# "Train at an Impact Soccer School" Contest From June 2, 2016 to June 22, 2016

## 1. General conditions

To enter the "Train at an Impact Soccer School" Contest, go to <u>www.uniprix.com</u>, in the "Contests" section and complete the contest entry form by midnight on June 22, 2016.

# 2. Eligibility

This Contest is open to all Quebec residents who are members of a soccer team part of a regional association recognized in Quebec (maximum of 25 players, 18 years of age and younger, and team leaders, 18 years of age or more). This Contest is not open to employees, agents and representatives of UNIPRIX INC. (hereinafter the "Organizers"), its affiliates, advertising and promotional agents, participating merchants, suppliers of contest prizes, goods and services and members of their immediate families (brothers, sisters, children, mother, father), their legal or common-law spouse and all persons with whom these employees, agents and representatives are domiciled.

For the purposes of these Contest Rules, the entrant is the team whose name appears on the official entry form. The person in charge of the participating team must be 18 years of age or older.

# 3. How to enter:

NO PURCHASE NECESSARY: While Internet access and an email account are required to enter this Contest, no purchase is necessary. Many public libraries, Internet cafés, retail stores and other establishments offer Internet access and many Internet service suppliers and other businesses provide free email accounts.

To enter the Contest, go to <u>www.uniprix.com</u> in the "Contests" section to access the promotional page for the Contest.

Complete the entry form by filling out all the required fields. Please confirm that you have read these Contest Rules and agree to be bound by them. Forms must be sent no later than midnight on June 22, 2016.

#### 4. Restrictions:

Participants must satisfy the following restrictions, failing which they may be disqualified:

Only one email address per entrant when entrant has more than one such address. One (1) entry per person, per valid email per day is allowed during the Contest period.

## 5. Grand Prize

The approximate value of the prize for 25 people is \$500.

**The prize includes**: A training session of approximately 90 minutes with players of the Montreal Impact Academy (players 18 years of age or younger and team leaders 18 years of age or older). The training session will take place on Saturday, July 9, 2016 at Saputo Stadium.

### 6. Drawing and awarding of the prize

The winning team will be selected by a random electronic draw to be held on June 27, 2016 at 9 a.m. at the Uniprix head office in Montreal among all eligible entry forms submitted during the Contest period.

The Organizers will contact the representative of the selected team by email or telephone. The winning team will then be told how to take possession of the prize. All invalid email addresses will automatically be rejected.

To be declared a winner, the team selected at random must be eligible to enter the Contest as per article 2 of these Contest Rules. In addition, the winning team will be asked to answer a timed mathematical skill-testing question without assistance to be administered by telephone by the Organizers at a mutually convenient time.

If, within two (2) business days of the draw and after a reasonable attempt has been made, the Organizers are unable to reach the representative of the team selected at random, this team will be disqualified and the Organizers will select another entry form until a winner is found.

Odds of winning depend on the total number of teams participating in the Contest.

# 7. Limitations of liability

Before being declared a winner, the representative of the selected team will be required to sign a Declaration of Compliance with the Contest Rule releasing the Organizers, their advertising and promotional agencies, the Contest judging organization, Contest prize suppliers and affiliates of the foregoing, as well as all officers, directors, owners, associates, employees, agents, representatives, successors and all respective assignees from all liability of any kind in connection with the Contest or occurring as a result of the prize being awarded.

By participating or attempting to participate in this Contest, entrants release the Organizers, their affiliates, advertising and promotional agencies, employees, agents and representatives from any liability for any damages that could result from participating or attempting to participate in this Contest. By entering this contest, participants agree to be bound by these contest rules. Winners authorize the Organizers to use their name, voice, comments about the prize, place of residence, photos and other images for promotional purposes without further compensation.

#### 8. Miscellaneous conditions

All electronic forms are subject to verification by the Organizers. Entry forms that are incomplete, fraudulent, damaged, submitted late or those that do not comply with these Contest Rules in any manner whatsoever will automatically be rejected and will give no entitlement to a prize. In such an event, the Organizers will select another entry.

The Organizers reserve the right to disqualify an entrant or cancel the entry or entries of any person participating or attempting to participate in this Contest in a manner that violates these Contest Rules or leads to an unfair advantage over other entrants (e.g. submitting more entries than the allowable limit, computer hacking, etc.). In such an event, the appropriate legal authorities may be alerted.

The prize must be accepted as is and cannot be transferred, substituted or exchanged in whole or in part for cash, except as provided below. Should the Organizers be unable to award the prize as described in these Contest Rules, they reserve the right to award a like prize of equivalent value, or at their sole discretion, the prize cash value as indicated herein.

The Organizers assume no responsibility for the malfunction of any hardware, software or communication lines, resulting in the loss or lack of a communication network or for any transmission that is incomplete, incomprehensible or deleted by any computer or network, including any malfunction due to human error of any kind, which may limit or prevent someone from entering the Contest.

The Organizers assume no responsibility for any damage or loss stemming, directly or indirectly, in whole or in part, from the downloading of any software program or form or from the transmission of any information related to the Contest.

The entry forms are the property of the Organizers and will not be returned to participants under any circumstances. There will be no communication or correspondence with entrants for the purposes of this Contest, other than with the persons selected as prize winners.

Refusal by a selected entrant to accept the prize as described under these rules will release the Sponsors of all obligations relating to this prize for this entrant.

The Organizers, their affiliates, advertising and promotional agencies, employees, agents and representatives accept no responsibility in any case where their inability to satisfy these Contest Rules arises from any situation which is outside their control, including but not limited to a situation of strike, lock-out or other type of labour dispute in the Organizers' establishment or in the establishments of any organization or entity whose services are used for running this Contest. For the purpose of these Contest Rules, the entrant is the team whose name appears on the entry form. Prize will be awarded to that team if it is declared a winner.

Should the English and French versions of these Contest Rules differ, the French version shall prevail.

The list of winners is available to anyone who would like a copy. To obtain the list, please send a self-addressed stamped envelope to Marie-Pierre Boyer, 5000 Métropolitain Blvd East, Montreal, Quebec H1S 3G7.

A copy of these contest rules is available in the "Contests" section of the Uniprix Website (<u>www.uniprix.com</u>) for a six-month period after the date of the draw.