



1600 ESPN Bracket Challenge 2026 Official Contest Rules

- 1) No purchase is necessary to enter contest and claim prizes. Entries must include all required information based on method of entry at the bracket management site listed in (5) Registration & Entry.
- 2) **CONTEST DATES:** Contest runs **Sunday, March 15, 2026, through Monday, April 6, 2026**. Entries accepted from **Sunday, March 15, 2026**, after the public announcement of the NCAA Men's Basketball Tournament seedings, through **Thursday, March 19, 2026, at 11:15 AM CDT**.
- 3) **CONDITION OF PARTICIPATION:** Materials submitted become property of KZIA, Inc. Winner may be required to execute an affidavit of eligibility and name and likeness publicity release and a waiver and release of liability. By participating in this contest, participants agree to be bound by these rules. The decision(s) of judges provided by KZIA, Inc., will be final. All taxes and any registration fees or deposits are the sole responsibility of the verified winner.
- 4) **ELIGIBILITY:** Participation for the prize is open to any individual age 21 (calculated from documental date of birth) or older, **EXCEPT:** employees of KZIA, Inc.; persons with a family relationship to those employees (spouse, parent/child, sibling or in-law relationship); owners and or management level employees of advertising agencies in this contest, if applicable; employees of advertising agencies representing sponsors in this contest, if applicable, and employees of the advertising sponsors in this contest, and persons with a family relationship to employees of advertising sponsors in this contest, if applicable. Participants may be required to certify that they meet these qualifications to be eligible (are not otherwise excluded) at time of winning or at time of actual award of prize. If a prize is inadvertently awarded to an individual who does not meet eligibility requirements, individual will not receive the prize and, if the contest has ended, the subsequent awarding of a prize may be made at the discretion of the judge(s).
- 5) **METHOD OF ENTRY:** In order to be eligible to win, you must submit a bracket available via link at www.KGYMRadio.com or directly to <https://fantasy.espn.com/games/tournament-challenge-bracket-2026/group?id=48623a13-571c-480f-ad80-e5bead14bea9>. Brackets from other sites will not be accepted. Brackets from other groups on ESPN.com will not be accepted. You must join the specific **1600 ESPN Cedar Rapids/Iowa City 2026 Bracket Challenge** group to participate in this contest.
- 6) **AWARDING OF PRIZE:** Local prize will be awarded to the one (1) contestant who, on a single Game Bracket, receives the highest score using the method specified in section (12) below.
- 7) **VERIFICATION:** All contest materials are subject to verification.
- 8) **PRIZE DESCRIPTION(S):**

\$500 cash prize
- 9) **TRANSFER OF PRIZE:** No transfer of prize is permitted.

- 10) **LIMITATIONS: Each entrant is allowed to enter one (1) NCAA Bracket Sheet per person.** The winner is eligible to win only once during this contest and there can be only one winner per household. Winners of KGYM contests preceding 30 days from April 6, 2026, are not subject to KGYM’s Standard “One Winner Per Household During Any 30-Day Period” Rule for this contest only, until they win this contest. Once this contest is complete and a winner has been declared, this contest’s winner may not win again from KGYM for 30 days from April 6, 2026.
- 11) **RULES AND WINNER LIST:** These rules and a list of the winners will be made available by request, include a self addressed, stamped envelope to: KZIA Inc., 1110 26th Avenue SW, Cedar Rapids, IA 52404-3430, or send an email to kzia@kzia.com.
- 12) **MAKING PICKS:** Participants must enter their projected winners of all 63 games of the Tournament that follow the opening round games (aka “play in games” or “first four round games,”) round by round. The Administrator will weigh predictions for each successive round more heavily than the previous round in accordance with the table below. Points will be awarded by multiplying your number of correct predictions of winning teams in each round of the Sweepstakes by the weight assigned to each applicable round. You will receive an individual score for each of the six Tournament rounds; and an overall score, which is the combined total of your individual round scores.

Correctly pick the winner of the most matches in the 63 games following the “First Four” round of the tournament. A correct selection in the second-round counts as 10 points and in the third round the point value is doubled. (See table below for more details about the scoring breakdown).

ROUND	TEAMS	GAMES	POINTS (each)	POINTS (total)
Second Round	64	32	10	320
Third Round	32	16	20	320
Sweet Sixteen (regional semifinals)	16	8	40	320
Elite Eight (regional finals)	8	4	80	320
Final Four (semifinals)	4	2	160	320
National Championship (finals)	2	1	320	320
TOTALS	--	63	--	1920

- 13) **TIE BREAKER:** In the event of a tie, we will use the following system to break a tie: First tie breaker is total points scored in the championship game which is played on Monday, April 6, 2026. In the event of a tie after that, we will go to total number of correct games. In the event of another tie, we will use the second-round total number of games and so on through the rounds until a winner is decided. If no winner can be decided using this system, we will conduct a random drawing among the tied participants to determine a winner.
- 14) **INTERNET:** If for any reason the internet portion of the program is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes beyond the control of KGYM Radio, which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this contest, KGYM 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.
- 15) KGYM Radio 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. KGYM 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.

- 16) LOST OR CORRUPTED ENTRIES: KGYM and contest sponsors, hereinafter referred to as (the contest entities), and their parents, affiliated and subsidiary companies and advertising and promotion agencies, assume no liability and are not responsible for, and you hereby forever waive any rights to any claim in connection with, lost, late, incomplete, corrupted, stolen, misdirected, illegible or postage due entries or mail if applicable; or for any computer, telephone, cable, network, satellite, electronic or Internet hardware or software malfunctions, unauthorized human intervention, or the incorrect or inaccurate capture of entry or other information, or the failure to capture any such information. The contest Entities, and their parents, affiliated and subsidiary companies, advertising and promotion agencies, are not responsible for any incorrect or inaccurate information, whether caused by registration information submitted by end users or tampering, hacking, or by any of the equipment or programming associated with or utilized in this contest, and 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 the contest.
- 17) DAMAGED PROPERTY: Contest Entities, and their parents, affiliated and subsidiary companies and advertising and promotion agencies, assume no liability and are not responsible for, and you hereby forever waive any rights to any claim in connection with, injury or damage to any participants or to any other person's computer or property related to or resulting from participating in this contest or downloading materials from this contest.