

RACES Methodology!

Our proprietary '**RACES**' gamification methodology makes fitness fun & engaging.



Rewards



Accountability



Competition

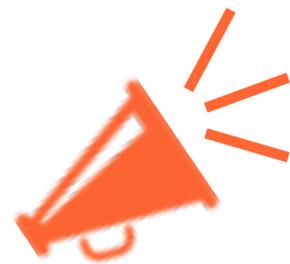


Ease of Use



Sense of Purpose

'RACES' affects a behavioral change, resulting in more engagement & physical activity, and 250% higher ROI!



x 3

300%

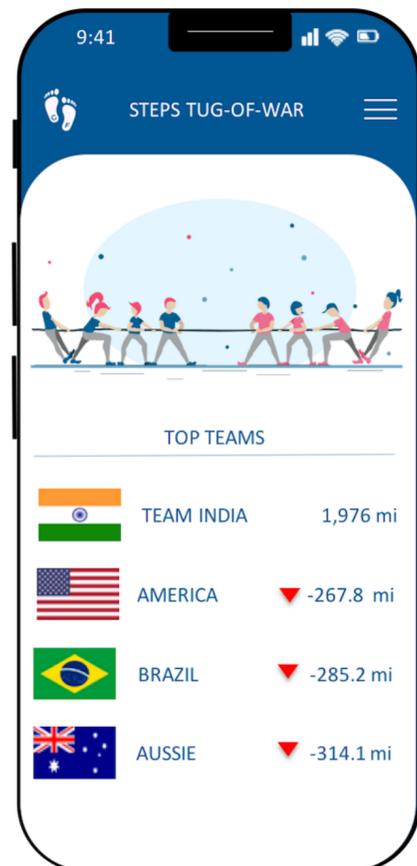
higher
engagement

308%

higher return
on investment



A Sample Challenge



Name: Steps tug-of-war
Type: Team challenge
Prize: \$100 Starbucks gift card

Challenge Description:

Help your team pull other teams toward you by taking more steps using your favorite wearable tracker. Solicit \$1 for a worthy cause for each mile you walk/run/ride this year!

RACES

REWARDS

ACCOUNTABILITY

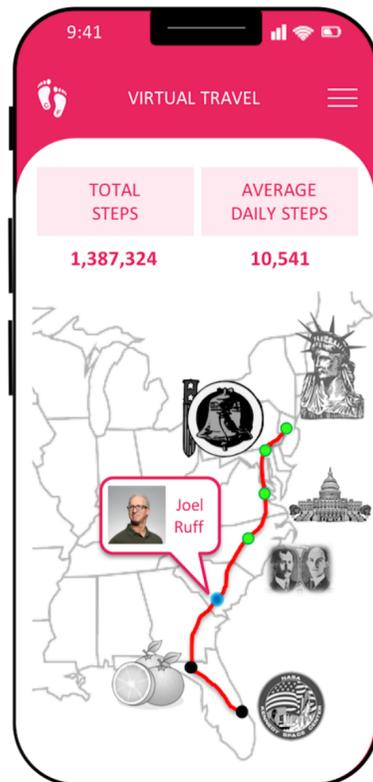
COMPETITION

EASE OF USE

SENSE OF PURPOSE

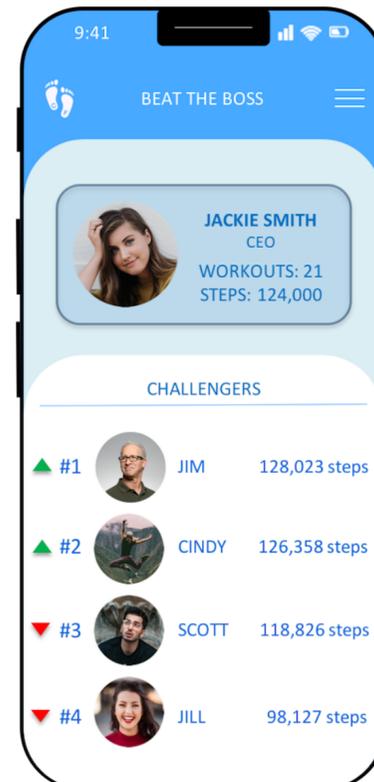
Keep 'em Fresh

Customize challenges to keep participants interested!



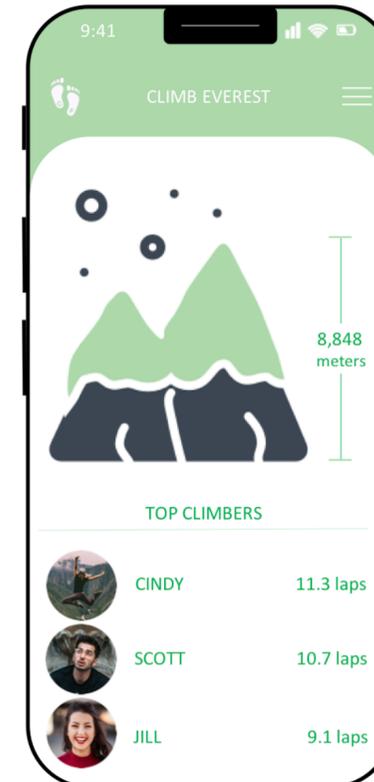
Team Travel

Get to destination first to win. First to check-in stops earns speed serum.



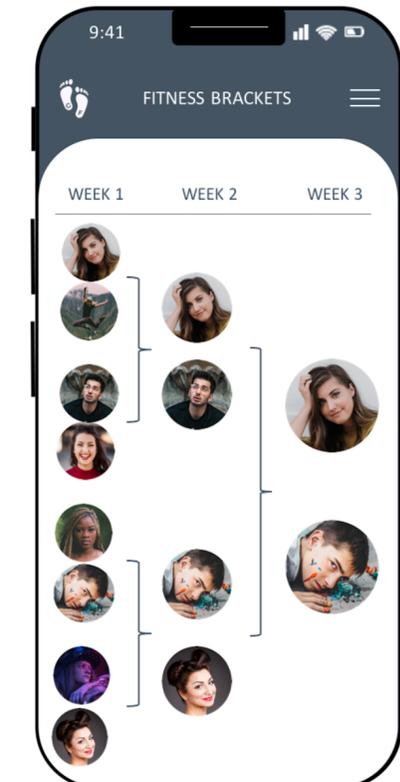
Beat-The-Boss

Collect win points by beating "Boss". Boss resets points to zero if she wins.



Climb Everest

Most climbs wins. Send opponents to base camp by overtaking them.



Brackets

Win the head to head challenge to stay in next week's bracket challenge.



**U.S. OLYMPIANS &
PARALYMPIANS
ASSOCIATION**

OLYMPIC DAY VIRTUAL RACE 2019



OLYMPIC DAY



Olympic Day Virtual Race 2019!

Benefitting: US Olympics and Paralympics Association

Participants: 330

Countries represented: 13

Miles covered: 4,982

More Info: [Olympic Day Virtual Race Site](#)

JOIN OUR FITBIT CHALLENGE AND

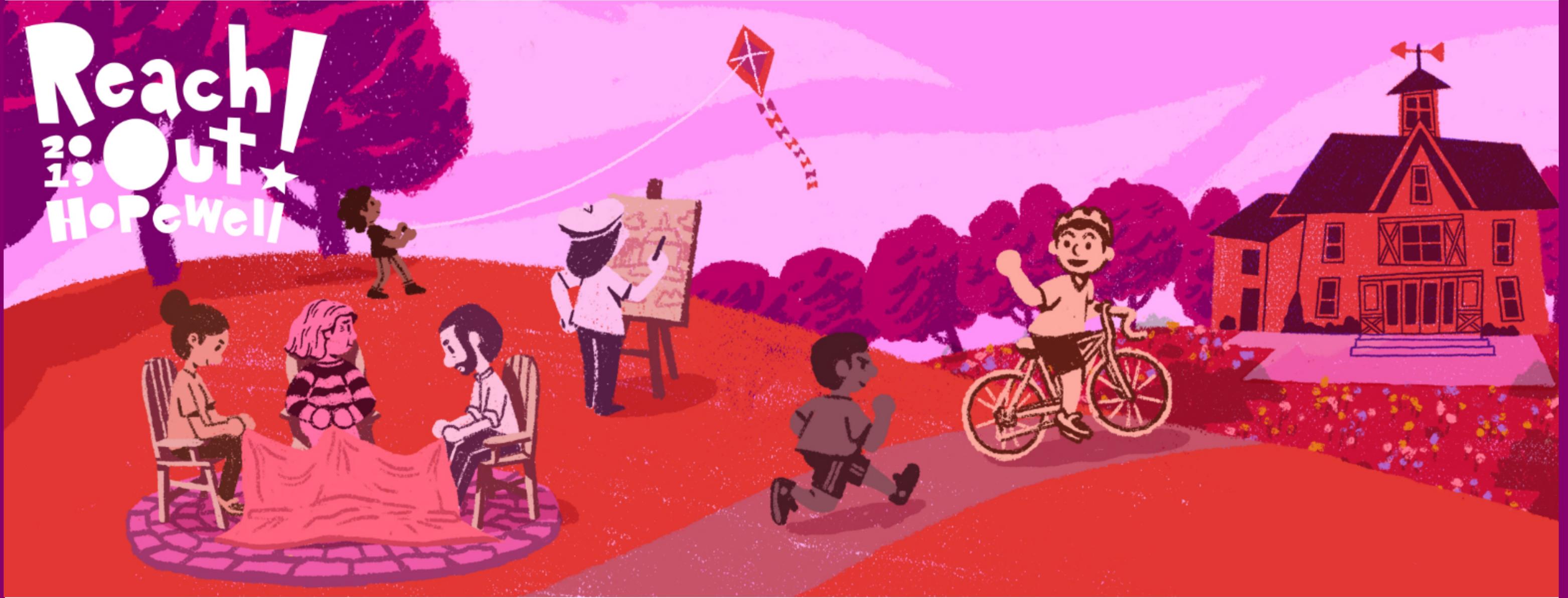


StepUp4Chesed
Benefitting: Chesed 24x7

Participants: 1,915
Miles walked: 29,534
Funds raised: \$ 137,930

More Info: [StepUp4Chesed Site](#)

ReachOut!
2019
Hopewell



ReachOut!

Benefitting: Hopewell Cancer Support

Participants: 609

Corporate sponsors: 7

Funds raised: \$ 101,598

More Info: [ReachOut! Site](#)

Best Practices

1. Planning For Success

1. Best time to run a race
2. Ideal race duration
3. Free or donate to join

2. Securing Registrations

1. Getting more registrations
2. Plan for going viral

3. On-boarding Wins Engagement

1. Immediate post-registration steps
2. Completing fitness & fundraising goals

4. Ongoing Touch-points

1. Stay engaged & focussed
2. Incentives & mini-challenges

5. Wrapping up

1. Feedback loop
2. Awards & Rewards



CHARITY FOOTPRINTS

A FITNESS GAMIFICATION COMPANY

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