

# sportspodium

## SportsPodium White Paper

An incentivized athlete information ledger for sports communities

Draft 1.5.0

## Contents

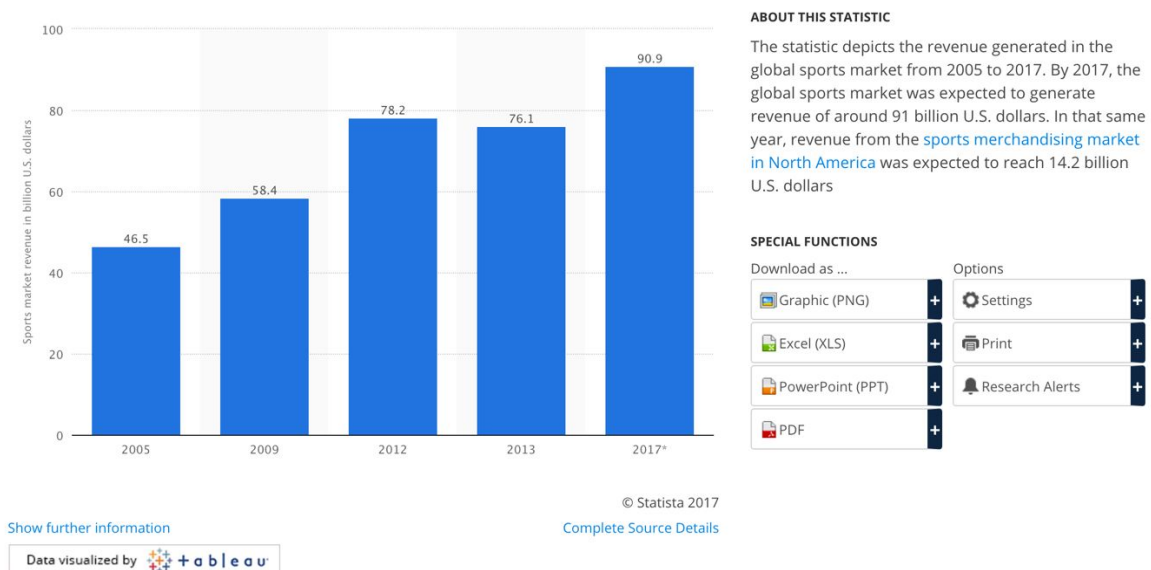
<b>Introduction</b>	<b>4</b>
<b>The Problem</b>	<b>5</b>
<b>The Solution</b>	<b>5</b>
<b>Background to SportsPodium</b>	<b>6</b>
<b>Our Goals</b>	<b>7</b>
<b>SportsPodium Features</b>	<b>7</b>
<b>Who are we targeting</b>	<b>9</b>
Sports enthusiasts* wanting to:	10
Supporters and fans wanting to:	11
Sports retailers and services wanting to:	11
<b>Building an Integrated Sports Community</b>	<b>12</b>
Revenue Models	12
Reward Pool Distribution	13
Advertising	14
Freemium	15
Online Store	15
<b>Token Sale</b>	<b>15</b>
Application of Funds	15
Raising the equivalent of US\$ 15 Million target	16
Marketing (+- 50 %)	16
Development (+- 35%)	17
Other (+- 15%)	17
Lower funding points	17
US\$ 10 million	18
US\$ 5 million	18
US\$ 1 Million	18
Token Sale Plan	18
The token offering parameters	19
Token Pricing	19

<b>Pre-Token Sale Distribution</b>	<b>20</b>
<b>Funding Bracket</b>	<b>20</b>
<b>Crowdsale Start and End</b>	<b>21</b>
<b>SportsPodium Crowdsale Allocation</b>	<b>21</b>
<b>Divesting</b>	<b>22</b>
<b>From Ethereum to the SportsPodium Blockchain</b>	<b>22</b>
<b>Total Number of Tokens</b>	<b>22</b>
<b>Technology</b>	<b>23</b>
<b>The SportsPodium Blockchain</b>	<b>23</b>
<b>Governance</b>	<b>23</b>
<b>Influence</b>	<b>24</b>
<b>Vesting</b>	<b>24</b>
<b>Reward Mechanism</b>	<b>24</b>
<b>Emission Model</b>	<b>25</b>
<b>Sub-Networks (Multi-Coin Scenario)</b>	<b>26</b>
<b>Permission Management</b>	<b>26</b>
<b>SportsPodium Features</b>	<b>27</b>
<b>Anti-Bot Mechanics</b>	<b>28</b>
<b>Roadmap</b>	<b>28</b>
<b>Timeline</b>	<b>29</b>
<b>Executive team</b>	<b>29</b>
<b>Robert Marshall</b>	<b>30</b>
<b>Jaco Rossouw</b>	<b>30</b>
<b>Christian Smit</b>	<b>30</b>
<b>Natalie du Toit</b>	<b>30</b>
<b>Pieter Botha</b>	<b>31</b>
<b>Conclusion (Our Promise)</b>	<b>31</b>

## Introduction

Sport is a sector that generates more than 1 trillion US\$ a year in revenues. This includes salaries, sponsorships, advertising, services and product sales.

**Global sports market - total revenue from 2005 to 2017 (in billion U.S. dollars)**



Since early times sport has gripped the imagination of civilizations, whether it be gladiators fighting to death, or the ancient Olympics. It's been so right up to today.

Humans want to compete. This is how sport has evolved. Yet, it is only a very small portion of the world's population that actually has access to real sporting opportunities.

The major sports codes have long been implementing a top to bottom business approach. The way they manage their sport is to ensure players have as much opportunity as possible. At least, that is what we are given to understand. Whatever the real story, sport is a vast business, and the current structure lends itself to exclusivity and enrichment of a few while the impression gets created that the amateur ethos still applies.

SportsPodium is intended to offer a solution to challenges across the spectrum. The intention is to undo the status quo through the use of social media. It is to

get a bottom-up rather than a top-down approach to spotting talent and indeed to running the whole business of sport. What's more, we want to open opportunities to incentivize all involved right along the value chain.

## The Problem

Sport has the ability to unite and inspire people. But it is only a small percentage of the world's population that currently have access to the many types of sports opportunities that exist at many levels. This is something we want to change and which we have been thinking about a great deal. It is why we have come up with the idea of an online sports library that is run on business principles but which serves to open real sports opportunities to amateurs and professionals alike.

## The Solution

Sports administrators themselves stand to gain from SportsPodium. It will help them gather credible information and thereby enabling them to identify talent more effectively and fairly. At the same time it will enable talented sports people the chance to promote themselves, and do so in a fun and engaging way.

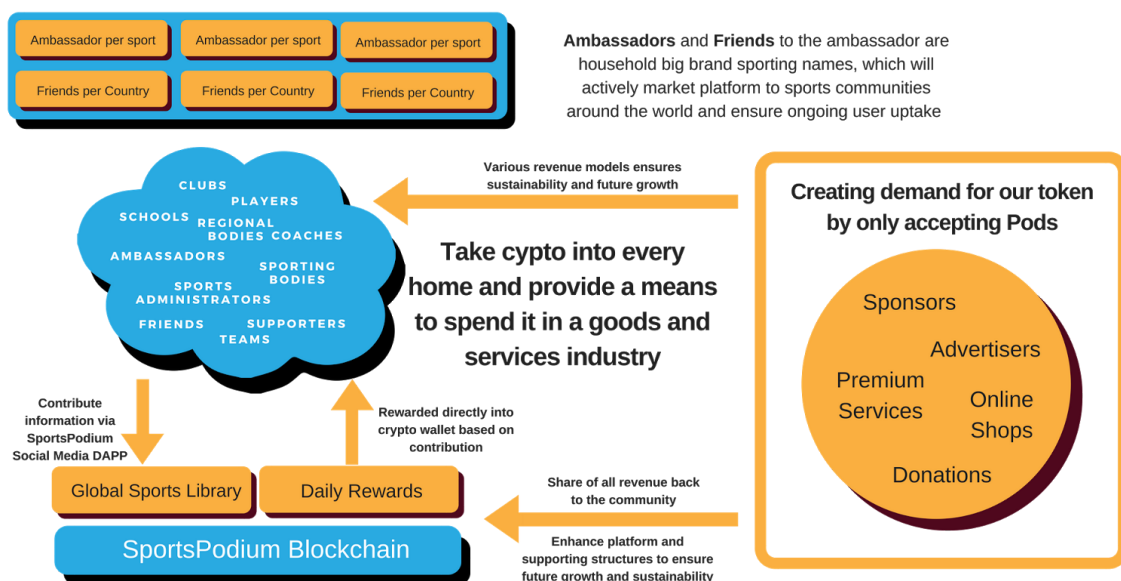
**Imagine** a system that allows all equal access to opportunities, revenue streams, information, talent, products and services that are more transparent and fair in distributing income among all who participate! Players, coaches, administrators and governing bodies will all benefit and so will the sports fan and supporter.

Through the use and combination of disruptive technologies and algorithms, an online sports resource platform and cryptocurrency will be created. This is a definite world first for technology and sport in business.

This new crypto token will be called PODs. Based on their value in the community, users of SportsPodium will earn these PODS through coin distribution for daily emissions as well as the other usual revenue streams outlined below. Our aim is that this token will facilitate purchases of a wide

variety of products and services like advertising space, information and ticket sales.

SportsPodium's PODs will be the equalizer for the sports world, causing disruption of the existing flow of money. Income will be shared equally, fairly and transparently to those who have the belief, passion and drive for the sporting industry.



## Background to SportsPodium

SportsPodium is an incentivized online global sports resource platform. The aim is to introduce non-technical users to the world of Blockchain and cryptocurrency through an easy-to-use decentralized application.

The first version of the application was launched in 2014 as MyRugbyCV.com after two years of research and development. 2014 to 2016 saw two further versions released. Before deciding to convert the project to the blockchain, it was fully functional and has 7000 registered users. This served as the 'Proof of Concept stage' for the SportsPodium project.

Since 2016, we have been investigating the Blockchain and Cryptocurrency environment. A number of key problems faced in the Web 2.0 approach have been solved. PODs will reward the community for behaviors and participation.

## Our Goals

- To create an open and engaging platform for sports lovers throughout the world.
- To develop a world-class online sports library with accurate and credible information. Participants will be ranging from neighborhood friendlies and local clubs to schools, regional, county, provincial and national and international competitions, right through to the Olympic and Paralympic Games. And, yes, it will even cater for e-gaming.
- To collect reliable information by rewarding folk for their input from whatever sport and wherever it is played.
- To make fairness, merit and equal opportunity the benchmark for competition.
- To create an ecosystem where all can share in the enjoyment of sport.
- Every part of this Community will share the rewards gathered or earned based on their contribution.

## SportsPodium Features

SportsPodium is a talent identification and player management system for the sports industry incentivizing participants through a loyalty program which issues tokens directly into the end-user's crypto wallet. This will ultimately serve to thin the line between business and sport.

SportsPodium's focus will be to gather and structure information in the sports world into an easy to use application beneficial to all users.

SportsPodium will have some similarities to LinkedIn. It will however be aimed at the sporting community. Users will act as curators and will validate the information by means of regular input. This will add to the credibility of all information on the platform.

---

*Our consensus algorithm has been developed and refined over the past 5 years. It was tested in real world scenarios with 7000 subscribers at rugby*

*tournaments involving hundreds of players and teams. The top players of the tournaments were identified and rewarded based on our algorithms.*

*During the last year of testing, two teams of 22 players were selected for an international tour using our system, following the process as described in this document.*

---

A key driver for accurate curation will be users in the sports industry, measured on the basis of reputation earned through time and active involvement on the platform.

The SportsPodium talent identification algorithms are unique. The higher you're allocated reputation and input, the more influence you have on various aspects of the algorithm.

The system allows sports persons to capture their statistics after each game, practice or training session. Coaches will rate their players (*Low impact on talent identification algorithm as they might be biased to players*) after each event and most importantly recommend players from opposing teams. (*High Impact on talent identification algorithm*).

The key incentivizing drivers for participants to upload their data will be:

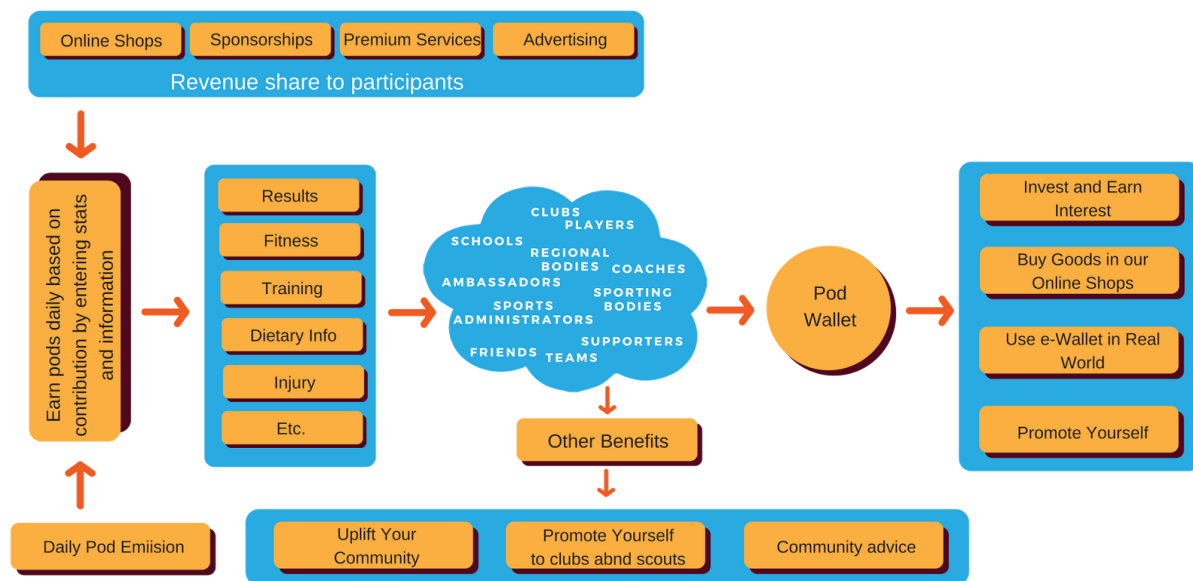
**Diligence:** Players, coaches, teams, clubs/schools and administrators who diligently and regularly enter their data will be incentivized. The SportsPodium algorithms will execute multipliers to incentivize the more diligent participants in order to encourage continued usage of the system.

**Accuracy:** Accurate information in the system is vital. Consensus algorithms are used to measure the accuracy of the data in the system. Higher reputation of participants is gained on the degree of accurate data captured into the system. Reputation is a key part of the algorithm incentivizing participants.



**Performance:** One of the main aims of SportsPodium is to ultimately identify upcoming talent in the early stages of their sporting careers. Consistent good performance will ensure greater incentives for the participant.

Much like Facebook, The SportsPodium platform will allow users to post videos and pictures of the sporting events; it will allow users to banter on Banter boards and it will also allow users to publish information into the community in the form of blogging articles.



The users will be incentivized based on their reputation in the system as well as their diligence and on the value the rest of the community places on their updates, much like the Steemit.com blogging platform. The look and feel of the solution will have a resemblance to other well-known social media sites, creating a familiar look and feel that will help less tech savvy users to easily navigate and to support user adoption.

## Who are we targeting

SportsPodium is aimed at the complete sports industry. The most influential online generation are the millennials generally described as the “Always On” generation. Their extensive use of digital communications, social media, and related technologies gives this generation great experience and ability when engaging with and sharing information on social media platforms.

The SportsPodium solution aims to provide the following benefits to the sporting community:

- Implementing a sustainable solution based on merit, promoting transformation at grassroots level, carrying through into the senior and professional levels.
- Improving Community Relations: An inclusive promotion of different sports disciplines and ultimately exposing players from all walks of life to the relevant sporting bodies.
- Encouraging manageable corporate social investment into sports facilities and the technology infrastructure.
- Creating a future for many children. Many young talents identified through this project will go on to make a living from sport. The ripple effect of upliftment is potentially enormous.
- Providing a social communication platform for participants, coaches and administrators to address their needs, share ideas and thoughts, support and ultimately empower.
- Providing a fair and just governance platform in sport with verified structured and usable and reliable data.

In order to build an integrated sports community, there are key levels of participants, each with their own priorities and requirements and each deriving specific benefit from such usage.

### Sports enthusiasts\* wanting to:

1. Share and monetize achievements to extend beyond bragging rights.
2. Track and keep record of their achievements, performances and stats.
3. Be identified as talent to build a sport career or reach the best possible level their talent will allow.
4. Be able to compare their performance and statistics to their role models as SportsPodium grows.
5. Engage with other like-minded people as well as the industry to get tips, know-how and information from a trusted community.
6. Be able to show off their achievements.

\*Includes coaching staff and players, and is the heart of our community.

### Supporters and fans wanting to:

1. Track and follow upcoming talent.
2. Access team, athlete performances and record information.
3. Share information, stories and content like videos and photos.
4. Bragging about results and achievements to the bigger sports community.
5. Become part of a supporters community and be recognized as a knowledgeable sports enthusiast.

### Sports retailers and services wanting to:

1. Advertise products and services to a targeted community on a global, community or local level.
2. Eventually sell products and services directly to the community through our virtual crypto mall.
3. Access reliable market information and demographics.
4. Identify and manage sponsorship opportunities.

---

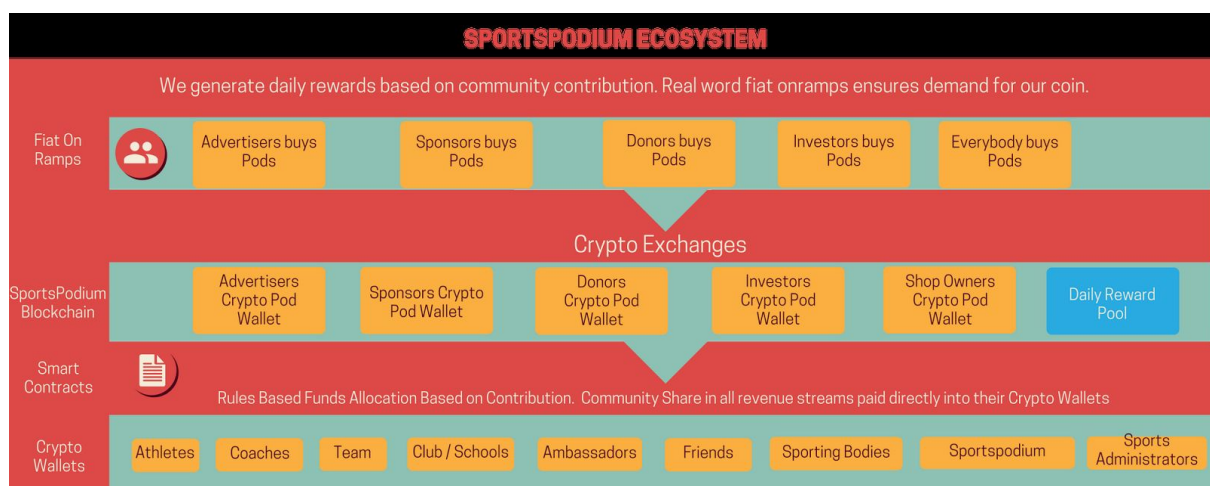
As the Blockchain increases trust and transparency across value chains, organizations and individuals will collaborate and compete in ways yet unforeseen via SportsPodium. Our solution will evolve and grow with the trends and in line with the wishes of the user base.

---

## Building an Integrated Sports Community

The next step in the evolution of the product is to rebuild the application as a Decentralized Application (DAPP) on proven Blockchain Technology. Crypto Financing, (via an Initial Token Offering) will be used for growth capital, rather than traditional venture capital and/or shareholders.

SportsPodium will be seen as the LinkedIn and Facebook for the sporting community. The 'cherry on the top' will be a cleverly built advertising engine and virtual shopping mall that will earn the participant and sports community revenue in the form of crypto-currency tokens.



Users will become accustomed to receiving and acting on mobile notifications. The system will drive the process through smart contracts to ensure that everyone concerned will complete actions required of them throughout the process. As users participate in the process they will receive incentives in the form of tradable crypto-tokens.

By integrating with crypto exchanges, the end-users will be allowed to convert their crypto tokens into a fiat currency of their choice.

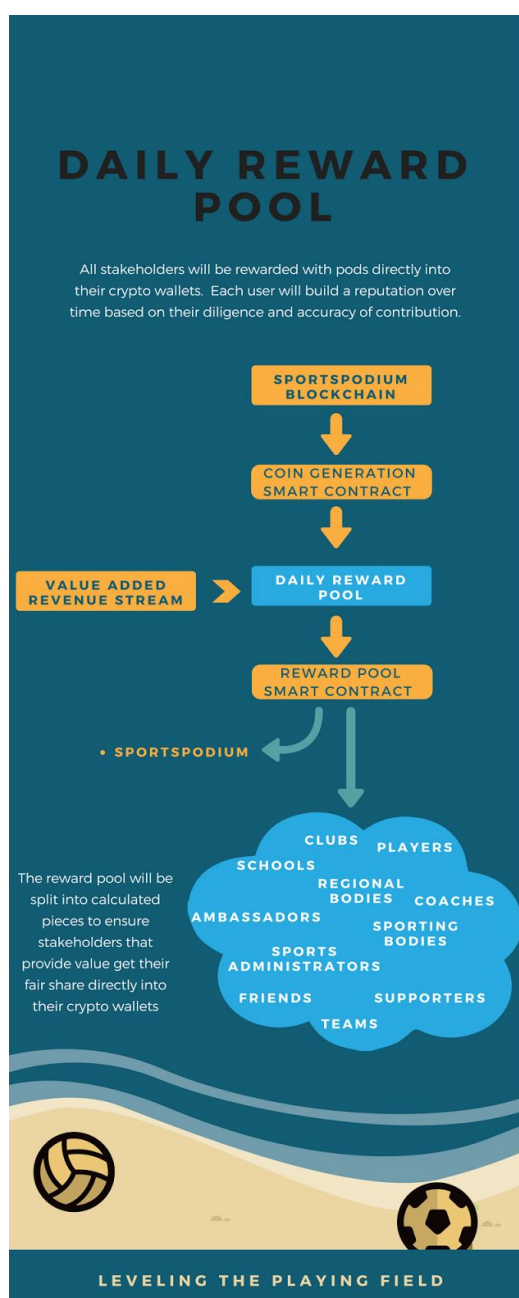
## Revenue Models

Whilst the earning of currency is an initial selling point and motivator for participation, a number of more traditional revenue streams will also be built into the platform to augment token generation as a revenue stream. Revenue streams will be controlled by the use of smart contracts where it will be redistributed to the initiator, the community as a whole and the organization that will build and evolve the SportsPodium platform.

## Reward Pool Distribution

In order to ensure SportsPodium users actively participate in their duties as part of the process, each user will receive rewards for doing their usual tasks by entering data into the SportsPodium Blockchain. The Blockchain will generate daily loyalty rewards in the form of cryptocurrency tokens, which will be added to a reward pool.

Users will receive their share of the reward pool based on their reputation and also diligence. A small percentage of the daily reward pool will be allocated to a SportsPodium crypto wallet in order to ensure that the system can be enhanced and maintained.



## Advertising

With a captive community, hyper targeting will be used to market sporting equipment and services in the form of advertising and sponsorship models. These models can be aimed at the various hierarchical levels within the system. Combined with predictable sports seasons, local shops and virtual shopping malls can be optimized via advertisements. Advertising revenue will form part of the community rewards, based on the specific geographical area where the advertisements are placed.

Advertising can be done from club, team or player level onto national and international level. All levels will be able to use current sponsors or advertisers or enlist new ones through the platform.

Advertisers and sponsors will need to buy PODs to be able to pay for this, ensuring active demand for the cryptocurrency.



## Freemium

SportsPodium will generate revenue from a standard freemium model.

The use of the system will be free, but a premium can be charged for specialized services. Typical premium services will include:

- Data mining services to identify talent (Based on user consensus).
- Promotional services for exceptional and high-performance athletes.
- Statistical analysis of information for sports administration and control bodies.
- Advanced website features around profile completeness and interaction.
- Tournament and event management options.

## Online Store

This concept can be described as a cryptocurrency friendly online shopping mall for sports. Retailers will pay to feature on the platform. Various revenue generating opportunities including delivery, warehousing, and managing of retail space are planned.

International brands and local manufacturers will be targeted worldwide. These brands and entities will be able to geo-target based on their distribution capability, or explore new markets not previously accessible to them.

## Token Sale

We are launching a public USD-capped token sale to raise funds for the SportsPodium project. SportsPodium tokens will be called PODs and will be ERC20 compliant on the main Ethereum network. The token offering will stop when the tokens received measure up to the equivalent of \$15m USD.

## Application of Funds

The official launch of SportsPodium project is set for November 2017, directly succeeding the token sale. The money will be used to take the project to market and to start generating revenue streams for the community. Depending



on funding raised from the Token sale, we will build US\$50 million of annual revenue by end of year 3 of the project.

### Raising the Equivalent of US\$ 15 Million Target

Raising the full amount will allow us to have working capital of full operations for 36 months, a sizable marketing budget and team of developers. We will also build a fully dedicated business to achieve the income generation objectives to ensure sustainability and success of this project.

#### Marketing (+- 50 %)

Marketing is a key driver of user adoption, and while the project will in the first few months mainly be a technology project, taking it to market and user adoption will be key for the long term success of the project. With more than five decades of experience as IT entrepreneurs between us, we do not intend to fall in the “build it and they will come trap” as so many IT products fall into.

We plan to spend a significant part of the initial funds for the marketing and promotion of the platform - mainly into the non-crypto world. As a result, much external guidance is needed to ensure effective user uptake. The approach will be strongly based on utilizing recognized sports stars and celebrities in the roles of ambassadors per sporting code. These ambassadors will be remunerated with tokens from the daily reward pool as well as a revenue share as part of the community's share of all money generated from real world inflows. The recruitment of these ambassadors will take effort and money which will be covered by the initial funding drive.

Criteria for the sports ambassadors will include sports personalities with a big social media following. This will allow us to capitalize their supporter base as well as their presence at grassroots level, which will have an enormous impact. The official sporting code ambassadors will be supported on a per country basis where sports code “friends” will be appointed to ensure representation in every major market. These friends will typically be local sporting heroes that will help with grassroots user adoption and mobilization. The friends will be rewarded based on the success of the specific country community and sporting code. This spider web of ambassadors and friends will ultimately be the



marketers and user adoption drivers, allowing us to leverage off their strong marketing appeal.

The ongoing marketing spend will be used to continuously drive awareness and education of the platform and cryptocurrency, which will support the ambassadors through social media campaigns and also have a presence at major world events through sponsorships and advertisements.

#### **Development (+- 35%)**

The SportsPodium solution has been developed and tested with an existing beta release, therefore allowing for the main development focus to be on the building of and integration into the SportsPodium blockchain, collaboration models, public/private information management, creating the reward models, as well as significant focus on UI and UX elements to enhance user experience.

The minimum viable product will be quick to market, but significant enhancements will be made continually, not only improving functionality of multi-platform support for further sporting codes, but also sub-projects for the development of an online store, an advertising engine and sports team and sport club portals.

#### **Other (+- 15%)**

Legal, administrative, support and management costs will make up the balance of the funding requirement and spend. Over time the business will grow and demand far more spend that will be funded out of revenue. Besides normal business costs, there is specific cost allocated to legal costs, to cater for legal advisors and partners.

#### **Lower Funding Points**

Raising US\$ 15 million will allow the project to be taken to market aggressively, and allow us to get to revenue generation rapidly, especially with a powerful marketing budget, something that is key in the sports and media world. However, should the project raise more than US\$2 million, this project will still be successful, although uptake may be slower, and we will have to roll out less functionality, opening the door for competitors.

An indication of project dynamics at lower funding points are laid out below:

#### **US\$ 10 million**

Most of the funding will be taken out of the marketing budget, with some coming out of the development budget. The project will still be funded fully for three years, but functional roll out will be slower. With a marketing budget more than halved we will have to consider rolling out to less sports and less countries. With fewer users and less functionality, revenue will be slower to generate, and token values will take longer to reach their potential.

#### **US\$ 5 million**

With around US\$ 5 million the business will have a limited marketing budget, and will roll out basic functionality with revenue focused on advertising initially. It will take longer to reach the \$50m per year turnover target, and attention will be given to aspects of the projects that will drive revenue from the start of the project, focused on a few core sporting disciplines.

#### **US\$ 1 Million**

The project will mainly be focused on rolling out the initial platform and then only for a limited number of sports. Marketing will depend heavily on the impact of ambassadors, and most of the marketing budget will be focused on bringing these key stakeholders on board. In the first year we will probably only be able to target a single sport and then roll out other sports based on the revenue generation from that.

Raising less than this amount will result in a failed token sale. The project will be halted and Ether refunded.

### **Token Sale Plan**

SportsPodium tokens will be called PODs. 1 millionth of a POD will be called a PODbit. PODs will be ERC20 compliant on the main Ethereum network.

SportsPodium will also run a pre-sale of PODs only to the Steemit community that is capped at \$500k. PODs sold during the presale will be added to the ERC20 PODs *after* the main token sale.

The PODs will exist as a tradable currency, but will be moved off the Ethereum network once the main SportsPodium blockchain is ready.

Purchasers will be able to buy PODs by transferring Ether directly to our crowdsale Smart Contract from their Ethereum wallets.



## Token Sale Parameters

- The Token Sale starts 14 September 2017 and ends on 12 October 2017
- Min: \$2 000 000, capped at \$15 000 000
- Complete refund if token sale falls short (minimum target of \$2 000 000 not reached)
- Sold tokens will be issued instantly but will be transferable by the buyers only after the successful crowd offering
- Early buyers will be rewarded additional bonus PODs according the schedule under “token pricing”

## Token Pricing

Participants will be awarded 2000 PODs for 1 ETH. But you can buy any amount of PODs (e.g. 60 PODs for 0.15 ETH).

Early buyers will be rewarded additional bonus PODs according to the following schedule:

● First US \$5m	● Bonus 25% additional PODs awarded
● US \$5m to \$10m	● Bonus 20% additional PODs awarded
● US \$10 to \$15m	● Bonus 15% additional PODs awarded

The bonus start and end brackets will be estimated based on the median price of Ether at contract deployment.

### Pre-Token Sale Distribution

Due to a historic relationship with the founders of SportsPodium and the Steemit.com community, as well as the support of the community during the startup stage of this project, there will be a pre-token sale targeting the Steemit user base. Anybody that is registered on the Steemit platform will have the opportunity to buy PODs from 28 August 2017 to 10 September 2017. The Steemit user will receive 50% bonus for each POD bought and it will be based on the same pricing structure as mentioned above. This pre-token sale offering will stop when the tokens received measure up to the equivalent of \$500 000 USD.

● Max = US \$ 500 000	● Bonus 50% additional PODs awarded
-----------------------	-------------------------------------

### Funding Bracket

Goal: ~\$2m

Cap: ~\$15m

The token sale goal and cap will be implemented based on the amount of Ether received which means that the USD based goal and cap will be estimated based ETH/USD price at contract deployment time. The contract will keep ETH in a vault until the end of the token sale. The contract will ensure automatic return of transfers if the sale goal is not reached. An estimated cap will also be enforced by the contract.

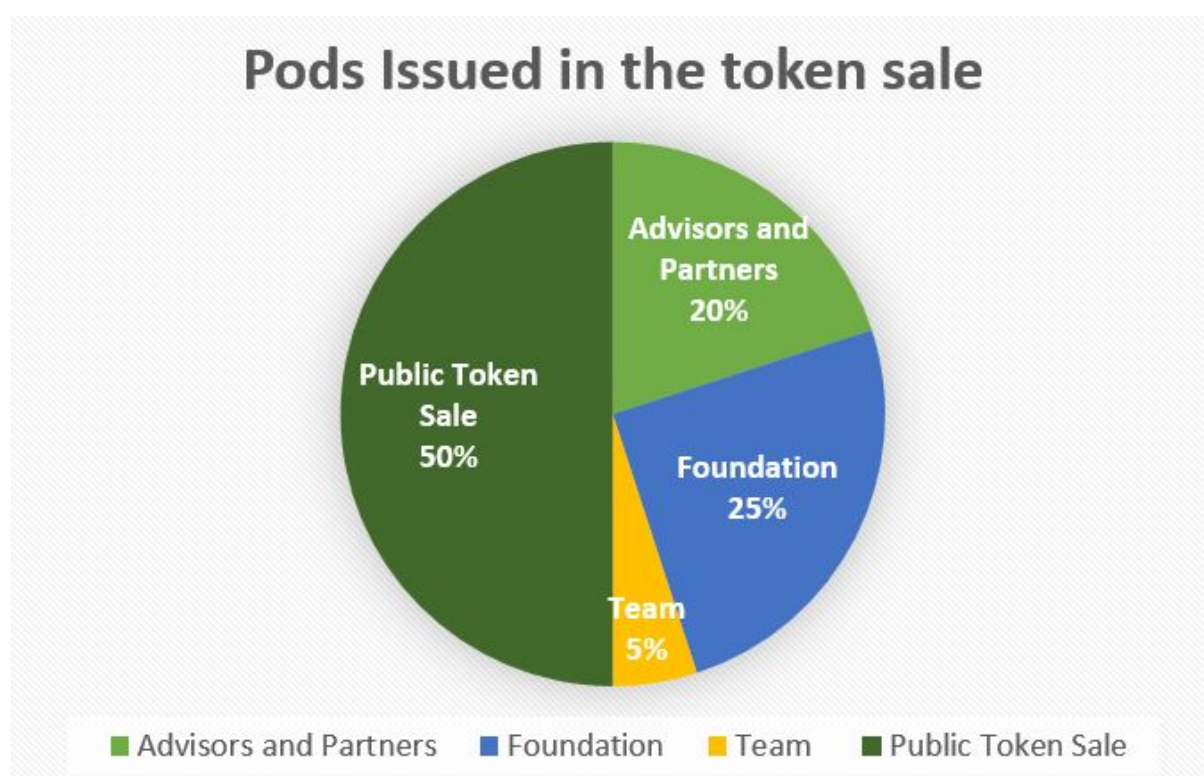
## Crowdsale Start and End

The crowdsale is currently planned to start on 14 September 2017 and end on 12 October 2017. However, the contract will only enforce the range based on Ethereum block numbers. The block numbers will represent an estimated period between the start and end dates. The SportsPodium website will show actual block number progress as well as the calculated date range.

## SportsPodium Crowdsale Allocation

For each token bought, another will be minted, resulting in double the amount of PODs actually sold. The 50% additional PODs will be transferred to the following SportsPodium wallets:

- 10% Advisors and Partners - Liquid
- 10% Advisors and Partners - **Vested**
- 25% SportsPodium Foundation - **Vested**
- 5% SportsPodium Team - **Vested**



## Divesting

Vested accounts will be locked and not be able to trade the ERC20 PODs.

The vested Advisors and Partners will only be able to start divesting once the main SportsPodium blockchain is deployed. SportsPodium Foundation and Team will be allowed to divest their PODs according to the following schedule:

	<b>SportsPodium Foundation</b>	<b>SportsPodium Team</b>
Year One	20%	
Year Two	40%	50%
Year Three	40%	50%

## From Ethereum to the SportsPodium Blockchain

Once the SportsPodium blockchain is created and at least one Exchange interface is complete, the ERC20 Exchange interfaces will be disabled. A claim period will then start to enable POD owners to transfer funds to the main SportsPodium blockchain at a one-to-one ratio. The ERC20 PODs will then stay paused indefinitely while trading will only be supported on the main SportsPodium blockchain from then onwards.

All SportsPodium ERC20 PODs (vested Advisors and Partners, SportsPodium Team and Foundation) will be transferred into the SportsPodium blockchain as vested vPODs. Purchasers will also have an opportunity to gain voting power by initiating vPODs during the first week of the claim period. These vPODs will immediately gain network influence and not require to stay vested for 6 months before acquiring voting power.

## Total Number of Tokens

We will give 2000 PODs for every Ether received.

\$15m of 2000x ETH @ ~400 USD = ~75m PODs. With bonus allocations it is ~90m PODs.

With the pre-sale it should end up being around 91m PODs sold in the

crowdsale. But because we are minting an additional POD for every one sold, we will end up with a total supply of around 182m PODs.

- ETH @ 400 USD: ~182m PODs
- ETH @ 350 USD: ~206m PODs
- ETH @ 300 USD: ~240m PODs

## Technology

### The SportsPodium Blockchain

Blockchain technology was introduced in 2008 with the launch of the bitcoin currency, and since then entrepreneurs and developers have been attempting to generalize the technology in order to support a wider range of applications on a single blockchain platform.

While a number of blockchain platforms have struggled to support functional decentralized applications, application specific blockchains such as the BitShares decentralized exchange (2014) and Steem social media platform (2016) have become heavily used blockchains with tens of thousands of daily active users. They have achieved this by increasing performance to thousands of transactions per second, reducing latency to 1.5 seconds, eliminating excessive fees, and providing a user experience similar to those currently provided by existing centralized services.

SportsPodium requires a fast, reliable and scalable blockchain to support its features. We plan to build the solution on the EOS blockchain. The EOS.io software is designed from experience with proven concepts and best practices, and represents fundamental advancements in blockchain technology. The software is part of a holistic blueprint for a globally scalable blockchain society in which decentralized applications can be easily deployed and governed.

You can review the EOS.io whitepaper [here](#).

### Governance

The SportsPodium blockchain will be created by the SportsPodium foundation. The network will be influenced by SportsPodium in the beginning because of significant POD vesting. But as the network grows, influence will be distributed organically to assure a representative governance for the network.

## Influence

Master nodes (may or may not be block producers) are voted for according to DPOS mechanics. These nodes control network influence (changes to Smart Contracts, new Contracts, etc). Any change requires 51% or more of casted votes to be affected.

## Vesting

Vesting is a time commitment to exercise influence on the SportsPodium platform. SportsPodium will have PODs and vPODs (vested PODs). vPODs can't trade on exchanges or even on the SportsPodium network. They can only be swapped for PODs. Users can instantly change between the two. (i.e. the currency stays liquid).

The reason for keeping vPODs is that they control influence on the network and determine voting power when they are vested. vPODs only become "vested" and create influence after 6 months. Swapping vPODs for PODs and then back will reset the time counter.

vPODs will also become "protected" and start to earn daily calculated inflation protection after 1 week. Please see "Emission Model" below.

## Reward Mechanism

3 Reward mechanisms:

- Reputation rewards - Data contribution and curation rewards (Athletes, Coaches, Teams, Schools/ Clubs )
- Recruitment rewards (Ambassadors, Friends and Sporting Bodies)
- Social rewards (Admins, Clubs, School, Parents, Fans)

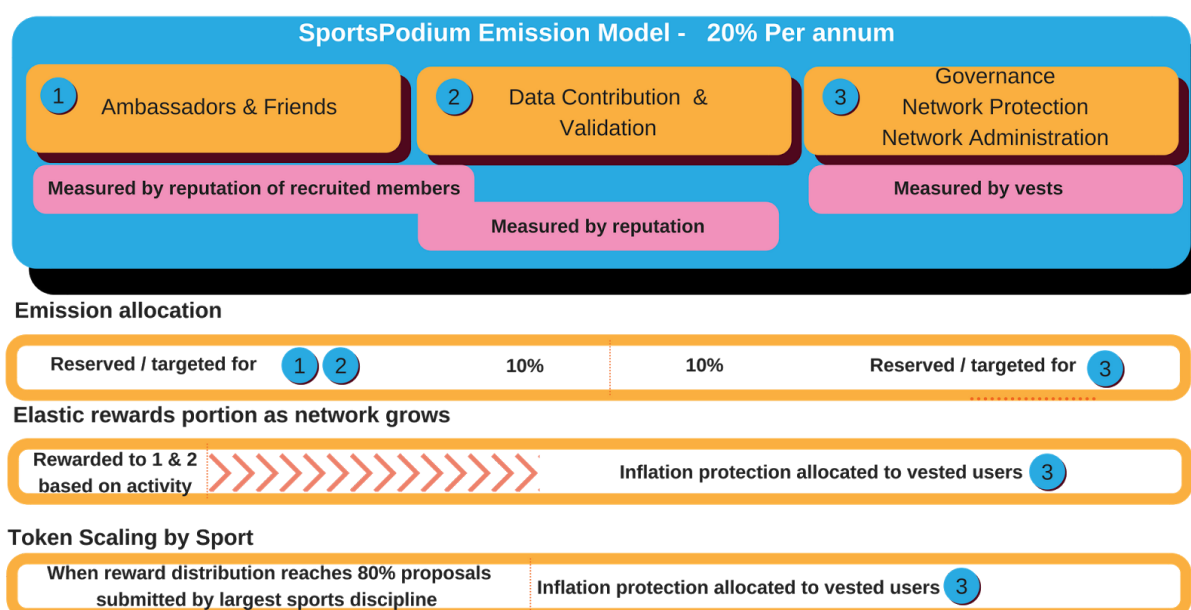
Athletes and coaches earn rewards based on activity. Rewards are applied with a reputation multiplier. Reputation is influenced by diligence, accuracy and performance over time.



Ambassadors, friends and sporting bodies earn rewards based on network participation (growth).

Social contributions for SportsPodium will be run entirely on a separate blockchain optimised for social media with a different reward mechanism. SportsPodium will interface with this blockchain with our UI toolset to provide a seamless experience for end users.

## Emission Model



Tokens will be minted daily at a rate of 20% per year of total PODs available on the platform. Half of the daily minted tokens will be reserved for Recruitment and Reputation rewards and the other half for vested vPODs.

The Recruitment and Reputation rewards will be limited based on the quantifiable activities recorded by users. The unspent balance of this reward allocation will be added to the vested vPODs allocation.

The vested vPOD allocation will be used for network upkeep (Block producers and Master nodes) as well as inflation protection for vested vPODs as determined by the master nodes currently voted into power by the vested vPODs.

## Sub-Networks (Multi-Coin Scenario)

Our proposal to stimulate organic growth with autonomous communities is to split the community off to their own sub network once the Recruitment and Reputation rewards reach 80% of the 10% allocation. A new sub network will then be created with its own governance structure. We are likely to break sub-networks down to a network per sporting code per country depending on the level of participation.

## Permission Management

SportsPodium will adopt and mimic the hierarchical structures within the Sports industry, which can also be described as communities within communities. All communities and SportsPodium participants will have configurable portals where information will be entered, displayed and managed.

We will also collect personal information of participants (whereabouts, activity, identification and other) that is not in the public domain, and that might be protected by legislation in certain countries. This information will be obfuscated and won't be made publicly available on the blockchain, unless the owner of the information gives specific permission for such usage. We will follow a philosophy on SportsPodium that information belongs to the contributing individual.

However, in order to support unique SportsPodium features in communities we will implement discoverability of community members based on participation to programs. Some examples include

- Comparison of players against other players
- Access to supporting donor funds
- Search availability to scouting services
- Promoting your profile

Children will have to be represented by their parents who needs to have full responsibility for the availability of their children's information. We plan to implement Smart Contracts that will automatically transfer ownership to the child when he/she becomes of legal age.

In order to protect personal information, SportsPodium requires a sophisticated user and permission management system. EOS.io provides an acceptable solution to our permission management requirements through their [Role Based Permission management functionality](#).

## SportsPodium Features

- **Community projects and event support.** SportsPodium participants will have the ability to support community projects by donating PODs towards a community project or organized sports event or cause. The project's fundraising target and intended beneficiaries will be configured before the community project starts.
- **Athlete support.** Support programs for individuals and teams will be promoted on the SportsPodium platform. Participants will be able to support a cause by donating PODs or specific support targets (e.g. Sports Equipment via the online SportsPodium store)
- **Athlete promotion.** Athletes will have the ability to use their PODs to participate in talent scouting circles. Scouts, Universities, Clubs and Players will be able to search for talent based on their requirements. SportsPodium will provide the ability to manage various levels of program participation access.
- **Online Store.** SportsPodium will create the opportunity for sporting participants to spend the PODs they earned through their contributions within the system on dedicated Sporting Online Stores. Due to the hierarchical nature of the system, dedicated sporting stores per country can be created in communities. These community stores will have access to sell their sporting equipment and services directly to captured audiences for every sport. We want to empower the community to build stores per country as we still live in a distributed society where all the equipment needs to be purchased and delivered.
- **Advertising and Sponsorship.** SportsPodium will have a dedicated and captured audience consisting of the global sporting community. Sponsors

will be able to buy targeted advertising with PODs in various levels of SportsPodium communities.

- **Donor funds distribution.** The donor fund distribution stream is very close to the hearts of the SportsPodium executive team. The SportsPodium blockchain will support fair, transparent and direct distribution of donor funds based on the specific target community or project. SportsPodium will allow community donations to assist athletes to attend events, buy sporting equipment or whatever is required for the sports person to meet their next goal.

### Anti-Bot Mechanics

Because a lot of value will be placed on diligence, completeness and accuracy of athlete training and performance data, bots will have the ability to completely skew services and devalue the SportsPodium currency.

User Registration and validation, to make sure we are dealing with real users, are the essence of the reward system. SportsPodium will have strict policies around bots and also implement mechanics into the blockchain to prevent bot abuse. Both technical and practical measures will be used to control abuse through the use of bots.

### Roadmap

The aim of the project is to reach market as quickly as possible, maintaining an aggressive rollout by firstly adding more sporting codes and secondly other required functionality. We estimate six months for significant UI upgrades, Blockchain integration and scaling work. There will be a significant effort spent on the marketing and ambassador on-boarding process which will require at least 6 months pre-launch to mobilize, market and set up a market launch. This effort will have dedicated focus parallel to the technology work, culminating in a launch in Q2 2018.

By Q2, 2018, there will be a fully functional product in the marketplace that will continuously be enhanced from a functional and UI perspective. Token distribution algorithms will be tested and adjusted should this be required.

Market feedback will be absorbed and implemented where necessary and more sporting codes added on a regular basis. As the solution requires specialized configuration per sporting code, the initial drive will be initiated by the team with the intention to enhance the uptake process in the first year to a point where taking on new sports mainly being configuration and very little development work.

In conjunction, two key sub-systems will be built: an advertising engine that will drive the classified advertising across the platform and also an online shopping mall. The timing of these will be based on usage levels, as there are alternative ways to deal with these two sub-solutions at lower usage levels that do not require significant work from a technology perspective.

## Timeline

The below timeline is a proposed timeline based on raising the full funding from the token sale. Once the token sale is completed, this will be reviewed and, if need be, adjusted. Dates are set as to-be-completed-by dates, and depending on logistics and impact, may move.

2017: Q4	Enhance current teams, set up marketing campaigns, and company structure
2018: Q2	Launch platform with 3 sporting codes
Q3	Launch Sports 4, 5, 6 + Launch localized advertising engine v1 (Basic)
Q4	Launch Sports 7, 8, 9 + Launch Online store v1 (Basic)
2019: Q1	Launch Generic take on version of platform (sports can be taken on from UI)
Q2	Launch full advertising engine, enhanced tournament play
Q3	Launch full shopping mall and analysis engine

## Executive team

To run a successful token sale, which will translate into a highly successful platform, a dedicated and focused team with a wide skill set is required. While the two founding members have been involved in this solution for 5 years, they have now been successful in augmenting the team with skills to support the

upcoming token sale and beyond. With the new members of both the executive team and advisory board, they will actively be adding to the team up to the token sale and beyond.

### Robert Marshall

Passionate about technology, a lifelong disruptor and successful entrepreneur he believes that the status quo needs to be challenged, and that progress and opportunity lies in disruptive thinking. Robert has successfully started a number of technology businesses and have consulted to numerous top companies on strategy and delivery management.

### Jaco Rossouw

Using technology to solve business problems has always been one of his passions. Being introduced to Blockchain and Cryptocurrency technology gave him a new way to identify problems and therefore find solutions. With these he now is able to solve problems far beyond the business world.

### Christian Smit

Christian Smit is marketing and PR genius, having represented Olympic gold medalists and an assortment of high-end individual clients. He lives a life less ordinary.

### Natalie du Toit

As a former Olympian and Paralympian, Natalie du Toit has moved on from her inspiring achievements in sport where she earned 13 golds and 2 silvers at the Paralympics and competed in the able-bodied Olympic Games. She has earned many awards in her memorable sporting career where she earned her stripes as a Young Leader in the World Economic Forum, speaker at the European Union Parliament in Brussels, the winner of an Ethics in Leadership Award, The Order of Ikhamanga in Golf, a medal earned for her exceptional achievements and unparalleled merit in sport and an honorary MBE from the Queen for her contribution to Paralympic sport. She is now pursuing a career in business as a social media strategist.

## Pieter Botha

Pieter is a BSc. Hons qualified software technologist that provided leadership in many successful projects of various sizes and complexity. With a flair for technology entrepreneurship he brings a thorough understanding of software development in general and blockchain and cryptocurrency in particular to the team. He is a strong believer in sharing knowledge, understanding and enabling colleagues to ensure successful projects. He has been invited to speak at International conferences and contributed to various open source projects. He has been part of 2 successful startups and has some rigs mining crypto when power is affordable.

## Conclusion (Our Promise)

It is a fact that there are many who deserve a chance to develop their talents, but who for some reason never get it. The flow of money in the sports world is centrally controlled creating many challenges for the rightful recipients of these funds. There must be a thinning of the line between business and sport, as there should be between corruption and honesty. Our purpose is to level the playing field in sport.

We'll be offering crypto tokens to help us do so. We want the tokens to serve as encouragement to the broader public to submit information and in the process to help bring fairness to sport, to help spot talent and to open opportunities for all at local, national and international level.

Through this we will not only put cryptographic tokens in the hands of the population at large, but we will also create ways to spend and exchange these tokens for goods and services, and using the sports world to create strong demand for PODs.