

GiveBack Ticketing

Charitable Dynamic Ticketing Platform

"Turning scalping into social good"

162M

5-Year NPV

Financial
Impact

35B+

Market Size

Secondary
Tickets

296%

Average

Uplift

Fan Premium

The Opportunity

Fans pay on average 296% above face value. Billions of dollars flow from fans to scalpers every year. We capture this at source and redirect it to social impact.

Strong Financial Returns + Unparalleled Social Impact

Investment Opportunity

Strong Financial Returns + Unparalleled Social Impact

Seeking
**\$X
Million**

Seed/Series A

Scale technology
& compliance

NPV
Potential
162M+

5-Year NPV

4% discount rate

Social
Impact
\$60M+

Annual Charity
Flow

Year 5 projection

Use of Funds

Development &
Technology **40%**

Compliance & Legal
Frameworks **35%**

Marketing & Artist
Onboarding **15%**

Operations &
Infrastructure **10%**

Go-to-Market Strategy

● **Artist-First Approach**
Leverage
relationships with
high-profile stars
(e.g., Lady Gaga)

● **Flagship Tours
Launch**
Media coverage →
fan adoption → viral
growth

● **Global Expansion**
Venues, festivals, and
regional markets

worldwide

The Problem

Billions lost to scalpers while charities receive nothing

296%

Average fan overpay

Current Problems

Current Industry Issues

- **Unfair resale prices:**
Fans face 3-4× face value prices on average
- **Artists lose goodwill:**
Fans blame artists for high resale prices
- **Billions to scalpers:**
Charities receive nothing from the \$30B+ secondary market

\$0

To charities today

Our Solution

Our Solution

- **Capture uplift at source:**
Ticket sold → uplift captured
→ charity + platform fee
- **Artist-chosen charities:**
Redirect surplus to causes artists care about
- **Fan tax benefits:**
Fans receive tax receipts and social status as contributors

Market Opportunity

Global Secondary Ticket Market: \$30-40B+ Annual Revenue

Massive Global Opportunity

Even 1% market adoption yields \$100M+ in platform revenue

35B+

Total
Addressable
Market

Secondary
ticket sales

10B

Serviceable
Available
Market

High-demand
tours >100%
uplift

8.1%

Annual
Growth Rate

Accelerating
digitalization

1%

Market
Share Target

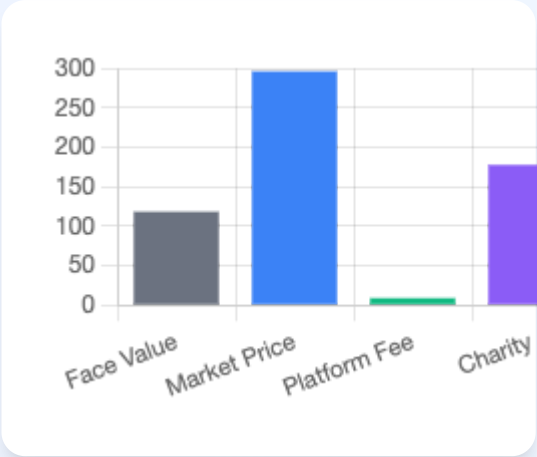
\$100M+
revenue
potential

Real Market Example: Lady Gaga Chromatica Ball Tour

Face Value: \$120

Resale Average: \$300

Uplift \$180
Captured: (150%)



Revenue Model

2.5% + \$1.69 Platform Fee + Dynamic Charity Uplift

Transaction Revenue Breakdown

Face Value	Market Price	Platform Fee	Charity Impact
\$120	\$300	\$9.19 <small>(2.5% + \$1.69)</small>	\$180

5-Year Financial Projections

Year	Artists	Tickets	Platform Revenue	Charity Impact	Net Cash Flow
1	5	50K	\$571K	\$428K	-\$178K
2	15	270K	\$3.1M	\$2.3M	\$1.3M
3	50	1.5M	\$17.2M	\$12.9M	\$13.2M
4	80	3.6M	\$41.2M	\$30.9M	\$31.2M
5	120	7.2M	\$82.4M	\$61.8M	\$62.4M

NPV (4% discount): 161.6M

Break-even: Year 2-3

Competitive Advantage

First-Mover in Charitable Event Ticketing

Platform	Market Share	Total Fees	Charity Integration	Transparency
Ticketmaster	70%	10-20%	0%	✗ Limited
StubHub	15%	10-15%	0%	✗ Limited
Eventbrite	8%	3.5-7%	0%	✗ Limited
SeatGeek	4%	10-15%	0%	✗ Limited
Give Back	0%	2.5% + \$1.69	0-25%	✓ Full

Our Unique Value Proposition

- First platform with built-in charity giving
- Artist-controlled revenue split (0-25% to charity)

Technology Differentiators

- Modern Next.js 15 + TypeScript architecture
- Real-time seating map with WebSocket updates



Lower fees than all major competitors



Interactive charity uplift controls for artists



Real-time impact tracking and transparency



Comprehensive impact dashboards

Vision Statement

"Imagine every scalped ticket funding schools, feeding families, and supporting communities worldwide."

Default Platform

Fair ticketing worldwide

Billions Redirected

From scalpers to charities

Global Impact

Every ticket counts