

## KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST RULES (2026)

No Purchase or obligation necessary to win.

### CONTEST DESCRIPTION:

**There are separate, local, and national contests, each with its own prizes and rules.** A list of national prizes and national rules are posted below local contest rules. All local contestants will be automatically entered into the national contest and the local contest.

**Registration:** Friday, March 13, 2026 – 15 minutes prior to the first game tipping off on Thursday, March 19, 2026

**Requirements:** Must be 18 years of age or older and have a valid Arizona Driver's License or Government Issued Identification Card.

**(Local) Prize(s):** One (1) second place winner will be awarded a three-hundred and fifty-dollar (\$350) gift certificate to Chico's Smoke Shop; provided by Chico's Smokeshop for promotional purposes (ARV \$350).

One (1) third place winner will be awarded a one-hundred-dollar (\$100) VISA gift card; provided by Arizona Lotus company for promotional purposes (ARV \$100).

**(Local) Grand Prize:** One (1) Grand Prize, first place winner, will be awarded a seven-hundred and fifty dollar (\$750) Gift certificate to Jack Furrier Tire & Auto Care, good at any of 14 locations; provided by Jack Furrier for promotional purposes. (ARV \$500)

**HOW TO ENTER/WIN:** Listeners of (96.1) KLPX, (Rock 102.1) KFMA, KLPX-HD3 and (1490AM) ESPN Tucson who are legal residents of the 48 contiguous United States residing within the Tucson, Arizona metropolitan area will be able to take part in the KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST. To participate in the KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST, listeners must do the following:

1. From Friday, March 13, 2026, through Sunday March 15<sup>th</sup>, 2026, listeners will be instructed to go to KLPX.COM, KFMA.COM, OR ESPNTUCSON.COM, and click on the March Brackets banner. They will then be redirected to a registration page. To enter, listeners must enter their name, email address, phone number and zip code.
2. After tournament selection Sunday (Sunday, March 15, 2026) you will be able to pick the winner of each game of each round of the tournament prior to the start of the first full round of the tournament (the round of 64 teams). Contestants will select the team that they predict will win each game of the men's college basketball tournament and enter the score for the designated tie-breaker game. They may enter picks until the scheduled tip-off of the first game of the first round of the tournament.
3. On Tuesday, April 6, 2026, after the championship game is played the local contest winner will be determined, second and third places will win the **Prize(s)**, first place will win the **Grand Prize**. The winner(s) will be the overall winner(s) of the Full Bracket contest as tabulated by total number of points according to the national contest rule point system.
4. In the event of a tie for the highest overall score, the "Score Approximation Formula" (outlined below), will be used to determine the **Prize** winners and the **Grand Prize** winner.

### Score Approximation Formula:

1. Subtract what the participant chose as the score for the winning team from the actual winning team's score and square this value.
2. Subtract what the participant chose as the score for the losing team from the actual losing team's score and square this value.
3. Add the value from 1 and 2 above together to get the participant's "score approximation."

The tied participant with the lowest "Score Approximation" will be deemed the winner.

If there are still ties, the ties will be broken based on the following criteria in this order:

4. The most points earned in the Fifth Round.
5. The most points earned in the Fourth Round.
6. The most points earned in the Third Round.
7. The most points earned in the Second Round.
8. The most points earned in the First Round.
9. If there is still a tie, the winner will be randomly selected from the remaining tied players.

5. All local Tucson, Arizona metropolitan area winners will have until May 6<sup>th</sup>, 2026, to claim prize during regular business hours, Monday – Thursday 9a-2p, and Friday 9a-4p, at the Arizona Lotus offices located at 3871 N. Commerce Drive Tucson, Arizona 85705

#### **ELIGIBILITY RESTRICTIONS:**

1. The KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST is open to listeners of KLPX who are 18 years of age and older and are legal residents of the 48 contiguous United States residing with the Tucson, Arizona metropolitan area.
2. Employees of KLPX, KCMT, KFMA, KTKT, KMXZ, KFFN, and KLPX-HD3 Arizona Lotus Corp. and its subsidiaries, affiliates, general sponsors, advertisers, competitors, promotional partners, other radio stations in the Tucson, Arizona metropolitan area, and members of the immediate families or those living in the same households (whether related or not) of any of the above are NOT eligible to participate or win in this KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST. For purposes of this contest, immediate family members mean spouses, parents, grandparents, children, and siblings and their respective spouses are not eligible.
4. Persons who have won a prize in another contest or promotion of any kind from Arizona Lotus within the seven (7) day period immediately preceding the start date of the KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST are not eligible to participate. Only one person per family or household (whether related or not) may win in any promotion from Arizona Lotus during any seven (7) day period.

#### **PRIZES:**

1. Dates and times of concerts, trips, events, and activities promoted by event sponsors are subject to change and those changes are deemed to be beyond the control of KLPX, KFMA, KFFN, KLPX-HD3 and Arizona Lotus Corp. Changes of venue, cancellation of engagements by performing artists, and/or their management may be permanent in nature. KLPX, KFMA, KFFN, KLPX-HD3 and Arizona Lotus Corp. are not obligated to make any effort to find an alternative prize under these circumstances.
2. To the extent that prize elements are provided by third-party providers, winner agrees to look solely to applicable prize providers with respect to any claims, losses, or disputes in connection therewith.
3. No substitution of prize is offered, no transfer of prize to a third party is permitted and non-cash prizes may not be redeemed for cash value, except as determined by station management and/or the sponsor in its sole discretion.
4. Prizes will be awarded only upon winner verification and final approval by KLPX, KFMA, KFFN, KLPX-HD3.
5. All KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST winners must sign, and date official station release and waiver forms as requested. Failure to do so will result in the winner forfeiting the prize.
6. If for any reason a contest winner provides notice that they have decided not to accept an awarded prize, the winner may be required to sign a release form acknowledging forfeiture of the prize. It will be at the discretion of the KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST sponsor and / or the contest administrator if another entrant is to be selected as the winner if time permits.

7. In the event any winner is found to be in violation of these Official Rules or is otherwise determined by KLPX, KFMA, KLPX-HD3 and KFFN, in its sole discretion to be ineligible, he/she may be required to forfeit the prize or to reimburse KLPX, KFMA, KLPX-HD3 and KFFN, and /or any sponsor for the stated value of the prize if such a violation is found after the prize has been used by winner.

#### **GENERAL CONDITIONS:**

1. Winners are responsible for all applicable taxes associated with the receipt of the prize.
2. Any person winning over \$2,000.00 in prizes will receive an IRS form 1099 at the end of the calendar year for tax purposes and a copy of such form will be filed with the IRS as required by law.
3. No purchase necessary. Contest is void where prohibited. Contest is subject to all applicable federal, state and local laws and regulations.
4. Odds of winning depend upon the number of eligible contestants participating during the Contest Period.
5. By participating in the KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST the winner or winners agree to have their name, voice, or likeness used in any advertising or broadcasting material relating to this contest, in any media now known or hereafter devised for advertising or promotional purposes without additional compensation and must sign a publicity release prior to acceptance of the prize. By entering this contest, each participant agrees to comply with the Official Rules and the decisions of the contest sponsor which shall be final and binding in all aspects relating to the contest.
6. All contest winners will be required to sign a liability release prior to acceptance of any prize. Pursuant to the liability release, the winner or winners will agree to hold KLPX, KFMA, KFFN, KLPX-HD3 and Arizona Lotus Corp., and any other contest parties and each of their respective affiliates, subsidiaries, agencies, officers, shareholders, directors, employees, agents and representatives of each of the foregoing, harmless against any and all claims or liability, directly or indirectly related to or arising from or in connection with contest participation or the acceptance, possession or use / misuse of awarded prize or any portion thereof, or participation in prize-related activities, including but not limited to any related travel.
7. Winners must provide valid identification (i.e. via driver's license, passport or other government-issued photo I.D.) to claim their prize.
8. KLPX, KFMA, KFFN, and KLPX-HD3 retains the right to disqualify any contestant if all of the KLPX, KFMA, KFFN & HANK - MARCH BRACKETS CONTEST rules are not followed. Contest void if prohibited by law.
9. So long as no participant is materially adversely affected, KLPX, KFMA, KLPX-HD3 and KFFN reserves the right to make changes in the contest rules, which will become effective upon being announced on the air and / or posted online.
10. KLPX, KFMA, KFFN, KLPX-HD3 and Arizona Lotus Corp., participating sponsors and their respective parent companies, subsidiaries, affiliates or their representatives, agents and employees are not responsible for the inability of any contestant to complete or continue a telephone call, facsimile transmission or internet registration due to equipment malfunction, busy lines, inadvertent disconnections, unavailable network, server, Internet Service Provider (ISP) or other connections, communication failures or human error that may occur in the transmission, receipt or processing of entries. In addition, KLPX, KFMA, KFFN, KLPX-HD3 and Arizona Lotus Corp, participating sponsors and their respective parent companies, subsidiaries, affiliates or their representatives, agents and employees are not responsible for lost, misdirected, mutilated, illegible or incomplete contest entries. Once submitted, entries become the property of KLPX, KFMA, KFFN, KLPX-HD3, and will not be returned.
11. By accepting the prize, the winner acknowledges that KLPX, KFMA, KFFN, KLPX-HD3, and Arizona Lotus Corp. have neither made, nor are in any manner responsible or liable for, any warranty, representation or guarantee, express or implied, in fact or in law, relative to the prize or to any portion thereof, including but not limited to its quality, mechanical condition or fitness for a particular purpose.
12. KLPX, KFMA, KFFN, KLPX-HD3, and Arizona Lotus Corp. its subsidiaries, its affiliates, participating sponsors and any other promotional parties will not assume any responsibility for any changes in the execution of the contest, including; cancellation of the contest as a result of the occurrence of events not within the control of the KLPX, KFMA, KFFN, KLPX-HD3, and Arizona Lotus Corp, its subsidiaries, affiliates, participating sponsors, promotional partners and other radio stations,

such as acts of nature, strikes, terrorists acts or criminal acts of third parties. In the event, such an act should occur, KLPX, KFMA, KFFN, KLPX-HD3, may in its sole discretion, offer the winner comparable prize(s) currently being offered by KLPX, KFMA, KFFN, KLPX-HD3, in lieu of the Prize originally awarded.

13. If for any reason, the contest is not capable of running as planned, including without limitation, any suspected evidence of tampering or technological corruption or if any portion of the contest is compromised by virus, bugs, worms or unauthorized human intervention, fraud, an insufficient number of qualified Contest entries, or any other causes beyond the KLPX, KFMA, KFFN, KLPX-HD3, and Arizona Lotus Corp's control which, in the KLPX, KFMA, KFFN, KLPX-HD3, and Arizona Lotus Corp. sole opinion, corrupts, threatens or impairs the administration, security, fairness, integrity, or proper conduct of the Contest, KLPX, KFMA, KFFN, KLPX-HD3, and Arizona Lotus Corp. reserve the right to cancel, terminate, modify or suspend the contest at their sole discretion.

14. Any attempt by an entrant to deliberately undermine the legitimate operation of the contest may be in violation of criminal and civil laws and should such an attempt be made, Arizona Lotus Corp reserves the right to seek remedies and damages (including attorney's fees) from any such entrant to the fullest extent of the law, including criminal prosecution.

15. Copies of contest rules are available upon request during regular business hours, Monday – Friday 10:00a.m. to 5:00 p.m., at the Arizona Lotus offices located at 3871 N. Commerce Drive Tucson, Arizona 85705. Copies of contest rules may also be made available on [www.KLPX.com](http://www.KLPX.com), [www.kfma.com](http://www.kfma.com), [www.crankthehantucson.com](http://www.crankthehantucson.com) and [www.esptucson.com](http://www.esptucson.com).

## **NATIONAL MARCH BRACKETS 2026 OFFICIAL RULES**

### **The Registration Process**

Each participant must complete the registration process to become eligible to play. The registration is a simple process that involves filling out your contact information, team name creation, and password selection. Once you create an account (your email address), choose a password, and select your team name, you will then be given the opportunity to start making your bracket selections.

### **Tournament Information**

The Men's College Basketball Tournament starts runs March 19<sup>th</sup>, 2026 at Noon ET and runs through the Championship game ending April 6<sup>th</sup>, 2026 at Midnight ET. The Sunday prior to the start of the Men's College Basketball Tournament is called "Selection Sunday". Selection Sunday occurs March 17<sup>th</sup>, 2026. On Selection Sunday, Selection Committee will announce the bracket pairings for the first-round games. There will be several "play-in" games prior to the start of the tournament. Winners of these games qualify for the final four spots in the Men's College Basketball Tournament. However, for this contest, the winner of each "play-in" game will be named the "Play-in Winner", so it is not necessary to guess the winner of any "play-in" game.

Shortly after the bracket pairings are announced on March 15<sup>th</sup>, 2026, the complete bracket pairings will be available for all players. At this time, each player will be allowed to login and make their selections for their chance to win the contest. The deadline to make selections is March 19<sup>th</sup>, 2026 at the tip-off of the first scheduled game. All picks must be successfully saved by or before this deadline.

### **Making Your Selections**

Players can make their selections by going to the selection page. >From this screen, players will make their selections. To make your team selections, simply click the team name to advance them to the next round. If you make a mistake, you can select the opposite team in the previous round or you can also choose the reset button and start over again. It's that easy. After you have completed the bracket, you must click the save button to confirm and store your bracket. Once you click the save button, your picks will display as stored.

### **Selecting Teams Close To The Deadline**

Any player attempting to make team selections close to the deadline risks the chance of not getting in his/her changes on time. We are not responsible for late entries, server congestion, faulty Internet connections, etc., which may cause the changes to your picks to not be made.

### **Winning the Game**

Players are ranked according to their cumulative point score. The player with the most points at the end of the game is the cumulative points winner. There may or may not be a prize for the cumulative points winner. Please visit the Prize section to see

what prizes (if any) are being awarded for this contest. In the event of a tie between two (2) or more entries, the winning entry will be determined by the following tiebreakers, in order of listing:

**Tiebreaker #1** - Closest To Total Points Scored In Final Game (Based On Absolute Value)

**Tiebreaker #2** – If two players have the same value for Tiebreaker #1, advantage goes to the player who over-predicted (predicted more points)

**Tiebreaker #3** – Most Correct Picks For All Rounds

**Tiebreaker #4** – Most Correct Picks In Round 1

**Tiebreaker #5** - Most Correct Picks In Round 2

**Tiebreaker #6** - Most Correct Picks In Round 3

**Tiebreaker #7** - Most Correct Picks In Round 4

**Tiebreaker #8** - Most Correct Picks In Round 5

**Tiebreaker #9** - Most Correct Picks In Round 6

**Tiebreaker #10** – Bracket Having The Highest Risk Percentage

**Tiebreaker #11** – Random Drawing

**Tiebreaker #1** calculation: If in the final game there are 100 points scored, and you predicted 88 total points, this tiebreaker's value will be 12. If you predicted 113, your tiebreaker will be 13. This value is determined by how many points you are under or over the official total points scored in the final game.

**Tiebreaker #2** calculation: If in the final game there are 100 points scored, and you predicted 88 total points, and someone else you are tied with predicted 112 total points, advantage goes to the user who selected 112 because they over-predicted.

**Tiebreaker #10** calculation: Each bracket is evaluated using the exclusive risk assessor, which computes the risk of each chosen upset versus historical tournament results. The bracket that is deemed riskiest by this methodology wins this tiebreaker.

Any further ties are left as ties in the standings. The tie-breaking system below represents the only tiebreaking system. In all cases, an entry that does not win a tiebreaker is eliminated from consideration.

#### **Round Tiebreakers**

Players are ranked according to their cumulative round score also. The player with the most points at the end of the round wins that particular round. In the event of a tie between two (2) or more entries, the winning entry will be determined by the following tiebreakers, in order of listing:

**Tiebreaker #1** - Most Correct Picks For All Rounds

**Tiebreaker #2** – Most Correct Picks In Each Previous Round, Individually, Starting With Round 1.

**Tiebreaker #3** – The Bracket With The Highest Risk Percentage

**Tiebreaker #4** - Random drawing

**Tiebreaker #2 calculation:** If we are in round 3, we will look at how many correct picks there were in round 1. If there is a tie, we will look at how many correct picks were in round 2. If there is still a tie, we will look at how many correct picks were in round 3.

**Tiebreaker #3 calculation:** Each bracket is evaluated using the exclusive risk assessor, which computes the risk of each chosen upset versus historical tournament results. The bracket that is deemed riskiest by this methodology wins this tiebreaker.

In all cases, an entry that does not win a tiebreaker is eliminated from consideration.

#### **Contest Scoring**

The Bracket Challenge is scored using the scoring chart below.

ROUND	GAMES	POINTS	TOTAL
#1	32	1	32
#2	16	2	32
#3	8	3	24
#4	4	4	16
#5	2	5	10
#6	1	10	10
			<b>63 total games</b>
			<b>124 total points</b>

Players are ranked on the Standings page. The winner of the Bracket Challenge is determined by the highest point total after the completion of the final game of the tournament.

#### **Prizing Information**

Any Participant(s) who select(s) a valid perfect bracket (the correct selection of all 63 matchups) prior to the start of tournament (start date varies each year), will receive \$10,000. Payment will be in two equal dispersements of \$5,000 US Dollars by Certified Check. The first payment will be within 60 days of receiving valid user ID forms (detailed in the winner information section below). The second payment will be dispersed 6 months from the first payment. Multiple users with valid perfect brackets will split the prize.

#### **Scoring Disputes**

The contest operator will post the scores shortly after every day's games for each round, unless unforeseen complications arise. If you have a scoring dispute, please contact us using the menu. Disputes are accepted until 24 hours after the tournament officially ends. Any disputes arriving after this time will not be addressed. The contest operator reserves the right to deny any scoring inaccuracies at any time due to circumstances beyond our control. It is each player's responsibility to confirm their own selections. Players should verify their selections on the "my brackets" page.

#### **Special Reserved Rights**

Any player caught or suspected of system tampering, game interference or breaking our terms and conditions, may be removed without a refund or further compensation from our contest at any time and without notice. We also reserve the right to pursue legal and criminal action upon those member(s).

#### **Winning Strategy**

There is a great deal of strategy that goes into the bracket challenge game. Some players wish to select their favorite teams. Some players will want to pick the highest ranked teams to meet in the finals. There are many different strategies that have won. College Hoops is a great sport, so whatever your strategy, remember to have fun and enjoy the game.

#### **Eligibility**

Please see the "Prize" area inside the contest for prize information and winner terms and conditions set by your media partner.

#### **General Conditions**

Please see the "Prize" area inside the contest for prize information and winner terms and conditions set by your media partner.

#### **Rules/Winners Information**

Please see the "Prize" area inside the contest for prize information and winner terms and conditions set by your media partner.

**Notification**

Please see the "Prize" area inside the contest for prize information and winner terms and conditions set by your media partner.

**Internet Problems**

If for any reason the Internet portion of the program is not capable of running as planned, including infection by computer virus, bugs, tampering, terrorism, work stoppage, unauthorized intervention, fraud, technical failures, or any other causes beyond the control of the game operator, which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this contest, the game operator reserves the right, at its sole discretion, to disqualify any individual who tampers with the entry process, and to cancel, terminate, modify or suspend the contest. In such event, the game operator further reserves the right to award prizes to the player with the most points as of the termination date.

**Technology Problems**

The game operator assumes no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of, entries or transactions. The game operator is not responsible for any problems or technical malfunction of any telephone network or lines, computer on-line systems, servers, or providers, computer equipment, software, failure of any e-mail entry or transaction to be received on account of technical problems or traffic congestion on the Internet or at any Web site, or any combination thereof, including any injury or damage to participant's or any other person's computer related to or resulting from participation or downloading any materials in this contest.

**Caution:** any attempt by a contestant to deliberately damage any web site or undermine the legitimate operation of the game is a violation of criminal and civil laws and should such an attempt be made, the game operator reserves the right to seek damages from any such contestant to the fullest extent permitted by law.

In the event of a dispute, entries made by Internet will be declared made by the authorized account holder of the e-mail address submitted at time of entry. "Authorized account holder" is defined as the natural person who is assigned to an e-mail address by an Internet access provider, on-line service provider or other organization (e.g., business, educational institution, etc.) that is responsible for assigning e-mail addresses for the domain associated with the submitted e-mail address.

In the event that any legal or regulatory authority challenges the contest, the game operator reserves the right to discontinue or modify the Contest, or to disqualify participants residing in the affected geographic areas. The game operator shall have no liability to any players who are disqualified due to such an action.

**Email Change Of Address Policy**

It is the sole responsibility of the Entrant to ensure their email address is current. Failure to maintain a valid email address may result in that user's disqualification and the forfeiture of any prizes won in conjunction of this contest.

**False Registration**

The game operator reserves the right to disqualify any user who has registered with non-valid or false information. To qualify for any prize, users must have valid registration information by the contest ending date. Any information that is inaccurate or misleading will result in that user's disqualification and the forfeiture of any prizes won in conjunction of this contest.

**Disclaimer**

The contest operator and this Web site, are in no way connected with, affiliated with or endorsed by the NCAA, or any of its affiliated teams, players, or players union. All references to any basketball name or term is purely nominative and not intended to imply any connection, affiliation, or endorsement.