

Incentivizing Your Vote!

UVA 2022 Spring Election Prizes & Stipulations

What's Going On?

UBE and the wider University community is deeply grateful for all those who take the time to participate in student self-governance. To convey this appreciation, everyone who completes every section of the ballot this year will have a chance to win nearly **\$1000** in prizes. These prizes will be distributed as \$25 gift cards to either Starbucks, GrubHub, the UVA Bookstore, or Bodo's Bagels.

Am I Eligible to Win a Prize?

Every student currently enrolled at UVA that can vote can win a prize (including graduate students) as long as they complete the ballot. The two exceptions are: current members of the University Board of Elections (including staff liaisons) AND current candidates running in the spring elections. You can win a maximum of one (1) prize per election cycle.

How Does This Thing Work, Exactly?

Students who complete the ballot (and proposed referenda) are entered into a daily pool to win one of many prizes. We take that pool of students, assign them a random number, and randomly select **12** winners each day, from *March 2nd through March 4th*. Winners will be announced and informed on each of the three days, with the specific details regarding their prize coming after Spring break.

Important Disclaimers:

(1) Students on serious financial aid should not accept prizes that are valued at over **\$30 USD** as that may affect the student's financial aid status. We encourage winning students to contact the necessary UVA admin with questions. We will not prevent students from accepting said prizes, and will communicate with the winners to provide alternate prizes if necessary.

(2) These prizes were collected from various organizations and companies. Their views do not reflect the views of the UBE nor the University.

TLDR: If you fill out the entire ballot available to you, you will be entered to win one of many available prizes. Read the disclaimer above for restrictions and potential FAFSA impact.