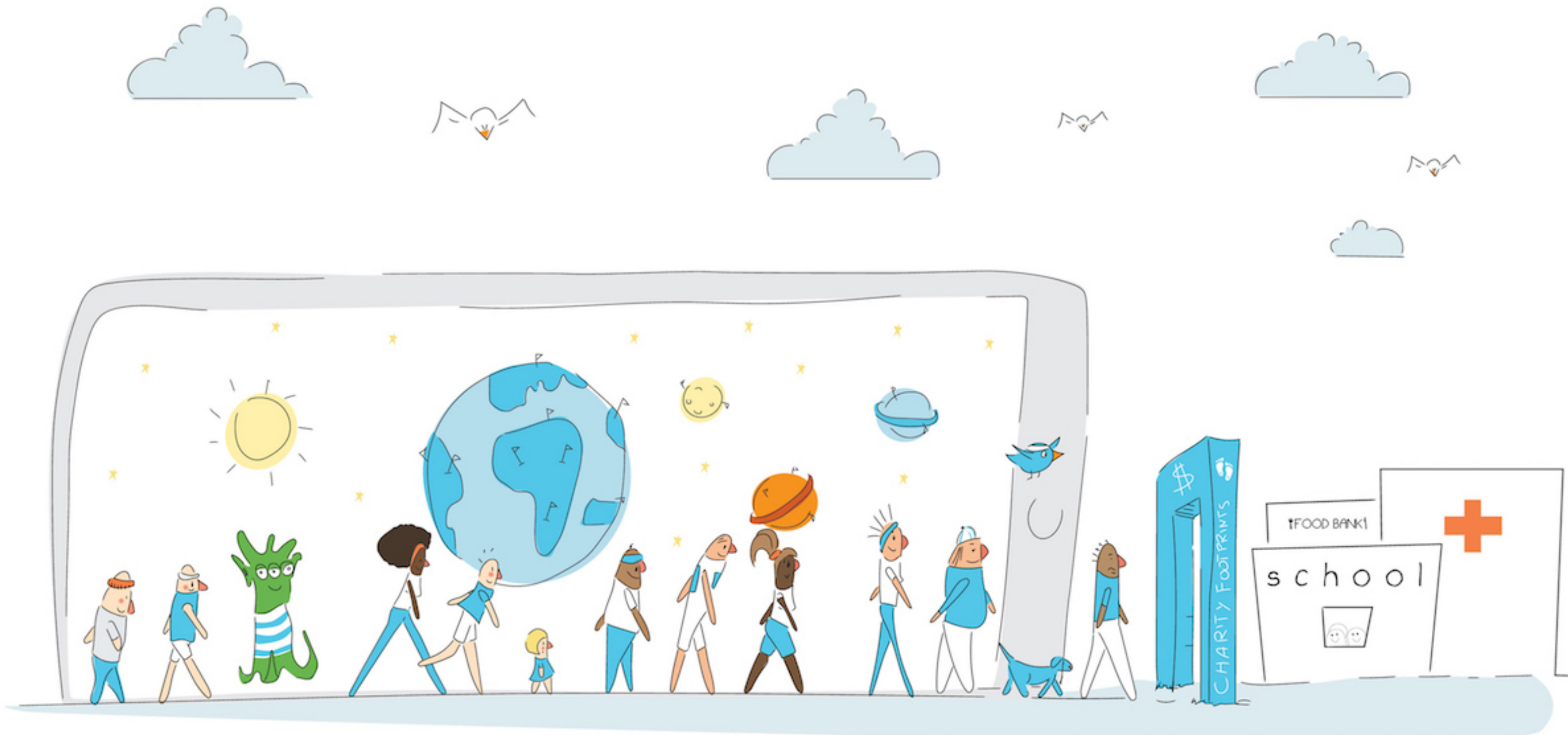


**WHY?**

WHO?



# 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!

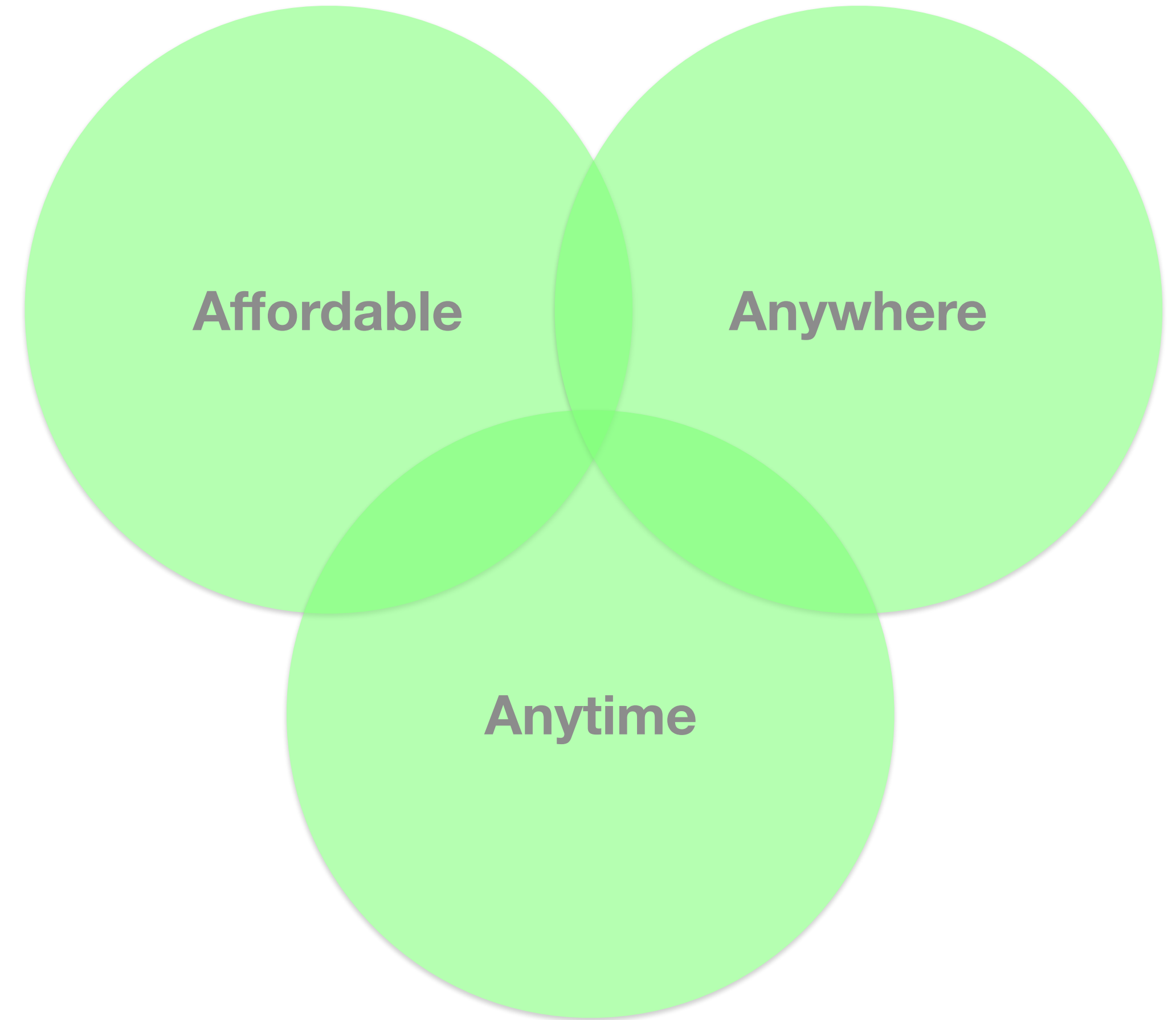
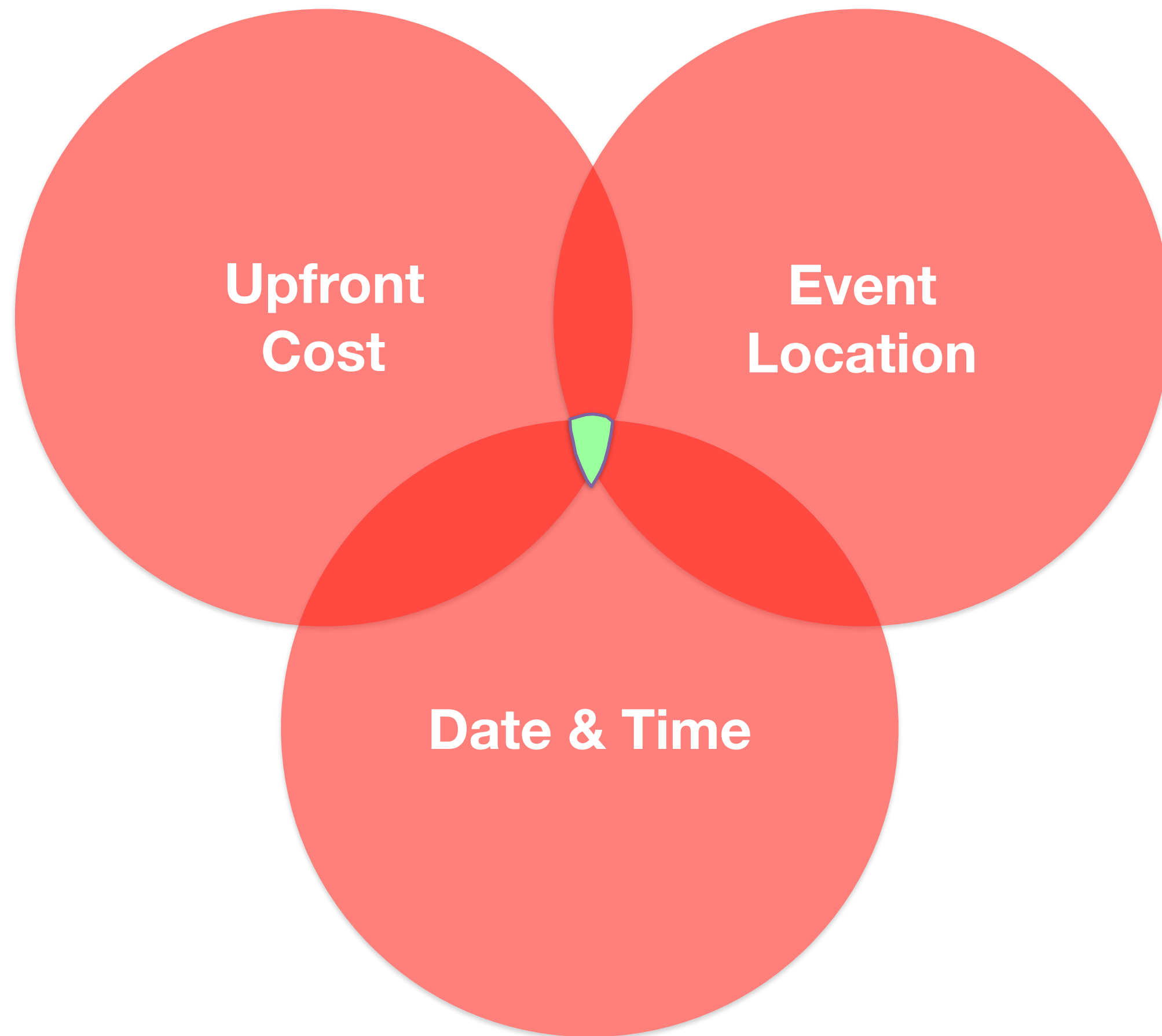
# RWR Fundraising Costs



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%
<b>TOTAL COST</b>	<b>52%</b>

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

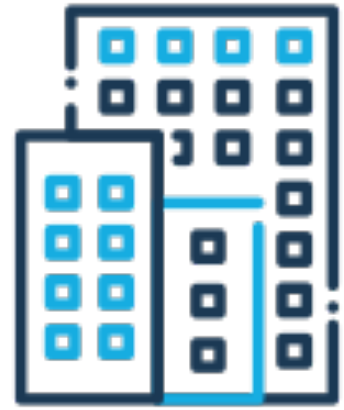
Decentralized Races

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 Apple iOS

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



Charitable Donations  
(WePay & Stripe merchants)

# Benefits of Virtual Races



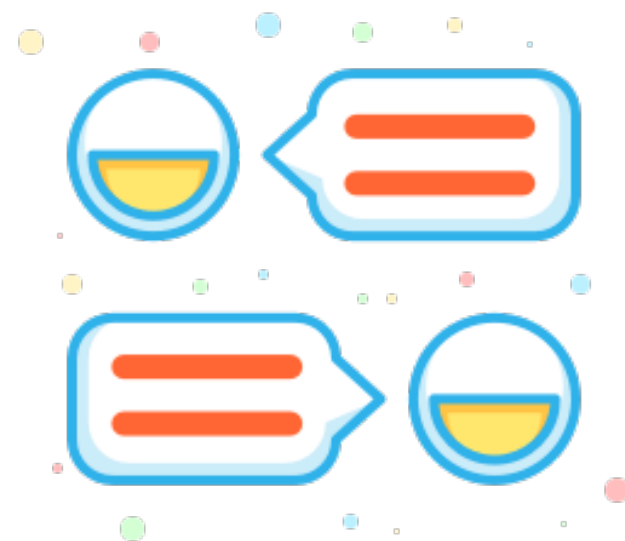
Quick



Scalable



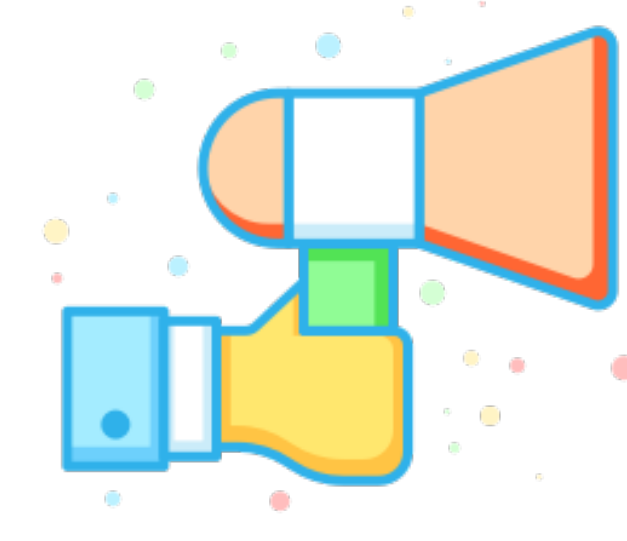
Affordable



Engaging



Efficient



Expansive

# RACES Methodology!

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



**R**ewards



**A**ccountability



**C**ompetition

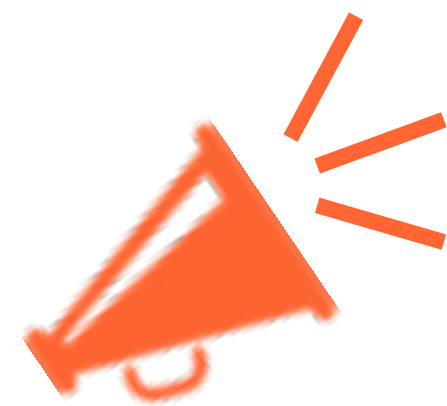


**E**ase of Use



**S**ense of Purpose

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



**x 3**

**300%**

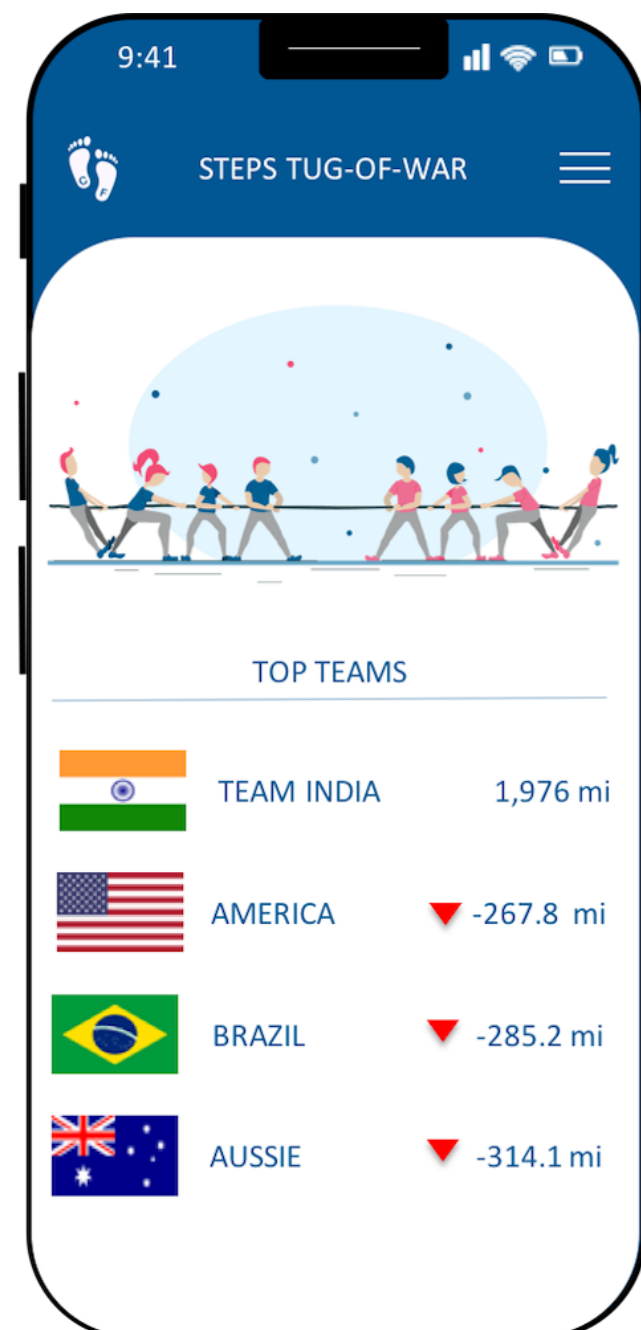
higher  
engagement

**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

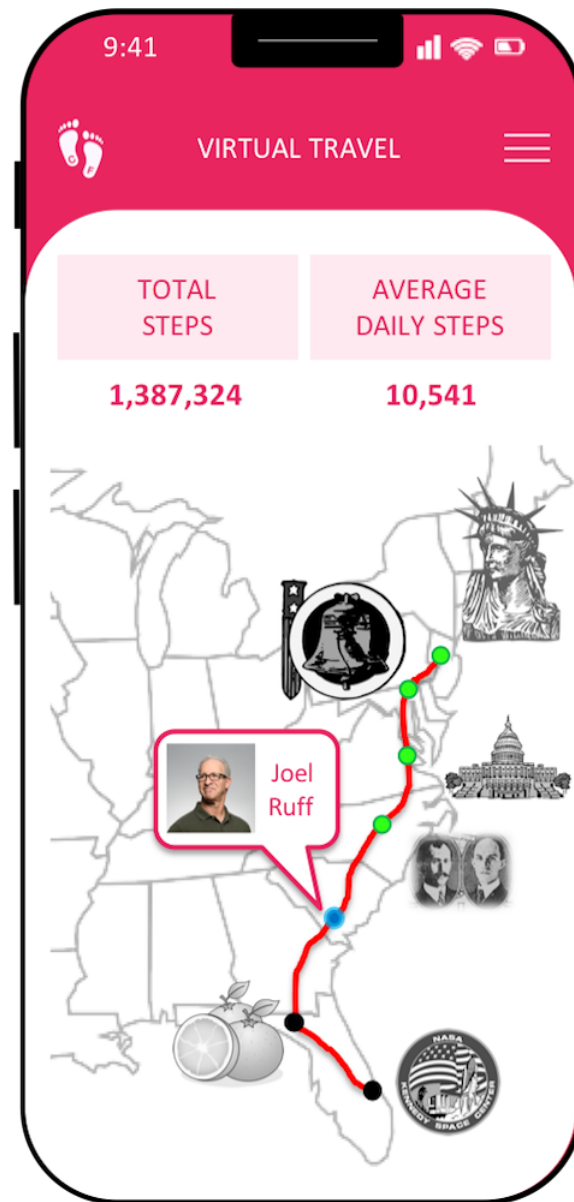
COMPETITION

EASE OF USE

SENSE OF PURPOSE

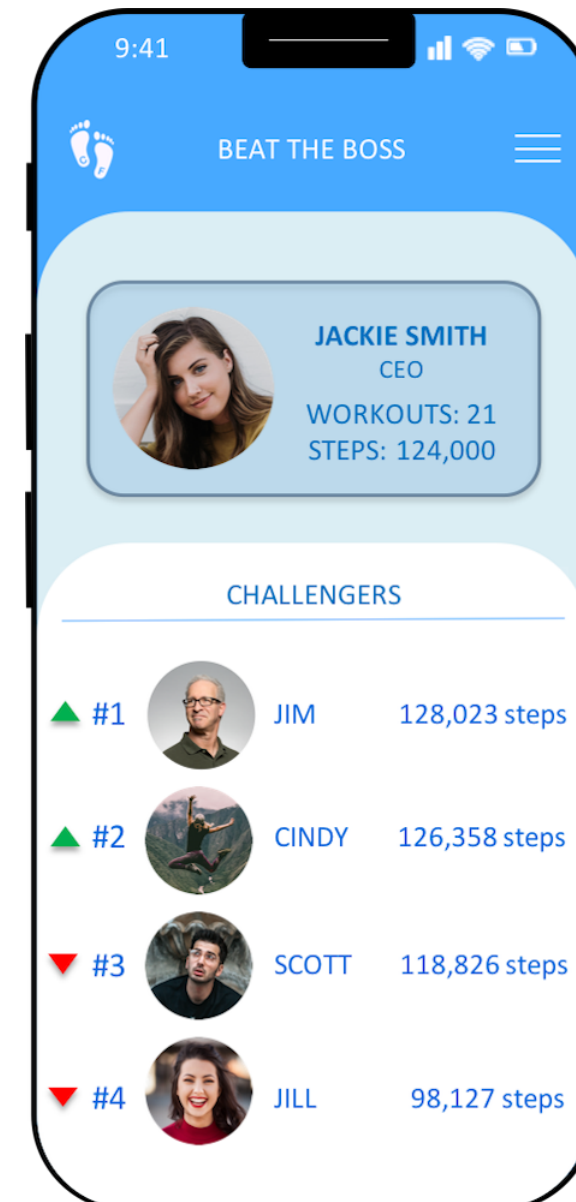
# Keep 'em Fresh

Customize challenges to keep participants interested!



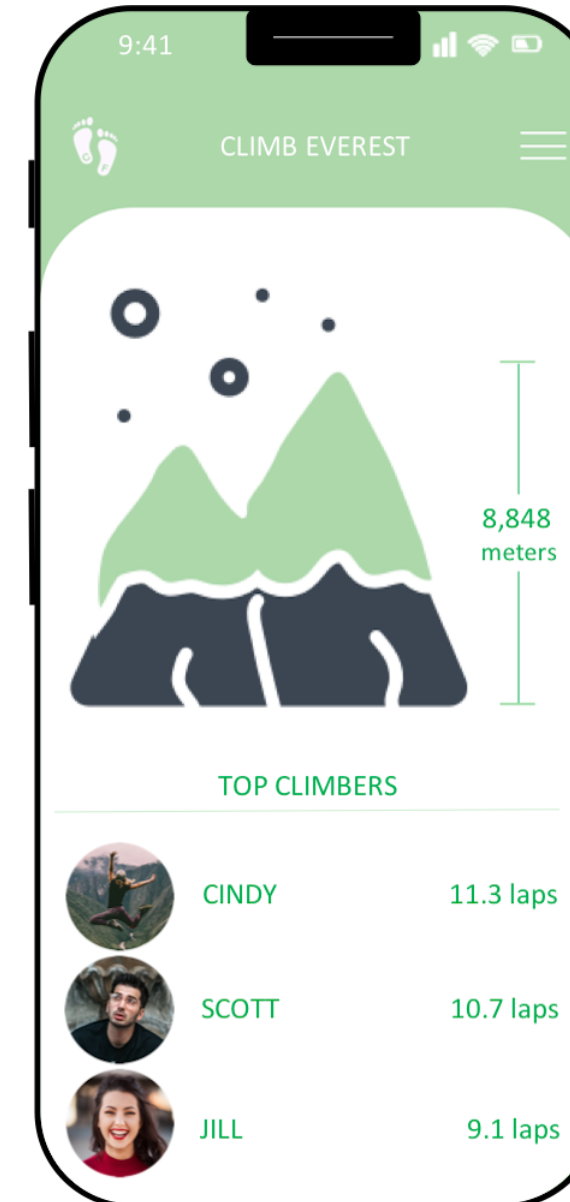
## Team Travel

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



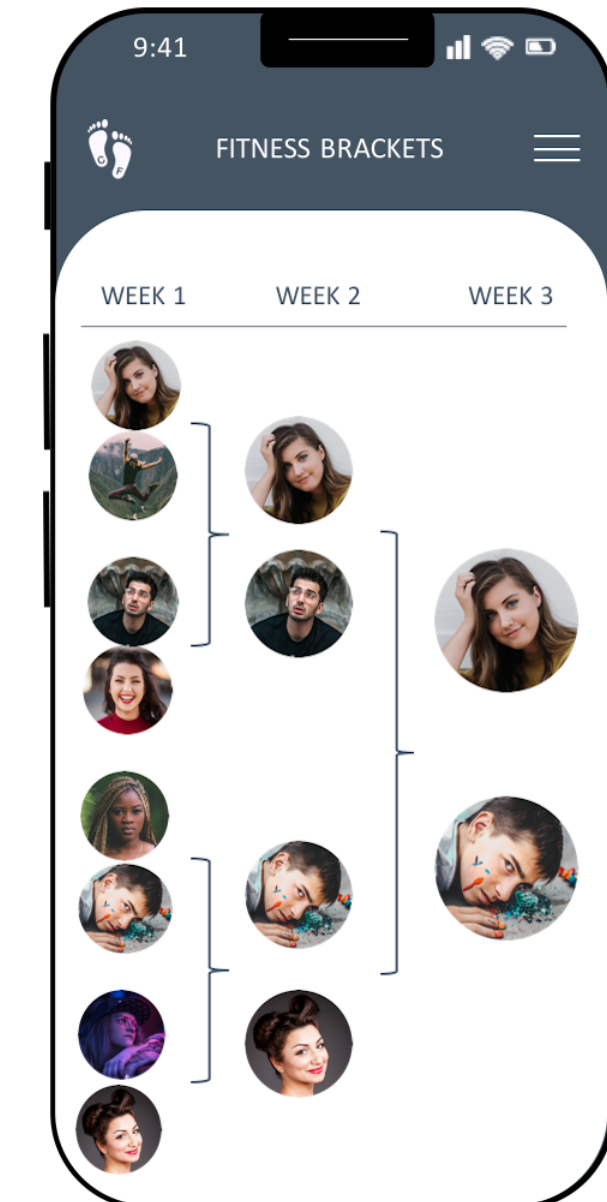
## Beat-The-Boss

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.



# OLYMPIC DAY VIRTUAL RACE 2019



## 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



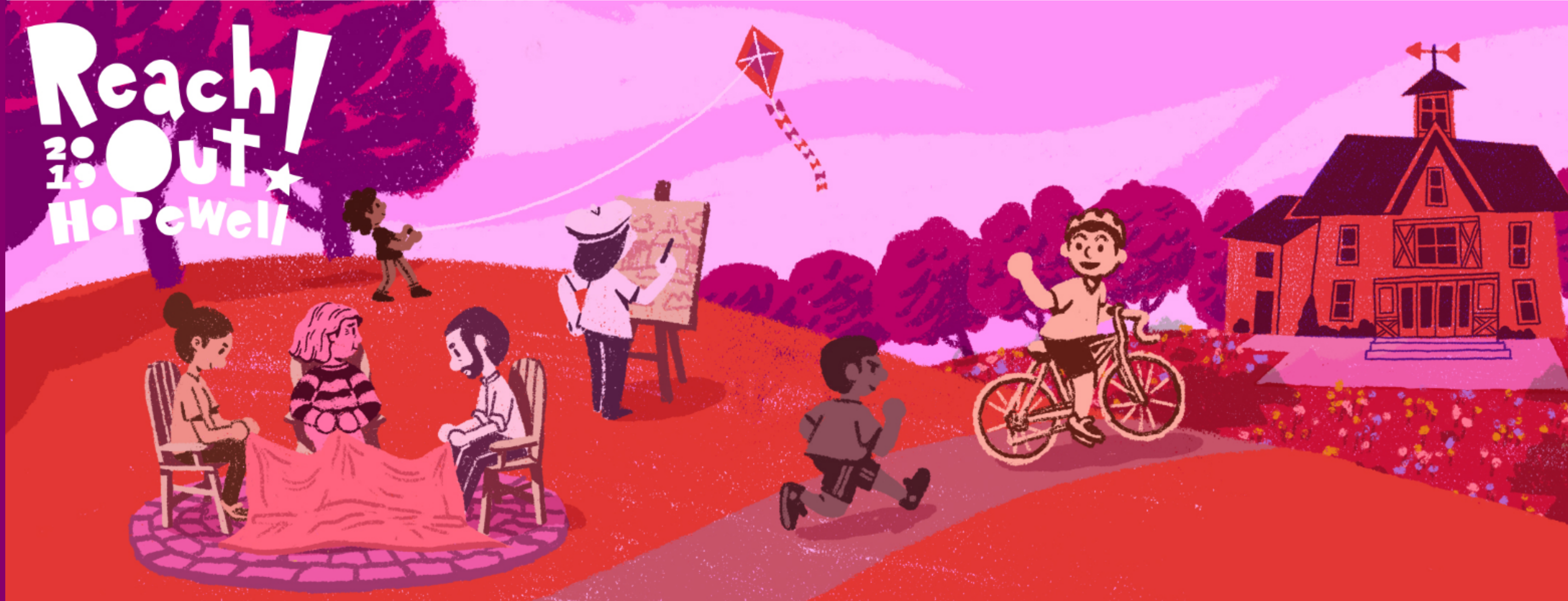
**StepUp4Chesed**  
Benefitting: Chesed 24x7

# 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

Rahul Razdan | Founder & CEO  
rahul@charityfootprints.com