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(71) Applicant: CHANNELFIX.COM LLC [US/US]; 2220 Meridian Blvd Suite #ev198, Minden, NV 89423 (US).

(72) Inventor: CVINAR, John Graham; 1584 Ulster Terrace, West Chester, PA 19380 (US).

(74) Agent: WAKIMURA, Mary Lou et al.; HAMILTON, BROOK, SMITH & REYNOLDS, P.C., 530 Virginia Rd, P.O. Box 9133, Concord, MA 01742-9133 (US).

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(54) Title: VIDEO-TOURNAMENT PLATFORM

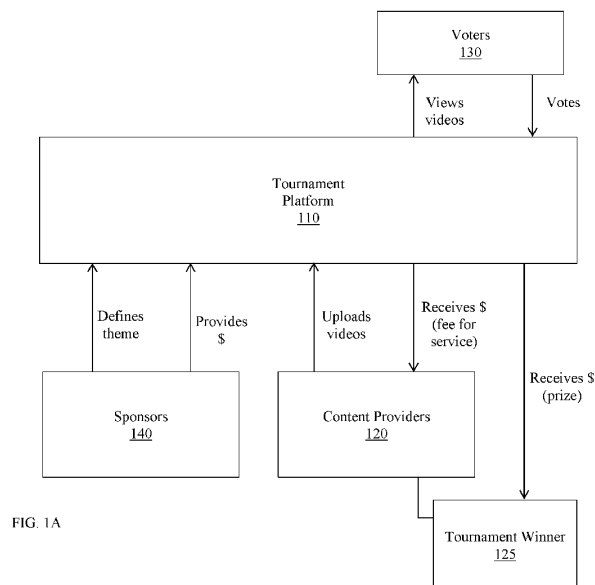


FIG. 1A

(57) Abstract: A method for conducting a tournament includes activating a competition, receiving video submissions from a plurality of content providers, and transmitting a compensation amount to at least a subset of the content providers, each having provided an acceptable video submission. The acceptable video submissions are assigned a seed-position and published based on the assigned seed positions to a plurality of voters. A winning content provider is determined based at least in part on votes received, and a prize is transmitted to the winning content provider. The compensation amount provided to each of the content providers obviates the prize from being construed as a lottery. The method can further include gaming- avoidance and anti-fraud features. League structures can be created to increase user retention and add relevancy of each competition to a user's continued experience on the platform.

[Continued on next page]

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