

A competition that makes maths exciting!

Peregrine Capital, South Africa's longest-running hedge fund manager, is committed to empowering young people through education and numeracy development. As an investment business built on analytical thinking, problem-solving, and disciplined decision-making, Peregrine Capital is passionate about helping young learners grow these same skills. That's why we are proud to sponsor **24SumMore**, a competition designed to make maths engaging, confidence-building, and fun.

The **24SumMore Maths Competition** energises maths learning for both learners and teachers. It helps young participants build confidence in mental maths while giving them the opportunity to compete for incredible prizes.

In 2026, over **300 schools** nationally will be invited to participate. **The competition is open to Grade 4, 5 and 6 learners** who enjoy a challenge. The mission? To discover South Africa's brightest young maths stars and crown them as the **24SumMore** champions!

At the heart of the competition is the **24 Game** – a fast-paced card game that challenges players to use addition, subtraction, multiplication, or division to make 24 using all four numbers on a card. The game sharpens mental maths, strengthens problem-solving skills, and makes learning both exciting and rewarding.

24SUMMORE MATHS COMPETITION BY PEREGRINE CAPITAL TERMS AND CONDITIONS

- TERMS AND CONDITIONS**
 - The promoter, organiser and host of the competition is Peregrine Capital (Pty) Ltd ("Peregrine"). Peregrine is solely responsible for the administration, management and conduct of the competition.
 - Peregrine Capital (Pty) Ltd (registration number: 1998/004238/07), is a company incorporated in the Republic of South Africa and having its registered address at 1 Park Lane, Wierda Valley, Sandton, 2196 (hereinafter referred to as "Peregrine").
 - All persons entering ("the entrants") the "24SumMore Maths Competition by Peregrine Capital" ("the competition") agree that the competition rules as set out in these terms and conditions are binding on them. A copy of these terms and conditions is available at www.peregrine.co.za
- IMPORTANT NOTICE**
 - These terms and conditions contain certain clauses that:
 - may limit the risk or liability of Peregrine or a third party; and/or
 - may create risk or liability for the entrant; and/or
 - may compel the entrant to indemnify Peregrine or a third party; and/or
 - serves as an acknowledgment, by the entrant, of a fact.
 - The entrant's attention is drawn to these terms and conditions because they are important and should be carefully noted.
 - Nothing in these terms and conditions is intended to, or must be understood to, unlawfully restrict, limit or avoid any rights or obligations, as the case may be, created for either the entrant or Peregrine in terms of the Consumer Protection Act, 68 of 2008 ("the CPA").
 - By participating in the competition, the entrant confirms that they have had an appropriate opportunity to read and understand these terms and conditions and that they agree to be bound by them.
 - All entrants to this competition participate entirely at their own risk.
 - By reading and accepting these terms and conditions, the entrant gives consent to these risks and hereby indemnifies and holds harmless Peregrine and any other person who directly or indirectly controls or is controlled by or is in common control with Peregrine, their directors, employees and agents against any and all liability or any damage, cost, injuries and losses of whatever nature sustained as a result of their participation in the competition and related events and activities, save where such damage, cost, injuries and losses are sustained as a result of the gross negligence or wilful misconduct of any indemnified party.
- RULES OF THE COMPETITION**
 - This competition will take place **between February 2026 and October 2026**. All dates and time periods referred to in these terms and conditions are indicative only and may be amended by Peregrine in its discretion.
 - Three Hundred (300) schools in South Africa are invited to participate being between eight (8) to ten (10) schools per area chosen from thirty-six (36) areas in South Africa. The competition is for Grade 11 to 12 learners.
 - Participation by schools in the competition is by invitation only and subject to capacity limitations. Peregrine reserves the right, in our sole discretion, to select participating schools and is under no obligation to provide reasons for inclusion or exclusion.
 - The close-out date for school registrations for participation is **end of March 2026** and only if space and scope permits.
 - From 27 February 2026**, the Grade 4, 5 and 6 educators from the selected schools will receive the 24 Games with supporting educational content.
 - From April to June 2026**, the schools run an internal competition with qualifying learners to select the top 6 learners per school.
 - From 20 May 2026**, Peregrine will return to the schools to facilitate the following:
 - The top 6 learners from the school's internal competition compete against one another.
 - The top two learners will be invited to compete in the semi-finals hosted at a host school.
 - From 22 July 2026 – 22 September 2026**, the semi-finals will be held at thirty-six (36) schools from each of the selected areas, where the top learners compete.
 - On 29 October 2026**, the top thirty-six (36) learners from the semi-finals will compete against one another at the final event hosted at a venue selected by Peregrine located in Johannesburg.
 - 310.** These top thirty-six (36) learners' guardians will be required to sign indemnity forms for travel and participation at the event.
 - 311.** The prizes which will be awarded during the finals are:
Schools Awards
 - 1st place school: R25 000
 - 2nd place school: R15 000
 - 3rd place school: R10 000
 - 33 non-placing learners' schools: R2 500**Learner Awards**
 - 1st place learner: R25 000 Peregrine investment account
 - 2nd place learner: R15 000 Peregrine investment account
 - 3rd place learner: R10 000 Peregrine investment account
 - 33 non-placing learners: R2 500 Peregrine investment account
 319. Top Teacher prize: iPad which is valued at approximately R16 999,99 - If a learner withdraws from the competition or is unable to participate at any stage, Peregrine may, in its discretion, invite the next eligible learner to participate. No compensation or alternative prize will be offered to a learner who withdraws or forfeits their participation.
 - Prizes are not transferable.
 - Prizes do not include any other costs or expenses relating to the prize or the enjoyment of the prize not expressly specified in these rules.
 - Peregrine shall not be liable for any damage, cost, injuries, and losses sustained in relation to the competition and the prize and its enjoyment. All risks associated with the prize including losses relating to fraud or unauthorised use shall transfer to the winner upon award. The winner indemnifies Peregrine against any loss or damage that may be suffered by taking part in the competition, including any claims related to the prizes.
 - Finalists may be required to travel to Johannesburg to participate in the final event. Peregrine will arrange and cover travel costs for the finalists and one parent or legal guardian. The details of such travel arrangements will be communicated directly to the finalists and their parent or legal guardian in advance. Any additional costs incurred outside of the arrangements confirmed by Peregrine will be for the finalist and their parent/legal guardian.
- INVESTMENT OF CASH PRIZES**
 - The cash prizes awarded to winners will be invested in the Peregrine Capital High Growth Retail Hedge Fund ("the Fund"), which is managed by Peregrine.
 - The investment will be made following completion of the standard investor onboarding process, including all information required in terms of the Financial Intelligence Centre Act, 2001 ("FICA"), and Know Your Customer ("KYC") and regulatory checks. The investment will be subject to the Fund's existing terms and conditions and legal documentation, which will be provided to the winner's parent or legal guardian.
 - The prize constitutes an investment and not a cash payout. The amount invested may differ from the stated prize value due to applicable fees, charges or costs in accordance with the Fund's terms.
 - The value of the investment is subject to market fluctuations and may increase or decrease over time. Peregrine does not guarantee capital preservation or investment performance.
 - Winners may redeem their investment only in accordance with the Fund's standard withdrawal terms and conditions.
 - Any applicable fees, charges, costs, taxes, or liabilities associated with the investment, administration, and redemption of the Fund, including but not limited to capital gains tax (CGT), transactional fees, or statutory charges, shall be borne solely by the winners.
 - Prior to the investment account being opened, winners shall be provided with all necessary disclosures, risk warnings, and investment documentation in full compliance with the Collective Investment Schemes Control Act, 2002 ("CISCA"), FICA, Financial Advisory and Intermediary Services Act, 2002 ("FAIS"), and any other relevant laws, regulations, and board notices issued thereto by the Financial Sector Conduct Authority, the Prudential Authority and/or the Financial Intelligence Centre.
 - By accepting the investment prize, the winner explicitly acknowledges and confirms that they understand, accept, and assume all associated risks related to investing in the Peregrine Capital High Growth Retail Hedge Fund and that they have not relied on any assurances, guarantees, or representations from Peregrine or their affiliates regarding the future performance of the investment.
- SELECTION OF WINNERS**
 - The winners of the awards for the top teacher will be selected objectively by a panel of judges which shall include representatives from Peregrine. The determinations will be based on their observations and engagements throughout the competition period.
 - The participants are to ensure that they act honestly and do not cheat in the games. Peregrine may disqualify a learner or school in the event that there is any dishonesty.
 - Peregrine reserves the right to amend the terms and conditions as well as terminate the competition at any time. In the event of such termination, all participants agree to waive any rights that they may have in terms of the competition and acknowledge that they will have no recourse against Peregrine, its advertising agencies, advisors, suppliers and nominated agents.
- DATA PRIVACY**
 - Personal Information means information relating to an identifiable, living, natural person and, where applicable, an identifiable, existing juristic person, including but not limited to what is defined in the Protection of Personal Information Act ("POPIA").
 - The entrants hereby consent to providing Peregrine with the relevant personal information required to enter the competition and to allowing Peregrine to share the personal information with the designated third parties.
 - Personal information collected for purposes of the competition will be processed in accordance with POPIA and the 24SUMMORE Privacy Statement: <https://bit.ly/4a0DfG>. Personal information will be retained only for as long as necessary to administer the competition and meet legal obligations, after which it will be securely deleted or anonymised.
 - All personal information shared within the context of the competition will be treated as confidential and shall only be processed for the sole purpose of the competition. Any other processing of any personal information by the designated third-parties and Peregrine ("all parties") is prohibited.
 - It is the entrant's responsibility to provide accurate personal information otherwise Peregrine would not be able to comply with the Data Protection and Privacy Laws of South Africa.
- GENERAL**
 - By entering this competition, you acknowledge that it is a promotional competition governed by the Consumer Protection Act, 68 of 2008. Peregrine will conduct the competition in accordance with the Act. If you win a prize, you agree to provide the information reasonably required to deliver the prize and to acknowledge receipt of the prize.
 - The names of the prize winners will be published on Peregrine Capital's social media pages, this shall be subject to the consent from the respective winners.
 - The winner may be requested to participate in Peregrine's publicity campaigns or to allow Peregrine to use their names and likenesses for promotional purposes. The winner is, however, entitled to decline such a request.
 - Peregrine shall conduct the competition. Peregrine's decision on any matter related to the competition, including the selection of the prize winners, is final, and no correspondence will be entered into.
 - Peregrine reserves the right to amend, suspend or terminate the competition at any time. In such event, participants waive any claims against Peregrine arising from such amendment, suspension or termination, subject always to applicable law.
 - If you have any queries in this regard, and would like a copy of these rules, you can find them at www.peregrine.co.za or by speaking to your 24SumMore regional representative or by emailing 24SumMore@peregrine.co.za during office hours throughout the competition period.

24 SUM MORE+

Play more, learn more!

Maths Competition 2026

ENERGISED BY
Peregrine Capital

HOW THE COMPETITION WORKS

From February – March 2026:

Visit 1 – Kit delivery

Each class receives a 24SumMore Pack to help learners prepare.

The pack includes:

- 2 x the 24 Game
- 1x multiplication poster
- 1x division poster
- 40 x parents' flyers
- 2 x recognition charts
- 1000 x recognition stickers



April – June 2026:

Qualification round – in-class

- Each learner must solve 24 x the 24 Game cards to qualify.
- For every correct card, the teacher adds a sticker to the recognition chart.
- Once learners have 24 stickers, they qualify to move on to the school competition.
- Teachers can introduce new challenge levels as learners progress by selecting cards with different difficulty ratings.

From May 2026:

Visit 2 – Awarding learners and selecting school finalists

- Each school hosts a grade-wide competition on a set day, where all participating Grade 4, 5 and 6 learners compete.
- The competition is open to younger students, should they wish to participate in the school competition.
- The school can run between three and five rounds depending on the available time. After each round, all learners count the points on their cards. The teacher coordinating the competition records each learner's total score for the day.
- After every round, learners are randomly reassigned to new tables for the next round.
- The teacher must ensure that each round includes cards of varying difficulty levels.
- A 24SumMore representative will visit your school to conduct a final round with the top 6 learners at your school.
- The top two learners from each school advance to the semi-final competition.

From 22 July 2026 – 22 September 2026:

Semi-finals – area competitions

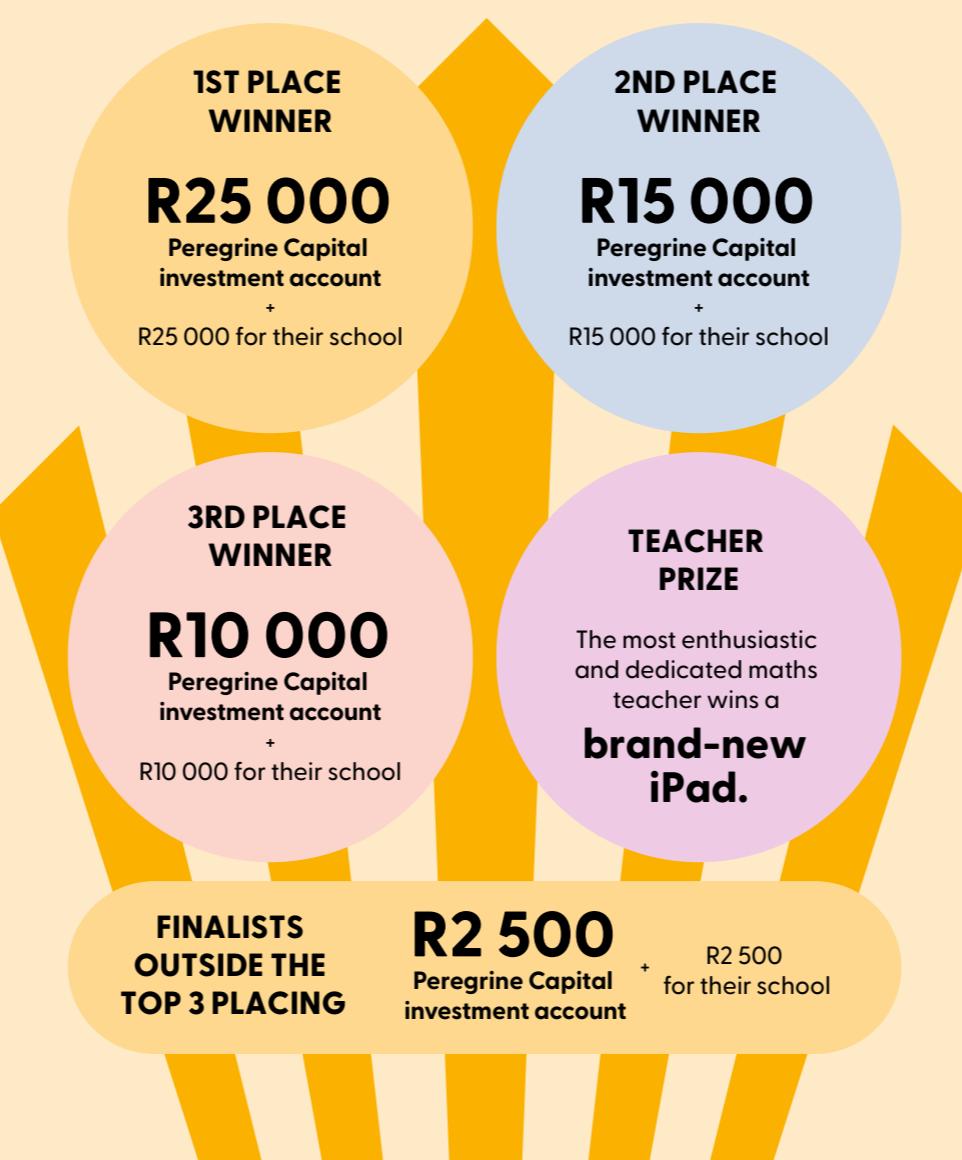
- The top learners from local schools will compete at each of the 36 area-hosted schools.
- The top player from each semi-final event will advance to the Grand Finale!

29 October 2026:

Grand finale

- The top 36 learners from the semi-finals will compete in the final event at a venue selected by Peregrine Capital located in Johannesburg.
- A similar game format as the school competition rounds will be used.
- The top 6 players will advance to a final five-minute round which will determine the overall winners.
- The top player will be crowned the 24SumMore Champion!

PRIZES – BECAUSE WINNING ADDS UP



HOW TO PLAY THE 24 GAME

Learners compete in groups of 3 to 8 students within a five-minute round. One card from the 24 Game is placed in the centre, and learners attempt to claim the card by placing their hand on it and answering correctly within 5 seconds. The first learner to give the correct answer keeps the card. The teacher then places the next card on the table.

If no one solves the card within 15 seconds, the teacher removes it and replaces it with a new one.

Each card has 1, 2 or 3 dots in the top corner to indicate its difficulty level:



- 1 dot = 1 point (easiest)
- 2 dots = 2 points
- 3 dots = 3 points (hardest)

At the end of the five-minute round, the learner with the most points wins.

Scan QR code to watch the tutorial video to see how to play the 24 Game:



Watch this video to find out Why 24SumMore Matters:



Purchase additional games here:



Good luck to all our future maths whizzes!

Please visit <https://www.peregrine.co.za/our-impact> for more information or e-mail: 24SumMore@peregrine.co.za for queries.

www.peregrine.co.za